Taken from the ideas of Christopher Alexander, this conference will focus on the many ways in which patterns can be applied to a wide range of working and learning environments to support life, beauty, and wholeness.
Dear colleagues, old and new friends,

it is a great pleasure to welcome you to the Second World Conference PURPLSOC 2017 - in Pursuit of Pattern Languages for Societal Change - at Danube University in Krems.

In the last two decades, the pattern language approach of Christopher Alexander – which originated from architecture but has gone far beyond since – has been successfully implemented in a growing number of new fields, such as design, media, arts, IT, management, pedagogy, health care, business development, technology, social activism, social innovation and grassroots movements. It has become a powerful interdisciplinary and participative tool for collecting and communicating informal knowledge with the purpose of creating morphological coherence through the things which we design, make or put into practice. Lastly, as Alexander states, with the objective to build a society which is alive and whole.

PURPLSOC will discuss, reflect and act on the newest international developments in the application of the pattern approach of Christopher Alexander. The objective of the conference is to stimulate the attention for pattern related work, both in the scientific community and the wider public, by showing its broad applicability and richness via best practice examples from inside and outside the scientific community.

There are many persons who have helped organize this conference: the director of PUARL, the members of the program committee, the keynote speakers, all contributors with their lectures, presentations and workshops, the game master and all members of the local organizing committee at Danube University. Many thanks to all of them.

We wish you an eventful, informative and inspiring conference in Krems.

Peter Baumgartner and Richard Sickinger
for the Programme Committee
INFORMATION
Lunch

You may have lunch in the university's cafeteria next to the Audimax. Please have your voucher ready.

Dinner

We will have dinner on Friday at the wine tavern „Heuriger Hamböck“, which is just a ten minutes walk away from the Danube University (its location is also marked in the map in this book). Please don't forget your dinner voucher.

Contact

The PURPLSOC Conference Office is available in the Audimax foyer. The staff in purple hoodies will be happy to help you.
Phone: +43 664 81 53 581

WiFi

During the conference, we offer you free WiFi. Due to technical reasons, the WiFi at Audimax is different to the WiFi in the seminar rooms.

At Audimax or at Danube University

1. connect with “DUK Airnet”
2. open your browser -> you'll be redirected to the authentication page
3. enter the following account details:

   Username: wlan-PURPLSOC
   Password: PURPLSOC17

At the seminar rooms

Please find the necessary information directly in the room.

Pictures

There will be pictures taken at various occasions during the conference. Also, the presentations will be recorded and made available online. If you don't want your picture to be shown on the conference website, please tell us at the Conference Office.

Twitter

Please use the hashtag #PURPLSOC when tweeting about the conference.

Coffee Break

Coffee breaks will either be at the Audimax foyer or close to the seminar rooms. Please see the programme for more details.

Games

George Platts will be our game master again. He will also host a late night movie/music session „Patterns from the Arts“ in rooms SE1.5/SE1.6 on Thursday and Friday evening. Please ask for more information at the Conference Office.
SCOPE AND COMMITTEE
We live in a time of social and cultural change

Old patterns are losing their validity and relevance – new patterns are needed and in demand

We need a new approach which can formulate, generate and engage such patterns

The pattern language approach of Christopher Alexander serves this purpose – The interdisciplinary and participatory building blocks for societal change

Conference Co-Chairs
Peter Baumgartner and Richard Sickinger

Committee
Artemis Anniou
Tina Gruber-Mücke
Takashi Iba
Susan Ingham
Hajo Neis
Anna Pinto
Wolfgang Stark

Keynote Speakers
Max Jacobson
Christian Kohls
Linda Rising
Yodan Rofe
Nick Seemann
13:00  
**AUDIMAX "DISCOVER PATTERNS"**

15:00  
**AUDIMAX**  
**AN INTRODUCTION TO PATTERNS**

15:30  
**FREE PUBLIC EVENT**  
**AUDIMAX KEYNOTE**  
Max JACOBSON  
„A Building is not a Turkish Carpet – Patterns, Properties and Beauty“

16:30  
**AUDIMAX FOYER**  
**COFFEE BREAK**

17:00  
**AUDIMAX**  
**OPENING CEREMONY**

17:30  
**AUDIMAX KEYNOTE**  
Linda RISING  
„Patterns and Morality“

18:30  
**AUDIMAX GAMES**

19:00  
**AUDIMAX CAMPUS WALK / GROUP PICTURE**

19:30  
**AUDIMAX FOYER**  
**WELCOME RECEPTION**

**THURSDAY OCTOBER 19**

**FREE PUBLIC EVENT**
<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
<th>Room</th>
<th>Speaker/Speaker Title</th>
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</thead>
<tbody>
<tr>
<td>08:30</td>
<td><strong>AUDIMAX KEYNOTE</strong></td>
<td></td>
<td>Nick SEEMANN “Constructive Dialogue: Pattern languages and community building”</td>
</tr>
<tr>
<td>09:00</td>
<td><strong>AUDIMAX GAMES</strong></td>
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<tr>
<td>10:00</td>
<td><strong>AUDIMAX Foyer</strong></td>
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<tr>
<td>10:30</td>
<td><strong>ROOM Y.3.7</strong></td>
<td></td>
<td>E23 Takashi IBA Active Learning Patterns for Teachers</td>
</tr>
<tr>
<td>10:30</td>
<td><strong>ROOM Y.3.6</strong></td>
<td></td>
<td>S25 Masaaki YONESU A Pattern Language Shaping a Desirable Environment for the Elderly</td>
</tr>
<tr>
<td>10:30</td>
<td><strong>ROOM Y.3.5</strong></td>
<td></td>
<td>A03 Anna FINK A new approach towards vacancy and liveliness in inner cities</td>
</tr>
<tr>
<td>10:30</td>
<td><strong>ROOM Y.3.4</strong></td>
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<tr>
<td>11:00</td>
<td><strong>ROOM Y.3.7</strong></td>
<td></td>
<td>E40 Christian KOHLS Patterns for Hybrid Pedagogy</td>
</tr>
<tr>
<td>11:00</td>
<td><strong>ROOM Y.3.6</strong></td>
<td></td>
<td>P22 Takashi IBA Pattern Song: Taking Patterns from Visual Media to Audio Media</td>
</tr>
<tr>
<td>11:00</td>
<td><strong>ROOM Y.3.5</strong></td>
<td></td>
<td>S13 Iroha OGO Ways of Everyday World Making: Living well with Working and Parenting</td>
</tr>
<tr>
<td>11:00</td>
<td><strong>ROOM Y.3.4</strong></td>
<td></td>
<td>WS04 Anna FINK A new approach towards vacancy and liveliness in inner cities</td>
</tr>
<tr>
<td>11:30</td>
<td><strong>ROOM Y.3.7</strong></td>
<td></td>
<td>E39 Christian KOHLS Designing Hybrid Spaces for Creative Work</td>
</tr>
<tr>
<td>11:30</td>
<td><strong>ROOM Y.3.6</strong></td>
<td></td>
<td>S08 Michael FALKENTHAL The Nature of Pattern Languages</td>
</tr>
<tr>
<td>11:30</td>
<td><strong>ROOM Y.3.5</strong></td>
<td></td>
<td>S30 Norihiko KIMURA Patterns for Community Innovation with Empowering Individuals</td>
</tr>
<tr>
<td>11:30</td>
<td><strong>ROOM Y.3.4</strong></td>
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<tr>
<td>12:00</td>
<td><strong>ROOM Y.3.7</strong></td>
<td></td>
<td>E28 Isabell GRUNDSCHOBER A Pattern Language Remix for ATS2020 - Using Existing Pedagogical Patterns to Create a New Language</td>
</tr>
<tr>
<td>12:00</td>
<td><strong>ROOM Y.3.6</strong></td>
<td></td>
<td>S07 David WEST Patterns of Humanity</td>
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<tr>
<td>12:00</td>
<td><strong>ROOM Y.3.5</strong></td>
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<td>S32 Takashi IBA Search for Places to Shape Future: A Pattern Language for Designing Your Way of Living</td>
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<tr>
<td>12:00</td>
<td><strong>ROOM Y.3.4</strong></td>
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<tr>
<td>12:30</td>
<td><strong>CAFETERIA LUNCH</strong></td>
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<tr>
<td>14:00</td>
<td>ROOM Y.3.4</td>
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<td><strong>Friday October 20</strong></td>
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**AUDIMAX**

**KEYNOTE**

Christian KOHLS

"Patterns for Creative Space"

**GAMES**

**DEPARTURE TO HEURIGER HAMBÖCK (DINNER)**
<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
<th>Room</th>
<th>Location</th>
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<tbody>
<tr>
<td>08:15</td>
<td><strong>AUDIMAX KEYNOTE</strong></td>
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<tr>
<td></td>
<td>Yodan ROFE</td>
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<tr>
<td></td>
<td>“What is the role of feeling in Alexander’s thought? How do we use it in practice?”</td>
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<tr>
<td>09:00</td>
<td><strong>BREAK</strong></td>
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<tr>
<td>09:30</td>
<td>S20 Hitomi SHIMIZU</td>
<td>Y.3.7</td>
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<td></td>
<td>Cooking Fun Language: Sharing the Hidden Fun of Cooking</td>
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<tr>
<td>10:00</td>
<td>S21 Taichi ISAKU</td>
<td>Y.3.6</td>
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<td></td>
<td>A Cooking Language: A Pattern-Based Tool for Discovering and applying History-Based Cooking Ideas</td>
<td></td>
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<tr>
<td>10:30</td>
<td>S21 Ayaka YOSHIKAWA</td>
<td>Y.3.5</td>
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<td></td>
<td>A Cooking Language: A Pattern-Based Tool for Discovering and applying History-Based Cooking Ideas</td>
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<tr>
<td>10:30</td>
<td>S20 Hitomi SHIMIZU</td>
<td>Y.3.4</td>
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<td></td>
<td>A Cooking Language: A Pattern-Based Tool for Discovering and applying History-Based Cooking Ideas</td>
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<tr>
<td>11:00</td>
<td>S50 Tomoki KANEKO</td>
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<td></td>
<td>Patterns for Utilizing Words for a Journey toward Dementia-Friendly Communities</td>
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<tr>
<td>11:30</td>
<td><strong>AUDIMAX FOYER</strong></td>
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<tr>
<td></td>
<td>SHORT LUNCH BREAK</td>
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**SATURDAY OCTOBER 21**
<table>
<thead>
<tr>
<th>Time</th>
<th>Room</th>
<th>Event Details</th>
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<tbody>
<tr>
<td>12:30</td>
<td>WS52</td>
<td>Andrea SCHLAGER&lt;br&gt;Austrian Cooking Session&lt;br&gt;15 participants max</td>
</tr>
<tr>
<td>13:00</td>
<td>WS27</td>
<td>David WEST&lt;br&gt;Patterns of Humanity</td>
</tr>
<tr>
<td>13:00</td>
<td>A47</td>
<td>Claudia MAZANEK&lt;br&gt;Book Presentation: Shifting Patterns. Christopher Alexander und der Eishin Campus in German</td>
</tr>
<tr>
<td></td>
<td>WS29</td>
<td>Guillaume ISAAC&lt;br&gt;Patterns and pattern languages for pedagogical creativity and innovation</td>
</tr>
<tr>
<td>13:30</td>
<td>BREAK</td>
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<tr>
<td>13:45</td>
<td>AUDIMAX</td>
<td>GAMES</td>
</tr>
<tr>
<td>14:15</td>
<td>AUDIMAX</td>
<td>CLOSING CEREMONY</td>
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<tr>
<td>15:00</td>
<td></td>
<td>THE SEARCH FOR CHRISTOPHER ALEXANDER&lt;br&gt;SPECIAL EXCURSION TO VIENNA (OPTIONAL)</td>
</tr>
</tbody>
</table>
MAPS
How we think, and what we see, is influenced by our language. This paper suggests that Alexander’s theory of centres and wholeness is useful for understanding and creating inspiring and nurturing learning environments, which is important not least because cognitive and affective systems together influence how learning activity may be affected by the physical setting in which it occurs. A case study illustrates how the application of a centres-based approach to the analysis of an online network helps revealing design elements not picked up using conventional analytic work used to identify reusable patterns. Perhaps not surprisingly, many of these elusive, yet important, design features reflect those experiences we may all have, “momentary perhaps, something we consider a haze of emotion... a feeling we recognise as deep, as vitally important... it lasts for a few seconds, perhaps even for a few minutes... and then our rude cosmology dismisses it” (Alexander, 2004, p. 21).

Bureau B+B urbanism and landscape architecture is currently researching vacancy in the historical center of Harderwijk, a small town in The Netherlands. We would like to share how we applied A Pattern Language in this study. Furthermore, we show our case study project (work in progress) of the STUDENLAB in Harderwijk, where we are searching for a contemporary take on the „Teenage Society“/“University as a marketplace”/“Shopfront Workshop”.

The way we shop is drastically changing. People visit outlet centers, or shop online, causing increasing retail vacancy in smaller towns. But instead of asking: “Can we “fill” these empty shops with new functions?”, we investigate: Can we transform these inner cities into more meaningful, diverse and lively places? How do we get from ‘a place to buy’, to ‘a place to be’? First, we developed a method of analysis of existing qualities and opportunities. We used the Pattern Language as a ‘check list’ to discover what was missing in the urban fabric. We presented these missing patterns to the municipality and shopkeepers. This widened their scope and made them look past the obvious solutions.

One of the missing patterns in the city center was the „Teenage Society“/“University as a marketplace”/“Shopfront Workshop”. We are currently developing a plan with a local college and the municipality to realize a STUDENTLAB in the inner city. Students offer services, get a „hang-out“ in the inner city and revive a forgotten corner in the urban structure. For the reflective discussion, we want to ask the participants to give feedback on our approach and reflect critically upon the application of a Pattern Language within our method and process.
The contribution is dealing with challenges and obstacles, which have been encountered, while implementing an urban intervention in public space with youth. The conceptual/design approach for the urban intervention is based on the methodology of A Pattern Language and A New Theory of Urban Design. The undertaking is organized as a 2-semester interdisciplinary university project, in collaboration with a diverse range of stakeholders.

Developing and using a project pattern language several challenges were encountered in the conceptual design phase of the first term and in the implementation phase of the second term. The first phase had to face challenges like organizing participation and student know-how. In the second phase of implementation, the original methodology had to be left behind, for a more conventional planning approach, with detailed planning of construction and construction process in advance. Obligatory requirements, like zoning regulations, technical safety regulations, budget limitations, time constraint and stakeholder demands, made the drafting of detailed plans in advance, prefabrication of building elements and construction site away from location inevitable.

The contribution would like to trigger a discussion and seek advice for staying true to a loosely organized project pattern language, while designing and implementing bottom-up projects in public space in collaboration with institutions.

A Pattern Language as a design method for urban interventions in public space with youth

Kürzdörfer, Conrad
University of Duisburg-Essen, Institute of Urban Planning & Design (ISS)
conrad.kuerzdoerfer@uni-due.de

Research on participatory urban design and architecture lacks insight on how experts and laymen interact to generate knowledge. Understanding such interactions is relevant under the following assumptions. First, citizens are repositories of a distributed local knowledge (Rydin, 2007; Corburn, 2003, 2005). Second, part of such knowledge is vital to addressing a design problem (Edelenbos, van Buuren, and van Schie, 2003; Fischer, 2000; Rittel and Webber, 1973). Third, participation is the only way for experts to get exposed to local knowledge.

Building on some of the partial findings from my PhD dissertation, in this paper, I study three projects of participatory design carried out with Pattern Languages (Alexander et al., 1977), e.g. Mexicali (Alexander et al., 1985), Vellore (Davis, Week, and Moses, 1993), and Eishin (Alexander, Alexander and Neis, 2012). A qualitative investigation based on document analysis and interviews with two designers involved in the projects reveals the central role of patterns and other artifacts, e.g. mockups and marking flags, in generating and implementing design-oriented knowledge.

In particular, I argue that artifacts, and pattern languages in particular, (1) may act as containers and displayers of knowledge; and (2) can ground ideas and design principles into an intelligible form. Finally, I discuss the lessons learned from the Pattern Language, and how they can positively influence other participatory design methods.

The central role of artifacts in processes of knowledge production: an empirical investigation of three projects of participatory urban design using Pattern Languages

David, Aurelio
Institute for Urban Planning and Design, University of Duisburg-Essen
aurelio.david@stud.uni-due.de
The patterns community has been prolific: writing patterns of use in almost every domain imaginable, from architecture to software to design to education. In doing so they constantly refer to, involve, and discuss human beings and the role they play within the patterns and how they use, or are affected, by use of the patterns. This paper looks at humanity, individually and collectively, to explore the question: “Are there patterns of humanity?”

Patterns of Humanity
West, David
Transcendence Corporation
profwest@fastmail.fm

Patterns and pattern languages have emerged in many disciplines to capture deep domain expertise and knowledge about solving frequently recurring problems by proven solutions.

Thereby, patterns capture the essence of many implementations along with descriptions about how to apply them in combination with other patterns, which manifests in pattern languages.

Although pattern languages are a powerful means to preserve and reuse expertise, a clear definition is missing about what a pattern language actually is. Pattern languages are primarily described as being networks of patterns which does not provide a clear and unambiguous foundation to reveal their nature. This lack of rational about the structure behind pattern languages hinders reasoning about them to grasp what connections between patterns are and how the interplay of patterns from different pattern languages can be authored and managed.

Therefore, we present a formal notion of pattern languages as node-coloured and edge-weighted directed multigraphs. We show how this model can be used to sharpen Alexander’s idea of pattern languages. Thereby, we illustrate how pattern languages can be authored and adapted to establish living networks of patterns. We further introduce that patterns are specific renderings of such a graph depending on actual problems and use cases at hand. This manifests in the fact that our graph concept extracts relationships between patterns from the patterns themselves, which enables easily adaptable networks of patterns. This can be leveraged as the formal meta-model for developing tool support for authoring and sharing pattern languages among communities via IT-based systems.

The Nature of Pattern Languages
Falkenthal, Michael
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Breitenbücher, Uwe
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Leymann, Frank
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leymann@iaas.uni-stuttgart.de
Alexander’s essay “Nature of Order” constitutes not only a basis for architects and city planners, but also represents a central element in human-compatible transport planning due to its system-analytic character. The first part of the paper discusses the aspects of mobility which are implicitly included as Alexander focuses on human scale, public space and the density and quality of transport networks. But the gap between theory and practice does not seem to have diminished over the years. The second part describes the implementation of “A Pattern Language” in public participation, awareness building processes and in architectural competitions for community buildings. Several village and town development plans as well as architectural competitions were evaluated. A survey concerning the implementation of patterns and design rules focused on builders and municipalities showed that architects have heard about Alexander’s patterns but most of them don’t use them. Government and planning authorities often fail to communicate simple patterns.

Alexander’s patterns in contemporary city and transport planning processes – A comparison of theory and practice

Harald Frey
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Robert Krasser
Salzburg Institute for regional planning and housing (SIR)
robert.krasser@salzburg.gv.at

This paper describes the structure and content of a pattern language under development that helps establish a framework for the new industrial city.

Over the last several decades, American and European cities have been turned into places of consumption rather than production as businesses have taken advantage of cheap labor and moved their factories to countries such as China, Vietnam and Bangladesh. But more recently, there are signs that this trend may be slowing and even reversing, with a global flattening of labor costs, the development of cleaner industry, and the emergence of advanced forms of industry that also combine production with design and consumer sales.

If it is to be accommodated well, this new industry will have implications on urban form and architecture. Cities will need to grow in ways that reintegrate industry with other uses, make industry more visible, provide a functionally-varied range of options for industrial location and buildings, and that provide humane workplaces. The pattern language under development consists of about thirty patterns in the four categories of 1) urban infrastructure, 2) planning, zoning and land use, 3) patterns specifically related to industry, and 4) buildings. Several patterns will be described in detail, developed with methodologies that range from observation of successful places to use of legal precedents to studies of human performance. Together they demonstrate how the validity of patterns in the built environment may be verified with means that are scientifically replicable—a key requirement of the pattern language idea.

The Development of Patterns for the Productive City

Davis, Howard
University of Oregon
hdavi@uoregon.edu
As a nascent pattern craft, Embodied Making draws deeply and respectfully from preceding traditions (notably Alexandrian pattern languages, phenomenology, and Kaizen), but, perforce, must engage in its own pathfinding. It has chosen to abide not in the hallowed halls of academe but in the ordinary streets and workplaces of ordinary folk and embrace the messy instability of life characteristic of its generation. It’s a ‘start-from-scratch’ approach, still imperfect but gaining in track record, still with very few practitioners but growing, and still really hard work. Part Zen and beginner’s mind, part standard ethnographic field work, part participative, part solo, part tallying up forces (bone achingly boring) and part soaring like a bird to intuit wholeness: it’s an art of sense-making, solutioning, and patterning. The Amsterdam headquarters for its practice and training fancies itself more of a dojo than a mass production facility.

This paper presents a pattern language for living well with working and parenting, which we named “Ways of Everyday World-Making”, and shows some examples of its application. The pattern language consists of 34 patterns that suggest ideas to live well while working and being a parent. Nowadays, many young people in Japan feel insecure about having and raising children while simultaneously working. Therefore, these patterns were created to help young people get rid of their anxiety over becoming a working parent. In this paper, we introduce the concept of Everyday World-Making, theme categories, a list of all pattern names and some fully cared for points in the making process. The paper also goes into detail on some of the workshops we held with students, people working in companies, and parents. We discuss the further possibilities for generating communication about the theme of living well while being a working parent.
S16

Since late 2015, the authors have studied the refugee crisis in Europe and the Middle East (refugee.uoregon.edu). The intent of the project is to not only study the refugee crisis in various spatial and architectural settings and aspects but also actively try to help refugees with their problems that they experience in the events from starting an escape to settling in a given host country, city, town, or neighborhood. The authors present three case studies in three different cities in Germany. Refugees are everywhere in Germany, even in smaller towns and villages. The case study cities are at different scales with Borken (15,000 people), Kassel, a mid-size city (200,000), and Essen a larger city (600,000) as part of the still larger Ruhr Area Megacity. In these cities we try to understand the life of refugees from their original escape country/city to their arrival in their new cities and new countries. Our work focuses on the social-spatial aspects of refugee experiences, and their impact on urban morphology and building typology. We also try to understand how refugees manage their new life in partial safety of place, shelter, food and financial support, but also in uncertainty and insecurity until officially accepted as refugees. Beyond crisis, we are looking at how refugees can and will assimilate or even try to integrate into their host countries, cities and neighborhoods and start a new life. Social activities and physical projects including urban architecture projects for housing and work opportunities, that help the process of integration, are part of this presentation. In this paper we include the city of Bautzen as a new case study because conditions in the East of Germany are very different from the three previous case studies, all in the West of Germany, as a journalist from the newspaper Frankfurter Allgemeine Zeitung observed.
The Portland Urban Architecture Research Lab at the University of Oregon is developing A Refugee Pattern Language (RPL) for refugees in Europe. The pattern method approaches social and spatial aspects in a uniquely combinatory way and is used by numerous social disciplines, as well as environmental disciplines and architecture. Originally written by Alexander, Ishikawa, Silverstein, and others, A Pattern Language (APL) comprises a collection of 253 patterns, which range in scale and mode from large regions, to cities and towns, to construction details (Alexander, Ishikawa et al, 1977). In APL, the traditional use and idea of patterns has been transformed into a modern format and system that can be used by designers, users, and builders alike.

Qualitatively, a pattern can be defined as a generic solution to an environmental context problem, derived from functional arguments. A pattern language can be defined as a coherent set of generic solutions to a complex problem. Patterns can also be considered archetypal solutions to environmental problems, and examples of good environments, which can be applied repeatedly for similar contexts or used and adapted to local conditions and specific communities. The original book, A Pattern Language, provides a general reference and point of departure for creating pattern languages for various types of socio-spatial projects in different locations that can help make sense out of otherwise complex situations such as planning, design, and decision-making processes, as well as trying to understand the refugee situation.

This paper shares a draft pattern language for refugee integration, beginning with the larger refugee family domain. This pattern language later will also include the following domains and sub-domains, with about five to seven patterns each: 1. The Refugee Family; 2. Housing and Living; 3. Economic Integration: Working and Work-learning; 4. Learning and Schooling; 5. New Integration Law: Support and Challenge; 5. Physical and Mental Health; 6. Recreation and Clubs; 7. Multi-Culture and Religion; 8. Sustainable Transportation and Communication; 9. Taking Care and Personal Help.

In summer 2016, the PUARL team completed initial field research in the German communities of Borken, Kassel, Essen, Frankfurt, and Berlin. Interviews and site observations during this research trip and from four more trips by Hajo Neis in 2015-2017 have informed this draft pattern language. The formation of a ‘Refugee Pattern Language’ (RPL) is one of the key building blocks of PUARL’s Initiative Refugee Integration in Europe.
A19

At PURPLSOC 2015 we've challenged Alexander's position on the inevitable incompatibility between system A and system B (Alexander, 2012) and contended that we should use both systems TOGETHER as the basis for planning. At the time, we suggested that one of the answers may be the use of urban codes (Moroni 2014) – What if we could create a context specific urban code that includes local-culturally-unique codes AND generic codes. What if this new code – that combines systems A&B will be the basis of a new system – system C.

In the paper, we will present shortly the Bedouin spatial code and the relevant main rules and regulations as expressed at the regional master plan (4/14/23). We will describe few different processes of planning according to the Bedouin code AND the Israeli system (System C) at different scales. We will examine the differences and the gaps between the systems, the solutions and issues that can be easily merged into one ‘system C’, and the issues that are still creating conflict – where the gaps are too wide and the systems ‘refuse’ to merge into a coherent whole. These are the places where power relations get into the picture, some-times in unexpected ways.

Combining systems A and B: System C
- The unrecognized Bedouin villages in the Negev, Israel, as a test case

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S20

This paper proposes Cooking Fun Language, a Fun Language that verbalizes the hidden fun of cooking. The Cooking Fun Language was created to encourage young people to cook, in response to the declining cooking population especially among young people in Japan. Fun language is a collection of Fun Words, each showing a way of enjoying a certain activity that are unknown to those with little experience (Iba et al. 2017). It is similar to pattern language 3.0, but they differ in that pattern language 3.0 share how to do something better, while Fun Language strictly focuses on how to have fun with something. Cooking Fun Language, presented in this paper, contains twenty-five Fun Words, or ways to make cooking more enjoyable. This paper contains the creating process, list of the Fun Words, the function of Cooking Fun Language, and future work.

Cooking Fun Language: Sharing the Hidden Fun of Cooking

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This paper proposes the cooking language method, along with its first sample created from the Japanese cuisine: the Washoku Language. Cooking language is a method/tool, derived from pattern language that captures recurrent structures among meals of a cuisine that bring good cooking/eating experiences. Similar to the purpose of the original patterns by Alexander, a cooking language allows for active participation in the kitchen. The paper will briefly cover philosophical aspects of the method, describe its creation method, introduce the first instance of a cooking language (the Washoku Language), and show results and analyses from two test cases of cooking using a cooking language. This paper concludes that the tool has the following purposes: 1) providing frameworks for thinking of menus, 2) suggesting topics to trigger conversations, 3) opening up the train of thought to allow for collaborative design, and 4) providing an opportunity to discover, experience and create the cuisine.

A Cooking Language: A Pattern-Based Tool for Discovering and applying History-Based Cooking Ideas

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This paper proposes the concept of „Pattern Song,” as auditory expression of a pattern language, and presents our first pattern song. Pattern song is a song that expresses patterns of a pattern language are embedded into the lyrics. The song we introduce is „Everyday World,” which expresses patterns from the „Ways of Everyday World-Making,” a pattern language for living well with working and parenting. The pattern song, „Everyday World,” depicts a story of a parent who transforms from being worn out by the labor of working and parenting, to finding happiness and contentment in their everyday life. Because the target of this pattern language may be quite busy in their daily life, the auditory expression is reasonable for sharing patterns. This paper discusses auditory expression of a pattern language and analysis of the relation between the lyrics and patterns, and feedbacks from listeners.

Pattern Song: Taking Patterns from Visual Media to Auditory Media

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This paper presents ‘Active Learning Patterns for teachers’, a pattern language which describes good practices for teachers to support students in becoming active learners. This pattern language consists of 45 patterns, which are classified into three different categories: (A) Identify the seeds of curiosity, help them grow, (B) Lift them up to the next level, and (C) Enhance each other and keep changing. It was created based on the interviews conducted with several teachers in Japan who have their own teaching styles, devices and tips to enable active learning in students. Recently, we have been holding workshops for teachers in Japan to promote the introduction and application of these patterns in schools. In this paper, we describe the process of creating this pattern language and present the 45 patterns created.

**Active Learning Patterns for Teachers**

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The Wise Democracy Pattern Language (WDPL) addresses civilisation’s need to generate wisdom to address its challenges – especially extinction-level issues. Wisdom in this case involves taking into account what needs to be taken into account for longterm broad benefit. Pattern language structure provides an excellent medium for articulating adequately focused design factors to guide the creation of the capacity and analysis of efforts towards wise self-organized governance. Each pattern can manifest in diverse ways and all are related to others in the set. Notably, the WDPL brings useful coherence to hundreds of existing ideas, methods and approaches that could help realize wise democracy once aligned to that end. So the WDPL is designed to enable useful curation of such resources in the hands of change agents and to empower a community of practice to undertake, support and coevolve wise democratic initiatives, practices and the WDPL itself.

**The Wise Democracy Pattern Language**

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Although BSC has over 20 years of experience and practice in senior living and nursing care, the practical knowledge of care is possessed by individual staff members and not necessarily shared as an effective means for creating a good environment for elderly people. In order to make use of our past experience and knowledge, we attempted to generate common language that conveys how a good living environment for seniors is created and share it with the company. The research method for this work is mainly based on interviews with the care workers in each facility. We used both qualitative analysis of cases and text mining. Throughout the research we read through each case to extract the key themes that are linked to the attractive and comfortable space. We categorized and formed themed groups based on the frequency of the words in all questionnaires. We discovered 66 patterns and classified them into 12 groups. We created a book that clearly describes each pattern. We can share this pattern language that we have obtained through conversations with the staff to aid them in shaping a more desirable environment for their elderly residents. Finally, we suggest that care service may be viewed as a creative work through the use and discussion of pattern language.

**A Pattern Language Shaping a Desirable Environment for the Elderly**

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This paper by designer Bryan Mock and analytic historian David Getzin is a case-study investigating the impact of design method on the morphology of built objects via computer, drafting and integral modeling respectively. The Nature of Order is architect Christopher Alexander’s exposition of a method that when applied to built works, aims to assist in generating the most beautiful, well-adapted result possible. At core is his theoretical framework of 15 fundamental properties of geometric form, applied through an iterative process of wholeness-extending transformations.

This system of morphogenesis was discovered and developed largely in response to observations of pattern-language approaches to design having yielded inconsistent results. Intending to support successful pattern languages, The Nature of Order states as given, that to correctly apply the 15 properties, a shift in world-view away from mechanistic dualism into a more holistic stance is required. In practice, this shift in view is expressed by eschewing the development of a self-contained subjective model, objectively executed as one piece, in favor of an integrated and iterative subject-object dialog.

If the insistence upon a shift in world-view is a necessity for the material application of the 15 properties—and by extension consistent success with pattern languages—it follows that otherwise identical projects that are developed in the mechanistic (drafting and computer) or integrated (modeling) modes respectively, will display measurable divergent formal properties when completed. This paper’s aim is to conduct several such formal studies on a small scale to observe any objective delta between the physical outcomes of these contrasting methods of building.

Patterns of Humanity

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Patterns are written about artifacts, structures, organizations, and processes that include or affect people. Systems are designed with a vague awareness of how those systems include people. But few pattern authors and few systems designers have any knowledge of human beings beyond their own anecdotal experience. The design community has recognized the need for professional designers to possess ‘professional knowledge’ about people. Software and systems designers have not. True, UX is concerned with a basic knowledge of people: ergonomics, perception, reactions to design decisions, but even they tend to treat people as lowest common denominator black boxes with little understanding beyond the mechanics of their role as “users.” Future systems will necessarily include human beings as first class components — computational and contributory entities integral to the system. This workshop has three objectives, participants will:
1) Gain an understanding of how what is known about humanity, including how people react to change and especially technological change, and the critical role they play in the complex systems of society and culture.
2) Develop a basic understanding of the techniques used by cultural anthropologists to study and describe human behavior and human culture; along with specific techniques developed by professional designers (graphic, industrial, product, and architecture) to understand how people will affect and be affected by their designs.
3) Practice specific techniques and procedures for applying their new knowledge of people when developing software, designing interfaces, developing patterns, leading a dojo (or any other design / learning environment), and modifying/creating new social systems.
Within the EU project “ATS2020 – Assessment of Transversal Skills” about 10,000 students between 10 and 15 years participated in piloting the ATS2020 learning model, which aims to support the development of transversal skills. The learning model requires significant changes of traditional teaching as it means moving from a teacher- to a learner-centred way of education. Furthermore, digital tools are central within the ATS2020 learning approach. Not all teachers have expertise in using digital tools in class and in knowing how to use them in order to support transversal skills. A pattern language for feedback and assessment supports teachers in applying the ATS2020 learning model, as it builds on good practice experiences in the past.

In the last decades, pedagogues all over the world have mined many patterns as well as pattern languages and communities of practices emerged, like the pedagogical patterns project.

We would like to make use of existing pedagogical patterns and to adapt them for teachers in specific learning and teaching settings. Through the example of ATS2020, we want to show how existing pattern languages could be remixed and how new configurations could be found between patterns from different languages. A new pattern language can be tailored to the needs for teachers, who want to use the ATS2020 learning model in school.*

This workshop aims at bringing participants to build pedagogical scenarios using pedagogical patterns and languages through exercises of convergent and divergent thinking. Each exercise aims at producing teaching scenarios combining patterns classified in contents, activities, motivation and evaluations. The main objective of the session will be to generate a number of learning and teaching scenarios to answer personal needs and satisfy institutional injunction about the “renewal” and “modernization” of teaching methods. This objective will be met through the use of a set of playing cards of 76 patterns used to build custom languages. Although the workshop is aimed at teaching and training staffs, anyone with an interest in patterns and/or superior education in general is welcome and can benefit from the tools and the training methodology.

Patterns and pattern languages for pedagogical creativity and innovation

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*The text continues with additional information not included in this excerpt.
This paper proposes a pattern language for community innovation with empowering indifferent citizens. In civic collaboration activities, there are important to involve people who are indifferent to such activities, so that local government takes diverse values into consideration. One of the authors produced a project, called JK-section in Sabae municipal offices, that is a project composed of local high school girls, who are in different into community design and seems to be far from it. This project succeeded in participation of indifferent people and realized civic collaboration, since 2014 when it started. In this paper, we introduce the project and analyze that its factors of success is in a communication style, we call it loose communication. From interviewing the project, we created a pattern language for community innovation with empowering indifferent citizens. This paper proposes the pattern language and show three core patterns; Pastured Chattering, Divergent Emotions, and Idea Fermentation.

Patterns for Community Innovation with Empowering Indifferent Citizens: Practice of Sabae municipal office JK-section

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In this paper, we discuss what occurs during creation processes in which patterns from pattern languages are consciously used and the process is achieved with the absence of the self (ego). To do so, we introduce examples from storytellers and composers, and also refer to the creative systems theory and flow theory in psychology. Regarding what happens during a creative process when using a pattern language, Christopher Alexander states in his book, The Timeless Way of Building, “Your mind is a medium within which the creative spark that jumps between the pattern and the world can happen. You yourself are only the medium for this creative spark, not its originator” (Alexander, 1979, p.397); “To do it, you must let go of your control and let the pattern do the work” (Alexander, 1979, p.398). Interestingly, he states that the patterns themselves do the work during the creation, not the person who is engaging in the creation. Furthermore, in the last chapter, “The Kernel of the Way,” he says, “It is just your pattern language which helps you become egoless” (Alexander, 1979, p.543). How can we understand this state of the egoless creation with a pattern language?

What Occurs in Egoless Creation with Pattern Languages

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To think about this, we introduce the similar remarks on the states of creative processes by storytellers and composers (King, 2000; Murakami, 2010; Ende, 2000; Miyazaki, 2006; Hisaishi, 2006). One example is from Jo Hisaishi, a composer who emphasizes that a great piece of work is one that “lacks the artificial effort of forcing it to become a certain way based on the creator’s own will” (Hisaishi, 2006). Moreover, this paper explains what happens in egoless creation with a pattern language, using the concepts of the Creative Systems Theory (Iba, 2009) for with regards to the creative aspect, as well as the Flow theory in Psychology (Csikszentmihalyi, 1975, 1990, 1996, 1997) with regards to the psychological aspect of creation.
This paper presents a pattern language that supports people to make life decisions such as school and career, to design their own future. The pattern language that enables high school and university students to think about their life path more thoroughly, suggesting that to make career path choices is to design your own style of living. Readers of this pattern language are able to search for the right place (school, company, etc.) to actualize their ideal style of living through understanding the concepts given forth. This pattern language was created from interviews with a diverse group of university students and working adults, who have been searching for their ideal lifestyle throughout their career path choices. The paper presents the content of the twenty-seven patterns, and also provides examples and in-depth examples of a few of the patterns.

Pattern languages and pattern science have been developing a wide array of patterns in different disciplines and multiple uses and creative tools of a ‘quality without a name’ in many diverse and practical fields. Doing this, the pattern approach could show the power of implicit and tacit knowing in many fields and complement and recharge ‘rational’ knowing with experiential wisdom. Nevertheless, there still are open questions to be solved in order to understand and use pattern languages as dynamic systems. In this paper, we would like to address some challenges we face when we

- try to identify and validate patterns and improve interindividual and intergroup validity for pattern and
- attempt to create a dynamic pattern language with a dynamic relationship system between related patterns which will be able to learn from connections and links between patterns.

Based on our practice of using patterns, pattern languages and patterns cards with teams and groups (GroupWorks), innovative teaching in universities (Service Learning, Social Entrepreneurship Education) and disaster management, we would like to discuss

- How to generate and validate systematically patterns in social systems using digital technology
- How to develop a digital dynamic learning system resonating how people use and connect patterns
- How to create holographic, ‘dynamic resonating pattern spaces’ to enhance the usability, complexity and visual and experiential quality of pattern languages.
The automotive domain is currently undergoing rapid changes and a continuing transition from manual to automated driving. Vehicle automation is not a binary affair but depends on the extent to which driving functions are automated. The SAE International has defined six levels of automation, from no automation (Level 0) to full automation (Level 5). While level 5 is currently the ultimate goal with all levels in-between being seen as intermittent steps, it has slowly begun to turn out that level 3 might be the most challenging automation level. So challenging, in fact that some car manufacturers have even decided to skip this troublesome level entirely and focus on full automation only. Level 3 is characterized by the autonomous system monitoring the driving requirement and requiring intervention capabilities for the driver to either initiate or respond to control transition requests. This makes interaction design for level 3 vehicles very difficult, as a potentially distracted driver needs to be kept in the loop about the current traffic situation and be able to quickly respond in emergency situations. Due to the continuing shift towards full automation, documentation on effective control transition interface solutions is scarce and fragmented. In this paper, we apply a pattern approach to identify common working solutions to design for transitions from academic and industry sources. This shall be a first step towards providing a common state-of-the-art for safe and effective transition designs and basis for tackling level 3 driving.

Patterns in Control Transition Interface Designs of Level 3 Automated Vehicles

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Christopher Alexander has explored three different ways in which our sense of peace (or wholeness) is a guide to creating loving environments (which support life). We present evidence for a cognitive framework that can ground and relate 1) the Quality Without a Name, 2) patterns and pattern languages, and 3) 15 properties of life. Our cognitive framework distinguishes healthy concerns, which are rooted in the tensions of our world, and unhealthy concerns, which are not. Healthy concerns have us apply a pattern abstractly, through potential and actual recurring activity, to step outside of our situation, as if into an extra dimension of new possibility, where we locate a sense of peace and balance. From this optimal vantage point we resolve our tensions by establishing the pattern concretely, as material structure, and stepping back into our situation, where we become sensitive to new tensions. We thus develop circumstances for an ever more central sense of peace, and an ever greater sensitivity to life, to the natural tensions and concerns ever forming at the periphery. We describe a system of six concerns which patterns address and which provide various „names“ for aspects of this Quality Without a Name. We relate the 15 properties of life to 4 planes of being stepped out, being stepped in, and moving to and from these states. 3 general properties (strong centers, strong boundaries, levels of scale) get expressed in these planes as 12 specific properties. We derive these 12 properties and relate them to cognitive linguistics.

A Cognitive Framework for the Quality Without a Name, Patterns and Pattern Languages, and the Properties of Life

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S36

This paper proposes Cook-That-Dish Patterns for Tacos, a recipe-like collection of patterns that function as a participation-inducing tool in collaborative cooking sessions, as well as its application. The Cook-That-Dish Patterns for Tacos (Taco Patterns, for short) presented in this paper, is a collection of twenty-seven patterns, divided into five categories: Pico de Gallo, Guacamole, Meat, Condiments, and Tortilla. Each pattern describes a step in the process of making tacos, in a concise “context-problem-solution-consequence” format. The Taco Pattern cards have been used in cooking parties, in which participants with various cooking experiences broke off into teams and worked simultaneously on preparing their assigned part, which come together as one meal. Through this implementation, we found that the patterns are an (1) an effective tool to involve all participants with varying experiences, (2) a practical format to convey the meaning behind cooking processes, and (3) a valid tool to enable cooking to be done in a flexibly distributed manner.

Cook-That-Dish Patterns for Tacos: A Tool for Collaborative Cooking

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S37

This paper presents two pattern languages for enriching co-creative dialogue among stakeholders relating to welfare issues: „Employment of the Disabled Patterns“ and „Welfare Innovation Patterns.“ A local government, City of Kawasaki, to achieve the enforcement of policy, creates these pattern languages. First, Employment of the Disabled Patterns consists of 30 patterns that will come in handy for breaking the employment stalemate by lowering the employment mismatches and facilitating better communication among employers and employees. It acts in concert with the low change of employment quota for the persons with disabilities. Second, Welfare Innovation Patterns consists of 30 patterns that describe tacit knowledge for creating products and services that achieve more human-centric welfare. It is created for accelerating the variations of welfare products and services for the unprecedented situation with fewer children and an aging population in Japan. Both of the pattern languages are intended to work as a methodology and process to endorse a supportive social environment. The role of the city is to provide hub functionality to connect the industrial arena and the welfare fields. In this paper, we describe the background of intentions from the point of view of the City of Kawasaki, the detailed description of two pattern languages, and values of the process using pattern languages as a local government.

Welfare Utilizing Cases of Pattern Languages by a Local Government

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This workshop aims to introduce the methodology for a holistic pattern mining that we, Iba Lab, have conducted for past 10 years to create patterns (Iba, 2016; Iba and Isaku, 2012; Sasabe et al., 2016). This method is based on “KJ Method” developed by a Japanese anthropologist, Jiro Kawakita, as a way of organizing data collected through fieldwork to extract new knowledge (Kawakita, 1967). KJ Method requires people to look at the essence of all the collected data without any conceptual framework of classification, by writing down every single piece of information on the sticky notes, putting them randomly on a piece of craft paper, and moving them to see any generation of new concepts. In this workshop, we provide an opportunity for participants to learn the KJ Method and experience the clustering with the KJ approach for creating patterns. We anticipate it helps them to make use of KJ Method in the practice of their own pattern mining.

Pattern Mining Workshop: Exercise in Clustering using the KJ Method

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This article deals with the planning and design of hybrid spaces for innovation and learning processes using a design pattern language. Firstly, strategic and operational goals for the design of innovation spaces at universities are presented. Based on existing frameworks for the design of innovation spaces as well as an inductive-empirical analysis of existing good practices and technologies, we derived about 80 patterns. This paper provides an overview of the language and presents three example patterns: hybrid learning space, physical to digital, and digital to real. The design patterns made an important contribution in the concrete planning of three innovation rooms at TH Köln (Campus Gummersbach). Using the patterns, we made design decisions consciously and justified unconventional solutions by discussing the forces behind the patterns. The patterns can provide important design guidelines for similar projects at other universities.

Designing hybrid spaces for creative work

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This paper discusses patterns for hybrid pedagogy. Hybrid pedagogy aims at dissolving the dichotomies within education such as physical-digital, academic-nonacademic, online-offline, formal-informal, learning-teaching and individual-collective. It takes a more holistic view and takes the diversity of students and teachers into account. About 85 patterns have been mined at a 4-day workshop (EduPLoP 2016) by a group of researchers. The patterns have been clustered into different categories: Hybrid Learning Space, Student Agency, Hybrid Production, Collaboration, Hybrid Assessment, Outside In, Inside Out, Sharing is Caring, Performance. This paper presents one pattern of each category and reflects about the process of finding and applying these patterns.

Patterns for Hybrid Pedagogy

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Our contribution is towards improving the impoverished conditions that the 65 million displaced people currently find themselves in; refugee camps, slums, and other haphazard and neglected informal settlements around the world. Today's problem-solving formula is in critical need of fundamental reconsideration. By utilizing systems thinking, permaculture design and a pattern language, we seek to offer regenerative solutions to the global refugee crisis. Effective integrated design can leverage the embodied skills of displaced people to empower them towards breaking the cycle of dependency while creating settlements that contain the quality without a name for those most in need.

A Pattern Language for Designing Regenerative Refugee Camps for Displaced People

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Statistics as a subject is becoming increasingly important for academic and professional capacity and can be termed a key competency for research in general. Despite its vital role in different academic fields, students of non-mathematical subjects confront statistics with great reservations. Fear of statistics is related to their mathematical background at school, the self-assessment of the learners, and evaluation of the practical benefits for their professional future. The 15 properties of living structures that Alexander identified as the nuclei of his pattern language show great similarity with the core elements of statistical methods. Living systems are familiar to the learners and are anchored as spontaneous concepts in their knowledge. In this paper, the proximity of statistical structures to living structures is taken up to develop a constructivist didactic concept that evades frequently negative attitudes to statistics by offering an approach to statistical models via known, non-mathematical patterns.

Patterns of Statistical Analysis – Guiding students using Christopher Alexander’s pattern language principles

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A pattern language defines the key problems in a field and offers the one best solution for each of these problems. Many pattern languages are not being put into practice though. They have not become established in daily life. In „Liberating Voices: A Pattern Language for Communication Revolution“ p 542-543, Douglas Schuler raises the important question: „What can be done to make the pattern content more accessible? What kind of outreach would be useful in getting the word out with the patterns? What kind of training would help people use the patterns?“.

To assure that patterns are put into practice, it is necessary that they can be easily accessed, easily understood and willingly used by both specialists as laymen. Implementing the storytelling method for an oral communication of patterns enables a successful reception of pattern content. Storytelling is based on experiential learning and has been a prime way for communicating solutions to problems throughout the history of mankind. Stories are easily accessed, easily understood and willingly responded to by both laymen and specialists because listeners become engaged and therefore remember and are able to imagine new perspectives. I will analyze the basic structure of storytelling, recognized storytelling techniques and well-known examples of storytelling. I will then document the similarities and differences between these storytelling techniques and the pattern approach, extract the original principles of storytelling and integrate them into the pattern approach. I will finally demonstrate the validity of pattern language communication enhanced by storytelling using select stories as examples.

Improving Pattern Language Communication through Storytelling

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Sickinger et al. (2016) discuss the topic of moral coherence in pattern languages which was also mentioned by Cristopher Alexander 20 years before in a lecture: „When I look at the object-oriented work on patterns that I’ve seen, I see the format of a pattern (context, problem, solution, and so forth). It is a nice and useful format. It allows you to write down good ideas about software design in a way that can be discussed, shared, modified, and so forth. ... However, that is not all that pattern languages are supposed to do. The pattern language that we began creating in the 1970s had other essential features. First, it has a moral component. Second, it has the aim of creating coherence, morphological coherence in the things which are made with it. And third, it is generative: it allows people to create coherence, morally sound objects, and encourages and enables this process because of its emphasis on the coherence of the created whole.“ In this paper I discuss the topic of moral coherence with regard to instructional design practice in which the instructional designer is an agent of social change at the personal, relational, and institutional levels. In this view designers act in purposeful, value-based ways with ethical knowledge, in social relationships and contexts that have consequences in and for action as proposed by Campbell et al. (2005). Therefore this paper is embedded in two theoretical constructs: instructional design as a social construct and critical Entrepreneurship Education, in which designers act as agents of social change. As writing the business plan is a key element of Entrepreneurship Education, in the context of Entrepreneurship Education (1), a formulated problem usually consists of an idea which is developed by the students and the generative problem solution (3) is the business plan (as a written document presenting the holistic analysis of the problem in a structured way). Addressing moral coherence in Business Plan Writing leads to the enhanced ability of students to address and react to change. Answering questions in the business plan and designing scenarios will allow learners to anticipate and respond to regulatory, economic, social and environmental changes that may occur. As a result, the pattern configuration allows to address and to change unsustainable patterns of consumption, which is widely seen as an important driver to achieving sustainable development. Moral coherence in Business Plan Writing involves the ethical knowledge of the instructional designer acting in moral relationship with others in a dialogue among curriculum, the sources and forms of knowledge and power, and the social world.

Moral Coherence in Instructional Design Practice – Analysing Business Plan Writing Patterns
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Systemic design methods in the 21st century have roots in systems theory developed in the 20th century, centering around prominent figures. Within the ecology of systems sciences, six schools of thought coevolved across a variety of domains.

(i) Wicked problems and Issues-Based Information Systems were the focus of Horst Rittel, continuing as argumentation schemes.
(ii) The systems approach with inquiring systems from C. West Churchman fed the interactive planning of Russell Ackoff.
(iii) Pattern language originated in the built environment by Christopher Alexander, was cross-appropriated into informationsystems by members of the Hillside Group.
(iv) Ecological epistemology in anthropology started by Gregory Bateson has been extended and refined by Tim Ingold.
(v) Hierarchy theory in ecological systems by Timothy F.H. Allen is a foundation for the panarchy and resilience science of C.S. Holling and Lance Gunderson.
(vi) Interactive value and theory of the offering from Richard Norgaard led to business orchestration by Rafael Ramirez and Johan Wallin.

During this period, the design profession has evolved with changes in technology. Building things and places centered on structuralism. Constructing experiences draws on phenomenology. The rise of information technology has resulted in a turn towards interaction and materiality. Service systems thinking proposes a generative pattern language structured on (i) voices on issues (who + what), (ii) affording value(s) (how + why), and (iii) spatio-temporal frames (where + when). This approach comes through multiparadigm inquiry that builds on the history of systems theories developed from the 1960s into the 1990s. Paradigm interplay leads to a philosophical turn for systemic design in the context of the 21st century.

Collaboratively designing events

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Nowadays a huge number of events are offered worldwide that aim at exchanging and generating knowledge. They come in many different formats and sizes: conferences, conventions, and other forms of meetings try to meet the expectations of their target audiences. While they all differ in detail and scope, on a deeper level they also share specific core activities like presenting, exchanging, or generating knowledge. In essence, it is these activities that sum up what participants really want and expect if they attend a knowledge-intensive event. Usually, it is left to organizers to design events that really matter for their specific target groups to exchange knowledge. In this workshop we will demonstrate a new approach to design knowledge-intensive events and conferences, using the next PURPLSOC conference as a case for demonstration.
In advance of PURPLSOC 2017, participants were invited to participate in a “Reading Tour” on The Nature of Order. In that work, and in “Empirical Findings from The Nature of Order”, a continuing thread in system theory and the systems sciences is exhibited. David Bohm’s writing on complex adaptive systems are explicitly cited.

A workshop during the PURPLSOC meeting invites participants to explore some of the foundational philosophical directions that might be considered in progressing generative pattern languages. Christopher Alexander’s earlier training was in physics and mathematics, and his work was sympathetic to evolutionary approaches to biology. The systems sciences have their roots in general systems theory in the 1960s, and have progressed into the 21st century.

To encourage discussion, a starter set of 7 ideas is formed as a dialectic. The pairs are:

1. Problem-seeking (architectural programming, defining issues)  
   Problem-solving (design activity with science and creativity)
2. Wicked problems (argumentative planning, no stopping rule, type 4 errors)  
   Solution to a problem in context (parts + spatial relations between (e.g. forces))
3. Multiple perspectives inquiry (systems approach: politics, morality, religion, aesthetics)  
   Culture unselfconscious-selfconscious (repeating familiar pattern ↔ innovation, modifications)
4. Normative methods, social organisation (agile development, liberating voices, group process)  
   Descriptive methods, physical space (phenomenon of life-wholeness, 15 geometric invariants)
5. Ecological quality outside/between (affordances, ecological epistemology)  
   Objective quality inside (origins of nature, unfolding, progressive differentiation)
6. Resilience, collapse, transformation (hierarchy, pacing layers: scales larger-slower smaller-faster)  
   Order, wholeness-preserving/disrupting (holistic, sequential processes ↔ effective unfolding)
7. Interactive value constellation (coproduction of offerings: product, service, relationship)  
   Feeling of connectedness, living structure (test which induces wholeness + resembles inner self)

These 7 pairs are to be outlined during the workshop, as an introduction to prime the conversation.

The 2-hour collaboration will be captured as digital audio, and group findings will be subsequently summarized after the conference, on a blog.
This paper presents a collection of patterns for practitioners on how to utilize “Words for a Journey: a Pattern Language for living well with dementia” as a support tool in their own contexts and professions.

This new collection of 12 patterns, called “Patterns for Utilizing ‘Words for a Journey,’” was created through interviewing practitioners who were already utilizing “Words for a Journey” in their jobs, as well as those who were yet to; and through conducting workshops and other events several times to test for possible difficulties that may occur when the patterns are put to use in other fields.

These patterns have been used as supplementary tools in dialogue-based interactions to offer support to people who want to use the Words for a Journey in their respective fields. This paper will present an overview of “Patterns for Utilizing ‘Words for a Journey,’” the creation process, and examples of ways the patterns supported practitioners.

What might be a language that not only describes “the whole” of sustainability but is also generative of the solutions and actions we need? This paper describes research that explored the nature of such a language using the aspirations of Alexander’s “pattern languages” and the everyday experiences of a group of households seeking to “live more sustainably”. Thirteen proto-Patterns were developed around one aspect of this experience – the need, as identified by the households, to maintain a “mindfulness” to the task.

The research also found a “how to...” gap when seeking to apply Alexander’s model, specifically the lack of a concise workbook. As such, this paper also details:

(i) the purpose-designed “pattern-making” tool used to gather the experiences of these households with the aim of generating a series of Patterns. The design is based on Alexander’s notion of a Pattern as embodying a “resolved tension”. It can be copied for use in other projects.

(ii) lessons learnt from this work, to assist in the development of any future Pattern “workbook”.

Austrian Cooking Session

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Taken from the ideas of Christopher Alexander, this conference will focus on the many ways in which patterns can be applied to a wide range of working and learning environments to support life, beauty, and wholeness.

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