



# **Unlimited Cities**

**In Real Life**

Immersion at  
the core  
of territories

## In real life

*All the projects brought together here were developed in real-life situations: within local contexts, through interactions between residents, citizens, activists, members of public and private organisations, researchers, and of course municipal teams, designers and technical staff alike.*

*These processes unfold over several months, with a legible progression that allows for the gradual establishment of collective intelligence. Several conditions facilitate this shift towards multi-stakeholder thinking – among them: the capacity for expression in unexpected directions offered by the in-situ collage method, and the Unlimited Cities digital platform's capacity to make all proposals immediately visible to everyone.*

*Leaving total openness to contributors may seem counter-intuitive. In practice, this freedom makes it possible to respond to questions that no one had formulated – invisible to urban planners, deemed too difficult or simply out of scope.*

*And there are projects that no longer really have individual creators: they emerge through successive iterations of collective thinking – such as this transport system around the Geneva Bay, which began in a village and which, once the ideas have fully taken root, could change the lives of hundreds of thousands of people.\**

*See Free Space in page 15*

Open Urbanism *foundation*

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# LIAN MENG CHINA REVITALISING A VILLAGE

step **05** digital mediation | UC process

Territory and theme: Lian Meng village in Hubei, China - revitalisation, 30 residents (300 sixty years ago)  
Participants: 10 residents, 20 students, 5 researchers and 5 urban planners  
Lead: Architecture Advanced Lab (AAL) and HOST Lab  
Commissioners: HUST University, Wuhan  
Process stage: 05 - Digital mediation in public space  
Time to results: Phases 1 to 7 in 10 days (intensive university workshop)

*Two students approach an elderly woman from the village. At first there is laughter: "Did Mao Zedong give his approval for village women to share their opinions? And what do these young girls know about life in a poor village when they propose a tool that can paste flowers in front of houses, but not vegetables?"*

*Then neighbours arrive, and the conversation becomes more serious - the houses are abandoned, the young people are leaving for the city, and no one benefits from the sacred springs that are so good for your health anymore.*

*The idea of transforming abandoned houses into a convalescence facility linked to the megacity's hospitals emerges. Recreating local employment and enabling young people to return suddenly seems more achievable than the tourism-led development project initiated by Beijing a few years earlier.*

*This project is different - it comes from the village and the university. The professors promise to look into the question with the regional urban planning department and the hospitals.*



## 联盟村

Village elders, students and researchers came together for the first time around improving life in Lian Meng. The group connected the village's future to the megacity of Wuhan. The local government extended the process through a study commissioned to the University

# WENSHAN DISTRICT TAIPEI

## INCLUSIVE

### URBAN TRANSITION

step **05** digital mediation | UC process

Territory and theme: Wenshan District, Taipei, Taiwan - 270,000 residents.  
Inclusive urban transition  
Participants: 350 - families, elderly people, young children, passers-by  
Lead: Urban planners Collaborative O and Urban Tai Ouan  
**Commissioners: City of Taipei**  
Process stage: 05 - Digital mediation in public space  
Time to results: Multi-year process - digital mediation over 3 weeks

*A young mediator is helping an elderly woman create her collage. The woman confides that she had hesitated to take part, since in Taiwan residents are aware of the risks of digital manipulation. "What's the point of giving your opinion if the decisions are already made?" In the end, she says she is pleasantly surprised by the quality of the exchange.*

*She asks to be kept informed of the next steps, expressing her wish to return with friends to continue bringing ideas and discussing them with the designers.*

*Seeing her collage visible to everyone in the gallery, she has the feeling that the participants' contributions will*

*These exchanges, among others, convince the urban planners to modify the continuation of the project and pursue the dialogue on the best ways to reintroduce the district's ancient rivers.*



Distrust gave way to the desire to work together. The project was modified so that the reintroduction of the district's ancient rivers would henceforth be driven jointly by the designers and those whose lives will change.

# ANIÈRES SWITZERLAND

## VILLAGE IDENTITY

### AND DENSIFICATION

step **05** digital mediation | UC process

Territory and theme: Village of Anières, Canton of Geneva - densification and municipal master plan  
Participants: Approximately 300 people across contributory workshops and 3 weeks of digital mediation  
Lead: Planning office, Open Urbanism Foundation and 10 urban planners trained at UNIGE  
**Commissioners: Municipality of Anières and Topos Urbanisme**  
Process stage: 05 - Digital mediation  
Time to results: 6 months

*In the street, during the digital mediation. The smiles were not there at the start. This privileged village on the shores of Lake Geneva was afraid of disappearing. Faced with imposed densification policies, residents oscillated between opposition and resignation. How to avoid becoming a place without a soul - neither village nor city?*

*The municipality had chosen to comply with the new regulations and to involve all residents and users in the future of the territory. Ten young urban planners trained at UNIGE set out to meet everyone.*

*Beekeepers, artists, landscape architects, children, shopkeepers, farmers, newcomers and long-established residents were met where they were: parks, streets, the grocer's, squares.*

*Within a few weeks, around 200 people had used the platform. What emerged was direct: open up lake access blocked by private properties, create sales points for local producers, reintegrate biodiversity into gardens earmarked for development, reopen paths through the countryside. The initial lack of dialogue was transformed into the co-construction of a shared strategic vision.*



A village resigned to densification became the co-author of its own Master Plan. Citizens demonstrated creative and strategic capacities that conventional procedures would never have brought to the surface. The micro-projects launched - biodiversity, soft mobility - created links between residents, technical staff and authorities.

# VERNIER SWITZERLAND

## LIBELLULES NEIGHBOURHOOD

### GREENING THE PARK

step **03** contributory workshops | UC process

Territory and theme: City of Vernier, Switzerland - participatory programming, working-class neighbourhood  
Participants: Approximately 40 - families, elderly people, young children, teenagers  
Lead: Residents and Open Urbanism Foundation with the support of ATD Quart Monde  
Commissioners: **Canton of Geneva and OBH Foundation**  
Process stage: 03 - Contributory workshops (drawings and presentation of ideas)  
Time to results: 10 months - preparatory exchanges, contributory workshops and planting

*On this early spring day, the machines for digging tree holes have stopped and the adults are taking a break. But the two little girls passionate about planting trees carry on.*

*The family park had lacked shade for years. And despite the efforts of the city and canton services, the complexity of land ownership systematically blocked the granting of permits.*

*What changed the situation were the contributory workshops organised with neighbourhood associations and ATD Quart Monde, along with the involvement of the city's environment department.*

*When administrative constraints nearly stopped the works just weeks before launch, all it took was asking those responsible for the blockage to come and explain the reasons to the residents and urban planners. The authorisation was obtained within a matter of hours. The canton and the city have since decided to extend the collaborative process on a larger scale.*



Residents and the municipal green spaces department resolved in a matter of hours what administrative procedures had blocked for years. The canton decided to extend the participatory process on a larger scale.

# MONTPELLIER FRANCE

## URBAN REQUALIFICATION

step **02** define the process | UC process

### CONFLICT

Territory and theme: Montpellier, Pompignane neighbourhood - urban requalification, densification  
Participants: ~30 during workshops, then approximately 300 people at the digital mediation  
Lead: Urban planners and sociologist from HOST, with academic ethnographic analysis  
**Commissioners: Montpellier Territoire Numérique and City of Montpellier**  
Process stage: 02 - Define the process, then all phases through to restitution  
Time to results: 7 months

*In the Pompignane neighbourhood, a group of young people come over: why are you photographing their buildings? They like the tool they are shown, but refuse to take part. "Nobody will listen to us anyway."*

*There are conflicts in the neighbourhood. A community space made available by the city was vandalised, then replaced by a municipal police outpost. Retired residents complain about the noise the young people make. Two worlds that don't talk to each other. Later, thanks to the persistence of a social worker, a few young people crossed the threshold of the contributory workshop.*

*Then many of them came to the digital mediation. The retired residents proposed moving the community space to the sports ground. "We did stupid things too when we were young." An ethnographer documented this turning point: where speaking in public excludes, the collage includes.*

*The urban planning department appreciated the drop in tensions and was even more surprised: 80% of residents were proposing densification, on condition that views were preserved and neighbourhood identity maintained, while leaving architects the freedom to create.*



Young people who had refused any form of public consultation took part. Retired residents in conflict with them proposed a solution no one had expected. Tensions decreased. And 80% of residents proposed a quality-led densification. The restitution report analysing 216 commented collages was added to the architectural competition.

# RENNES FRANCE

## TGV STATION REHABILITATION

### AND DENSIFICATION

step **05** digital mediation | UC process

Territory and theme: City of Rennes, France - TGV station rehabilitation and densification

Participants: Approximately 150 - diverse profiles, families, elderly people, young children, passers-by

Lead: Urban planners and sociologist from HOST Lab

Commissioners: City of Rennes

Process stage: 05 - Digital mediation in public space

Time to results: 4 months - digital mediation over one week

*In front of Rennes station, a resident is working on a tablet. On the screen, he is placing new buildings taller than the existing ones. A few weeks earlier, a survey launched by the city had concluded that more than 80% of residents were opposed to densification in the area. The mayor and urban planners were bracing themselves for conflict.*

*When the contributions are analysed, the professionals are completely taken aback: in their commented collages, the large majority of participants had spontaneously increased density.*


*These collages often combine meticulous work on improving the quality of public spaces. This link with density is confirmed by numerous comments.*

*The survey had asked questions without encouraging reflection, and obtained a reflexive response. The tool encourages thinking. Just before the restitution event, upon discovering the gap between the two methods, the mayor changed his position. The City decided to treat the quality of public spaces as a contractual obligation imposed on all stakeholders.*



# GRENOBLE FRANCE

## REVIVING THE PUBLIC BUS NETWORK

step  post restitution | UC process

Process: 07 - Restitution event

Territory and theme: Grenoble Metropolis - reviving under-used Chrono bus network lines

Participants: Approximately 1,300 people - diverse profiles, families, elderly people, passers-by

Lead: Urban planners and sociologist from HOST Lab, operator Semitag and concessionaire Transdev

**Commissioners: Transdev**

Process stage: Post restitution

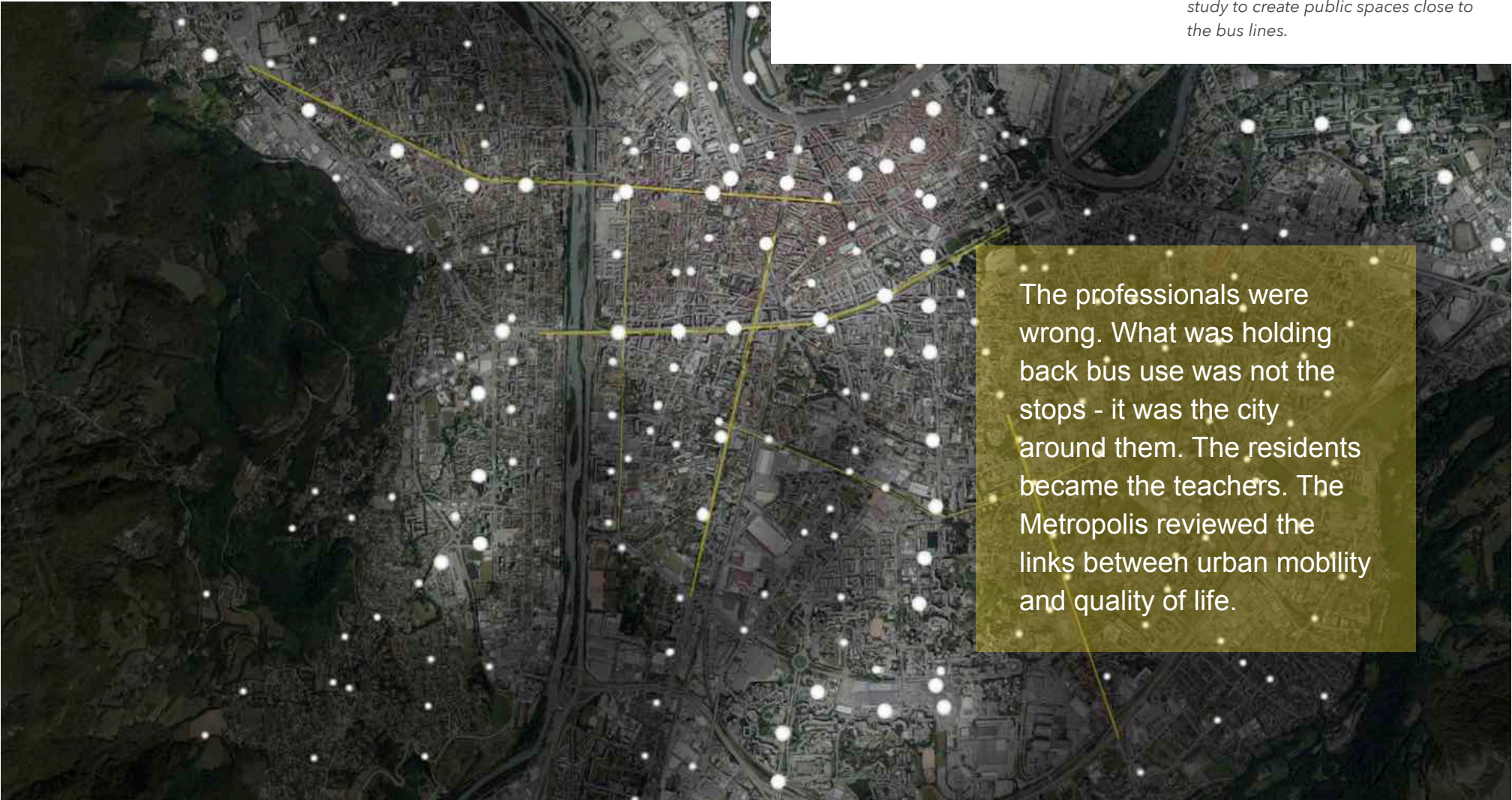
Time to results: 6 months - digital mediation over three weeks

*The city's urban planners and the commissioners were expecting a new design for the bus stops. They got a avant-garde urban planning project.*

*At the outset of the study, the question had seemed obvious: the tram is a success, the bus lines running at the same frequencies are empty. The difference? The tram stops are carefully designed; the bus stops are reduced to indicator panels. All that was needed, then, was to improve the bus stops to revive the lines.*

*What emerged from the analysis of the collages surprised both the project leads and the commissioners: bus stops were perceived as spaces of overcrowding, and in some cases dangerous because they were too close to the roads used to drop children off at school. The message from civil society was clear: "We will not be able to take the bus unless you better connect urban mobility to the quality of outdoor spaces."*


*The Metropolis followed up by launching a specification to improve the comfort and safety of stops, and a study to create public spaces close to the bus lines.*



The professionals were wrong. What was holding back bus use was not the stops - it was the city around them. The residents became the teachers. The Metropolis reviewed the links between urban mobility and quality of life.

# GENEVA SWITZERLAND

## FEE SPACE : A NEW PARADIGM FOR ACTIVE MOBILITY

step  post restitution | UC process

Territory and theme: Village of Anières and Geneva lakefront - active mobility  
Participants: Approximately 300 in Anières, then 20 - Contributory economy group, OBF Foundation  
Lead: Open Urbanism Foundation, building on the results of the prospective process in the village of Anières  
**Commissioners: Municipality of Anières, then Innosuisse - Innovation Booster**  
Process stage: Extension and dissemination - autonomous project, Innosuisse laureate  
Time to results: 3 months for the post-restitution process

*A village. The problem of dropping children off at school by car. Safety, lack of autonomy - a question that takes root in the contributory workshops. How to recreate the old paths? How to involve farmers and the municipality in this project?*

*The idea of jetties took hold, and with it, the idea of electric boats capable of carrying bicycles into the heart of Geneva. The leisure network had become a commuter network.*

*This village was not short of ideas. It lacked a pretext and a method to bring them together. The school paths joined other paths. Then the lake.*

*What no one had anticipated, three hundred different people co-constructed together. The project was awarded Innosuisse funding for its systemic benefits: quality of life, decarbonisation of daily journeys, tourism, logistics, territorial resilience. Today a coalition of municipalities, universities and companies is forming to move from ideas to prototypes.*



The first ideas from the village were paths so children could walk to school. They became a network of paths and electric boats at the scale of the Geneva bay. An Innosuisse laureate, the project now exchanges with partner territories.

# VERNIER SWITZERLAND

## MAKING ROOM FOR MADE VULNERABLE PEOPLE

step **03** contributory workshops | UC process

Territory and theme: City of Vernier, Switzerland - participatory programming, working-class neighbourhood  
Participants: Approximately 40 - families, elderly people, young children, teenagers  
Lead: Residents and Open Urbanism Foundation with the support of ATD Quart Monde  
**Commissioners: Canton of Geneva and OBH Foundation**  
Process stage: 03 - Contributory workshops (drawings and presentation of ideas)  
Time to results: 10 months - preparatory exchanges, contributory workshops and planting

*In an ATD Quart Monde Arts and Shared Knowledge workshop, a person is drawing. They receive support from the Hospice Général, and yet it is they who are co-designing the future of their neighbourhood park.*

*It all began with TEST, a public policy experiment around the Ecological Transition Income in Geneva. A group of residents, confronted with summer heatwaves, decided to mobilise. They approached the Open Urbanism Foundation and determined the project themselves.*

*Over a few months of contributory workshops, children revealed a sharp ecological awareness. Elderly people expressed the need to be visible without being isolated. And the Urban Spaces Department of the City of Vernier took part in the process.*

*"This made it possible to involve residents of all ages. They will see it evolve in the future," writes a member of the green spaces department.*

*This project received the European Participation Prize - "Special Jury Mention".*



Through the contributory income scheme, people among the furthest removed from conventional procedures took part in the co-direction of a park development project. They demonstrated that it was possible to rebuild connection, dignity, and to link social cohesion to ecological transition.

# QUITO ECUADOR

## NATURE-BASED SOLUTIONS

### INTERLACE RESEARCH

step **05** digital mediation | UC process

Territory and theme: Quito, Ecuador - Nature-based solutions  
Participants: Several workshops - approximately 30 participants per session  
Lead: Planning and urban design office YES, Quito  
**Commissioners: European INTERLACE research programme**  
Process stage: 05 - Digital mediation  
Time to results: Multi-year research process - tool modification and testing: 9 months

*Members of the 7 Billion Urbanists network had already used the tool on several occasions in Ecuador. This time, it is for a research project linking six European and South American cities around the adoption of nature-based solutions (NbS).*

*The commented collage created by a resident shows what few approaches can claim simultaneously: NbS absorb flooding, reduce heat islands, improve quality of life and strengthen residents' health. They also reinforce economic resilience and tourism.*

*Yet urban transition projects rarely explore their potential. The researchers' hypothesis: NbS do not fit into the professional silos of municipal urban services.*

*Citizens, on the other hand, could directly understand this logic and mobilise for the uptake of NbS.*

*It is to test this hypothesis that the research chose the tool. In this context, the platform evolved: criteria and visualisations specific to NbS were integrated for the first time.*



Nature-based solutions remain under-used despite their obvious advantages. The open-source nature of the platform allowed INTERLACE researchers to integrate a dedicated new module. Laboratories and civic organisations now have a tool to help cities make NbS a central lever of urban transitions.



# WINTERTHUR SWITZERLAND

## URBAN TRANSITION

### MULTIGINATION RESEARCH

step **03** contributory workshops | UC process

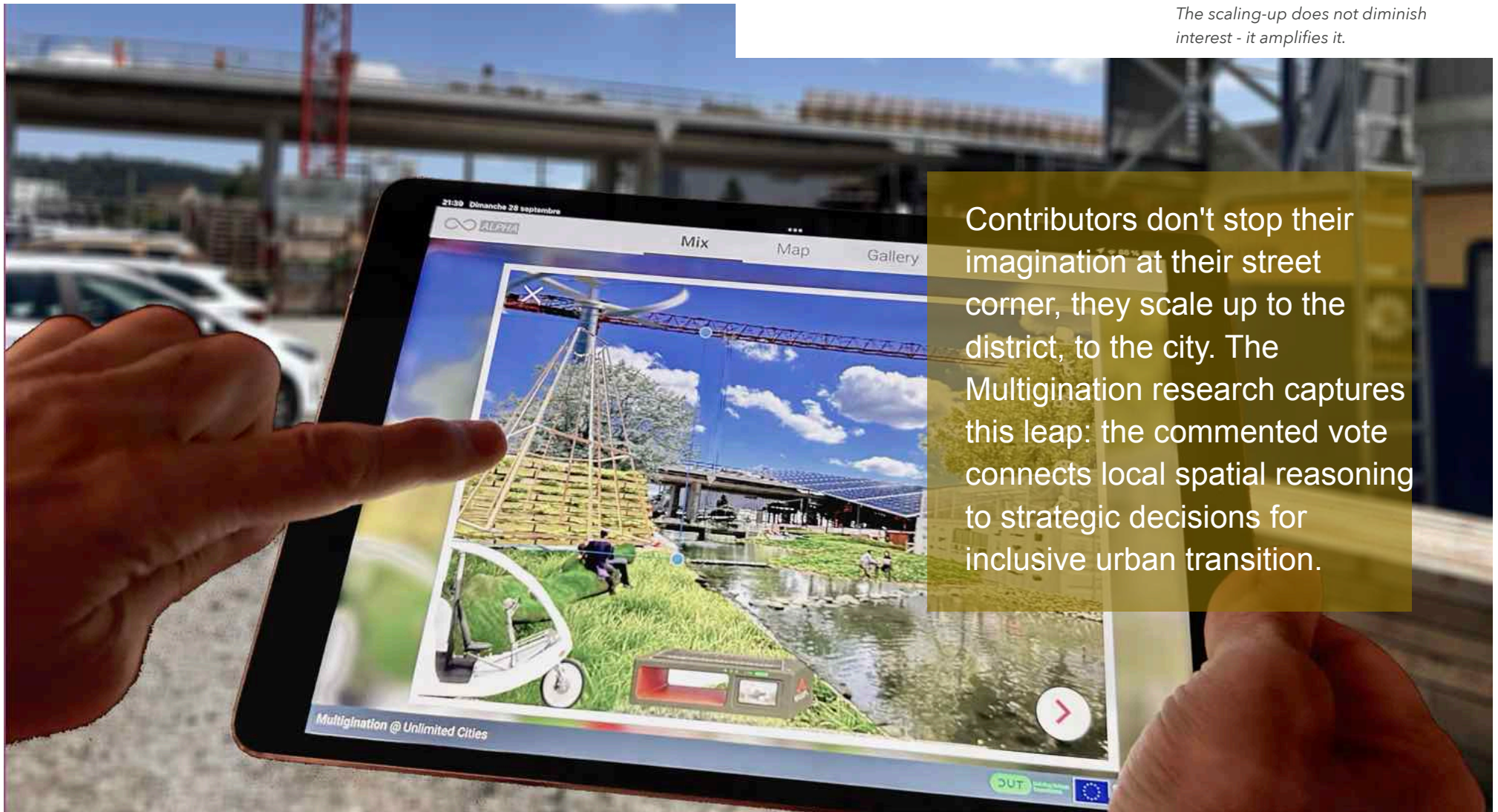
Territory and theme: Grüze Plus, Winterthur, Switzerland - urban renewal, 15-minute city  
Participants: ~20 - businesses, residents, researchers, social workers. Languages: German, English  
Lead: Open Urbanism Foundation, with Winterthur, Başakşehir Living Lab, ZHAW, TAMK  
Commissioners: Driving Urban Transitions (DUT) and Swiss Federal Office of Energy  
Process stage: 03 - Contributory workshops and Multigation research  
Time to results: 3-year research programme

*The consortium members pinned a diagram to the walls of the contributory workshop. QR codes on the tables allowed it to be downloaded. This diagram presents the hypothesis at the heart of the European Multigation research: to complement the process with a commented vote. To move from 500 contributors to 5,000 or more.*

*This is where the shift lies. Until now, the tool had invited contributors to transform specific places: create a commented collage, share it, inform decisions.*

*The commented vote goes further: municipalities and their urban planners propose several variations for the overall territorial transformation project, and residents vote while commenting - moving from enriched places to a comprehensive vision augmented by contributions.*

*One question remained: was this scaling-up compatible with participants' interests? The answer came from the workshop itself. Ideas for spaces in the Grüze neighbourhood quickly overflowed the local scale. Other deployments of the tool show this tendency is general. The scaling-up does not diminish interest - it amplifies it.*



# AGUASCALIENTES MEXICO

## PSYCHOGEOGRAPHY

### NEW FEATURE

step **01** understand and develop the tool | UC process

Territory and theme: Mexico - urban psychogeography, tool evolution  
Participants: 7 - Open Urbanism Foundation teams, laboratory in Mexico  
Lead: Open Urbanism Foundation and partner researcher

**Commissioners: Self-initiated - Open Urbanism Foundation and researcher, free software culture**

Process stage: 01 - Understanding and evolving the process and the digital platform

Time to results: 6 months - 3 months prototype / 3 months field testing

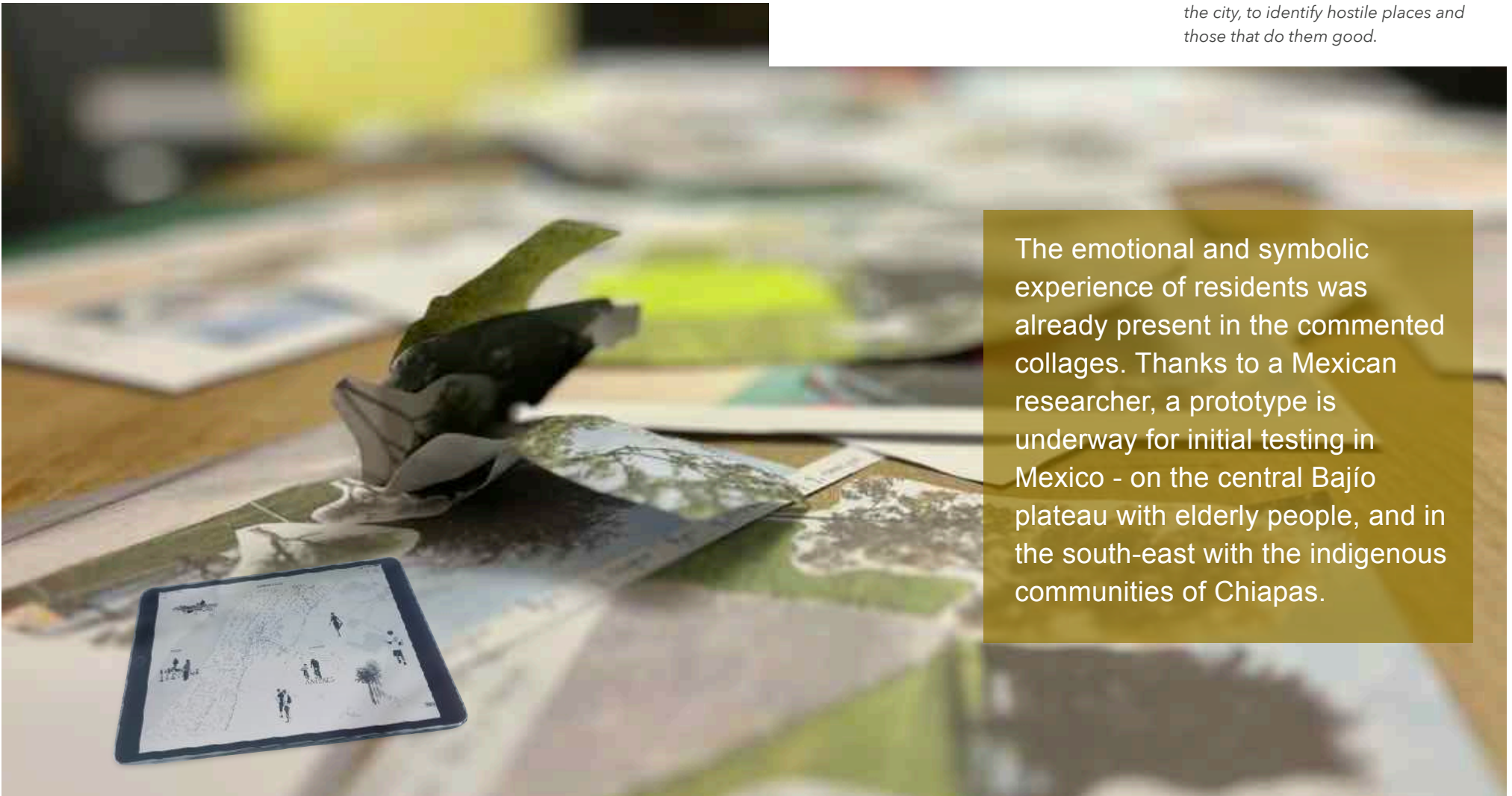
*An email arrives in Switzerland on 6 January 2026 from Aguascalientes. A Mexican social psychologist and researcher had heard about Unlimited Cities in Tijuana in 2021, while mapping places with immigrants in shelters.*

*At the same time, the Foundation was developing a prototype called Unlimited Walk, building on work done in Rome by the Sapienza University, where activists had used Unlimited Cities for critical urban walks.*

*The Foundation had been looking for several years for a collaborator with whom to integrate a dedicated psychogeography module - this way of reading the city not through its infrastructure, but through the emotional and symbolic experience of those who inhabit it. This email changed everything. The philosophy of open source makes it possible to respond and to improve the tool.*

*The prototype is being built from a concrete need: accompanying elderly people on documented walks through the city, to identify hostile places and those that do them good.*

The emotional and symbolic experience of residents was already present in the commented collages. Thanks to a Mexican researcher, a prototype is underway for initial testing in Mexico - on the central Bajío plateau with elderly people, and in the south-east with the indigenous communities of Chiapas.



# WORLD

## ENGAGEMENT BY GAMIFICATION

### NEW FEATURE

Territory and theme: All projects - adding a game feature to the platform

Participants: 10 to 15% of contributors are children

Lead: Computer science and video game school, Open Urbanism Foundation and research partners

**Commissioners: Self-initiated, Open Urbanism Foundation and computer science school, free software culture**

Process stage: 01 - Understanding and evolving the process and the digital platform

Time to results: Development in process

step **01** understand and develop the tool | UC process

*Children take part in the process without being invited to by project leads or municipalities. In one project out of three, teachers independently replicate contributory workshops in their classrooms. Children also approach mediators directly in the street, in front of their schools, and play with the digital platform.*

*What this spontaneous dynamic reveals goes far beyond children's participation alone.*

*Children bring something that no professional brief can prescribe: raw spontaneity, fundamental ideas, and an instinctive freedom that cuts through purely technical thinking about urban space.*

*They show that play is not a simplified form of engagement, it is a genuinely serious way of thinking and communicating. This untapped potential triggers parents' engagement and creates a natural bridge between generations in the co-design of urban space.*



Children demonstrate that playful thinking is a valid form of civic participation at any age. And it points toward a new direction: a game module designed not for children alone, but to unlock the creative potential of every generation. Several hackathons are planned, open to all contributors.

# PARIS FRANCE

## INVOLVE ARTISTS AND ART TRIGGERING THE IMAGINATION

step **05** digital mediation | UC process

Territory and theme: Bastille neighbourhood, Paris - First public presentation of the prototype  
Participants: Approximately 500 people, general public, Futur en Seine festival and passers-by  
Lead: HOST Lab

**Commissioners: European FEDER funds, Cap Digital and Advancity clusters**

Process stage: 05 - Digital mediation in public space

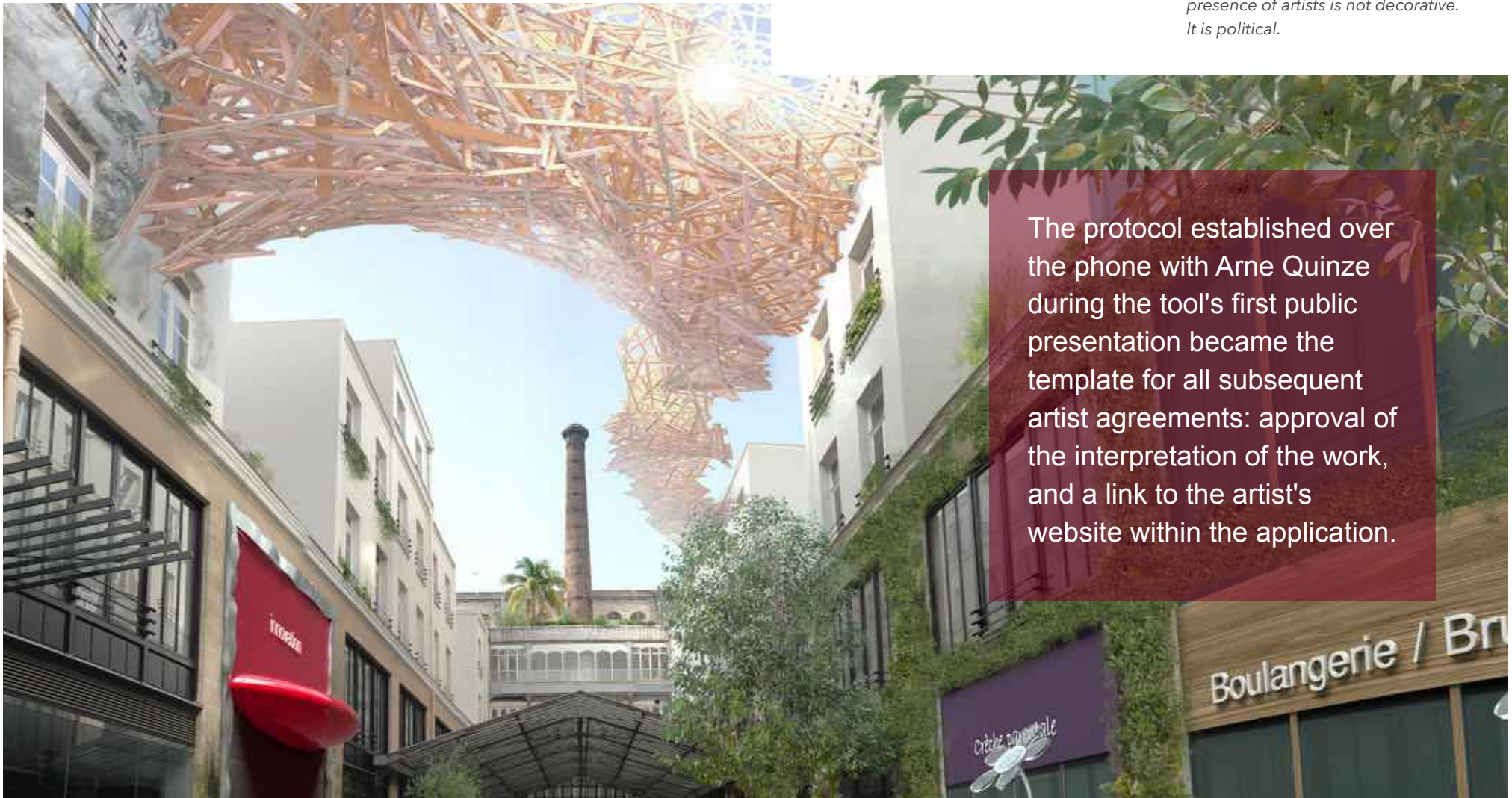
Time to results: 6 months - phases 1 to 5

*During the Futur en Seine festival in Paris, residents in a Bastille courtyard are intrigued by an image a mediator is showing them. A great wooden cloud floats in the air. They have never looked at their neighbourhood like this before. It raises questions. It changes everything.*

*This interpretation of Arne Quinze's work, *The Sequence*, acts as a trigger. A few weeks before the public presentation, we had contacted the artist for authorisation. We received a reply: "Hi, you can call Arne Monday, he'll be in Los Angeles between flights."*

*The call was settled in 30 seconds: Arne Quinze simply asked to see the image for approval and to be cited with a link to his website. A protocol adopted since by many artists.*

*This is one of the founding convictions of the tool: to highlight creative approaches as a means of fighting the homogenisation of territories. The presence of artists is not decorative. It is political.*



The protocol established over the phone with Arne Quinze during the tool's first public presentation became the template for all subsequent artist agreements: approval of the interpretation of the work, and a link to the artist's website within the application.

# TESTIMONIALS

*"The approach is a reference, it allowed us to do the participation project with the inhabitants. I don't know how we could have done it without this digital tool, given a complex context, and with this scale on ten sites to be treated at the same time."*

Sophie Minssart Director of Studies,  
ADDRN Urban Planning Agency, Saint-Nazaire.

*"The digital tool attracted the curiosity of people who do not necessarily participate in traditional sessions. Our participative approach allowed us to collect the point of view of different groups of actors and to better understand their visions and fears for their living places."*

Claudine Hentsch, Deputy Mayor, Urban Planning,  
Municipality of Anières, Geneva.

*"Unlimited Cities was used to provide input to the specifications of a competition with teams of leading architects.*

*This approach allowed the elected officials to return to the site in good conditions, as the situation with the inhabitants had become conflictual following broken promises by an elected official in the neighborhood Thanks to the accessible nature of the tool, the quality of relations improved immediately and contacts were able to resume in a friendly manner with the elected officials of the neighborhood."*

Jean-Marie Bourgogne Director,  
Montpellier Digital Territory Programme.

*"It's a vision machine; the power of the device's visualisations is one of the key factors behind its current success."*

Nancy Ottaviano,  
Architect & PhD in anthropology and  
in urban studies, CNRS.

*"Following discussions between 7 Billion Urbanists and UN-HABITAT, this is to confirm our interest to position the Unlimited Cities project as part of the World Urban Campaign good practice. We believe this project can add great value on climate issues, sustainable cities and the New Urban Agenda."*

Christine Auclair UN-Habitat,  
Project Leader  
World Urban Campaign.

*"I found this method extraordinary, I saw residents become interested in the life of their neighborhood. In this day and age, it is no longer possible to neglect the knowledge of those who have known a place for decades. »*

Vincent Usheda,  
Chair of the neighbourhood committee,  
La Pompignane.

*"We had carried out several urban studies, but none of them really inspired us. Unlimited Cities was a real game-changer, revealing what was possible to imagine; it's a sensational tool."*

Dominique Guillou,  
Director-General of Services,  
City of Evreux.

# Glossaire 8 key terms

## **In-Situ Collage Method**

A participatory method where participants create and annotate a visual collage directly on site to express their aspirations.

## **Annotated Collage**

A collage assembled on a photograph of a public space, with an explanatory text. The basic unit of contribution in Unlimited Cities.

## **Contributory Workshop**

A gathering of ~20 participants (residents, local stakeholders, businesses, researchers) organised before the digital mediation phase to adapt the platform's content to the specificity of the place.

## **Digital Mediation**

The process phase in which trained mediators invite residents to create collages directly in public space, going out to meet people where they are.

## **Commented Vote**

A module introduced by the Multigeneration research programme allowing residents to choose between several variations of the overall project, justifying their choice and linking the intelligence of detail to strategic decision-making.

## **Collective Intelligence**

The capacity of a group to produce together ideas and solutions that neither experts nor residents could have formulated separately. Both the condition and the goal of the In-Situ Collage process.

## **Restitution Event**

A key moment in the process where contributions are presented publicly and connected to planning projects. Not a conclusion, but a new beginning in the relationship between residents, elected officials and experts.

## **Psychogeography**

A way of reading the city through the emotional and symbolic experience of its inhabitants, rather than through its physical infrastructure alone. A module under development through collaboration with a Mexican researcher in Aguascalientes.



## **In-Situ Collage**

Workshops and Projects  
Developed with the Unlimited Cities tool

#	Territory & Theme	Status	Initial Challenge	Turning Point	First Result	Opening
1	CHINA Lian Meng Village revitalisation	University workshop	Generational scepticism	The loneliness of the elders triggers collective awareness about the village's future	Convalescence facility linked to Wuhan hospitals proposed	Study commissioned by local government and university
2	TAIWAN Wenshan District, Taipei Inclusive urban transition	Operational	Cultural distrust of digital tools	Real-time gallery of collages visible to all	Project redirected to reintegrate the district's ancient rivers	Contributions integrated into the long-term project
3	SWITZERLAND Anières Densification and municipal master plan	Operational	Resignation in the face of densification	Digital mediation in the street	Development of a new shared village identity	Collective intelligence feeding into the Master Plan
4	SWITZERLAND Vernier Greening the park	Operational	Administrative land-ownership deadlock	Coalition between residents and municipal services	Tree planting launched	Canton extends the approach at larger scale
5	FRANCE Montpellier, Pompignane Urban requalification	Operational	Two communities that do not communicate	The tool and contributory workshops as bridges between generations	Retired residents propose a solution for the youth	Structured analysis of contributions integrated into the architecture competition dossier
6	FRANCE Rennes TGV station rehabilitation and densification	Operational	Negative survey result: 80% against density	Analysis of the commented collages	Density accepted by 80% provided spatial quality is guaranteed	Contractual revision of the project specifications
7	FRANCE Grenoble Reviving the public bus network	Operational	Experts' false hypothesis for reviving public transport use	Commented collages reveal the real keys to understanding	Requalification of spaces around bus stops as lever for public transport	Studies launched by the Metropolis
8	SWITZERLAND Geneva Lakefront Active mobility	Operational	Modest problem: school drop-offs by car	School paths expand to the scale of the Geneva lakefront	Network of paths and electric boats with bicycles at lakefront scale	Innosuisse laureate, regional coalition underway
9	SWITZERLAND Vernier Including people living in poverty	Operational	Including people living in poverty and precarity in the process	The contributory income scheme enables these people to co-lead a project	Effective voice and co-direction by vulnerable residents	Validated test of contributory income public policy. European Participation Prize
10	ECUADOR Quito Nature-based solutions	INTERLACE Research	Nature-based solutions (NbS) under-used	Citizens spontaneously advocate for NbS logic with political authorities	NbS module integrated into the tool	Disseminated via open source
11	SWITZERLAND Winterthur, Grûze Plus Urban transition	Multigeneration Research	Need for a voting system within a tool built on collage	Scaling up from local to global through the commented vote	The scaling-up strengthens contributors' engagement	New process shared as a research output
12	MEXICO Aguascalientes Psychogeography module	New module	Participants' sensory and emotional approaches remain under-exploited	An email from Mexico proposes a collaboration with the Foundation	Concrete field contexts in Mexico to develop the module (hostile and restorative places)	Unlimited Walk prototype in testing, psychogeography module under development
13	EUROPE / ASIA / AMERICA Gamefication module	New module	Untapped potential of unstructured playful engagement in the process	Children spontaneously approach mediators. Teachers independently replicate workshops in classrooms	Children draw their parents into the process	Hackathons planned, game module under development
14	FRANCE Paris, Bastille Prototype	Prototype presentation	Festival audience constantly solicited	The artwork as a trigger for imagination	Protocol established with the first participating artists	Protocol adopted by dozens of artists