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Study the Designing Process and Improvement of Public Spaces in a Participatory Approach

Ferial Moftakhari, Sayed Hadi Ghoddusifar[*]

Department of Art and Architecture, South Tehran Branch, Islamic Azad University, Tehran, Iran

Email address:
ferialmoftakhari@gmail.com (F. Moftakhari), hadi.ghoddusifar@gmail.com (S. H. Ghoddusifar)
[*]Corresponding author

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Abstract: Following the industrialization process of societies and fading public and urban social spaces, human has lost its original identity and became stranger to its life and environment. Like other phenomena, city is a dynamic organism that consists of components that plays a significant role in the life and its activity and each of those components participate when urban spaces needs to change and evolve. Public and collective space of a city is of paramount importance among different areas of the city. In a way that represents the social, cultural, economic and spatial complex values and needs to provide a place in which interaction and collective life in the city could be created. Such spaces have a mission to increase social capital in cities. Public space can also be a platform for developing and shaping identity. Considering the effect of urban public spaces in security, social stability and improving people's quality of life and considering this in mind that the real owners of these spaces are people, hence how much is the participation of each of the groups involved in the design process including employers, professionals (designers), governments and people?This study is practical in terms of aim and qualitative in terms of research nature which is studied based on grounded theory. Techniques of field observations, literature review and interviews are used in this study and by emphasis on the theories and principles of urban design, influencing factors on public spaces are studied and the factor of accepting people as the main users is emphasized as well and all aspects of people's lives must be considered in design and their participation is critical.

Keywords: Public Spaces, Public Participation, Designing Process, Social Sustainability

1. Introduction

Available spaces in the city can be divided into two categories: public and private spaces, Private spaces must have features such as the need to protect privacy, and vice versa, the local public spaces are for social interaction and getting in people exposure; but as home and interior spaces that provide a safe haven for families and guests, the city and its spaces must provide the same security and safety for all residents and observers.

The city's public spaces, are those where people can freely and without formal concerns and being controlled can show their presence are exhibit their individual and social freedom. The city's public spaces is a space where people can freely present and without formal concerns and being controlled exhibit their individuality and social freedom. Sidewalks and shopping centers and max spaces are the key to public spaces. Unfortunately, the main users of urban public spaces, especially in aging tissues (which has improved), regardless of the goals of designers and statesmen utilize that location according to their needs, tastes and sometimes from its history. But if the participation of people from the very beginning of the design and improvement, especially in improvement of the public spaces would be considered, then these spaces will not be a place just for transit or any other different uses in designer's goals, but also become spaces for living with a unique and independent identity. (Dr. Azad Armaki Mohammad taqi, 2004: 3). Human history is the history of cooperation and conflict. Partnership was born when humans understood for the very first time that they can

overcome on others by participating with another people. Participation is one of the most complex and controversial scientific topics and definitions can be vary according to the different fields of the action. Some experts in defining participation with a macro perspective say that "it is considered as active participation in the political, economic, cultural and social fields and in general all of the social fields. Participation is the process of involving all groups of people in all stages of development to emerge abilities, capabilities, and thus growth and excellence in the life of man. (Chermayeff, 1319: 23). The aim of the partnership largely related to the exchange of information, solve problems and create improved solutions for designing and planning by taking into account the actual users of the space. Participation decreases the feeling of being anonymous in individuals and gives a greater role to the users in management of the issue that will help maintain the physical environment by people, promote collective spirit, creating more satisfaction and financial performance in development projects.

2. The Importance and Necessity

Urban space and its current relations have interacts and are affected of each other. Human through social and cultural relations gives importance to space, its form and its performance. Hence the construction and design of urban spaces affects the social life process and must have the physical and mental efficiency for citizens (Sifaei, 2005: 40). Participation is one of the requirements of urban life, and comes true when townspeople come out of the personal life and become a citizen by sense of collective responsibility (Piran, 1995: 132). The collective feeling is considered as one of the most important participatory factors especially in developing countries. The psychological approach to the collective design, the objective is to raise the collective feeling through the participatory process in the design.

There are several reasons for the need to citizens in the planning and management of cities that some of them are

A: Government limitation in funding and manpower to provide services at the local level.

(B) Avoid discrepancies of programs with local conditions, the fit between needs and nature of the proposed facilities which results in the appropriate use of facilities and prevent resources to go to waste.

(C) The spread of cultural values that reinforce the norm of equality and democracy and leads to an increase in citizen participation.

Due to the impact of public spaces of the city on health, security, social stability, the development of recorded image in the memory in registration and transfer of collective memories and improve the quality of people's lives; Now how much the true owners of the public spaces are involved in its design? Despite these factors that executives are planning to participate people in the design of urban public spaces but in fact it appears pale and finally because of its dominant approach substrates for active participation in the design process to exploit people, deal with "issues of public domain and philosophy of democracy". Managers, designers and people are the three sides of successful design of urban public spaces triangle (Daneshpur, AbdolHadi, 2011: 100). There are only people who express their real needs and expectations so that today urbanism, ranging from planning and designing more to participatory approach and intend to establish deeper and more precisely connections with reference groups or users. In the preparation and design phases of the project we should clearly understand that participatory processes are not necessarily follow the preset structural guidelines. Participation must be considered as an operating principle that underlies all forms of activities. Participation must be in nature of the project, rather than simply count as an activity that can occasionally be used to gain the attention of beneficiaries (Clayton, 2004: 14).

3. Geological Engineering Research

This research was conducted using qualitative research technique. Information collected through field observations, literature review and interviews and with have been analyzed by emphasis on urban design theories and principles, and affecting factors on quality of public spaces and according to consideration of the study of mental and behavioral aspects of participation, this technique was chosen for in-depth study.

Statistical Society consist of 30 teachers and researchers in the areas of citizen participation, urban planning and urban management that have been selected among professors at Tehran University, Faculty of Arts and Architecture, Islamic Azad University South Tehran and the Tehran Municipality, managers and urban planners.

4. Theoretical Foundations and Literature

4.1. Urban Public Spaces

Urban public spaces from time immemorial was a physical context of people's social interactions, although the qualitative and quantitative characteristics of urban spaces has changed over time due to various factors but the citizens and other users of the city such spaces. Urban public spaces should be a place for interaction and public life with a mission to increase social capital and also could be a platform for development and identity formation (Mitchell, 1996: 23). Brand Frey have stated the high satisfaction of people from design of public spaces is depend on following features, in his perspective a sustainable city must:

• Meet all resident's needs.

• Be well secured and protected and in terms of aesthetics, visual and environmental performance be organized by discipline.

• Have a guiding social environment and have a good image and reputation to give people a sense of confidence and dignity.

• give people a chance to be creative, to express their own

personality and to shape space (Brand Frey, 2004: 30).

4.2. The Concept of Participation in the Planning and Design of Public Spaces

Planning is an interactive process that aims to raise the questions in design in partnership with the owner and design group. The main stages of planning and design process, because of the process of decision-making, can also be considered a general decision-making model. Identification, design, selection, implementation and evaluation are the main stages of the design after implementing. Those who are more active in professional landscape design prefer to call this stages as planning process, forecasting of required functions, the physical system, approach of responsive design to these requirements, assessment and decision-making, implementation and evaluation after operation. According to purposes of landscape design, having a good way about the nature of the decision-making process, will make possible the prediction of nature of the relationship of human-environment. More importantly, judgment required and decisions are often in a context of spiritual and moral balance. It is clear that the design of public spaces often relies on the talent and creativity of individual and group participation and support of the common ideas.

Participatory planning is a political, moral or social experience in which individuals and groups in various stages of planning and decision-making participate according to their own needs and desires. Although users or resident's groups are involved in participatory planning, in this definition, there is no distinction between users and professionals. Now, after years of experience in design, planning and development of urban and rural, developers come to believe that the key to the success of projects, decentralization and strengthening of farmers and indigenous people in the form of a partnership. UNESCO also known participation as a process to social and civic self-learning, human rights and prerequisite to development. Participatory planning involves planning with the participation of individuals. These people according to the subject and field of work can include a vast range of different stakeholders. Accordingly, we can call design with a participatory approach to citizen participation in the creation, modification and management of their environment.

5. The Necessity for a Participatory Approach in the Design

One of the main reasons for the creation or development of cities, industrial premises, urban open spaces and urban infrastructure is to provide current and potential human activities. These activities include everyday activities like walking, watching, sleeping, recreation, eating and other special activities. It is difficult to respond to all human needs. Responding to the need for survival, the need to respect and self-esteem and meet the cognitive demands needs are some of the considering issues in design. Most models of the first

generation of the design process were developed in the late 1960s and early 1970s. These models affected by developments in urban and regional planning and a willingness to participate more in the decision-making process and have used the results of these developments. The resulting were "community design" and "design with the participation of the people". Many of these second-generation models of design operation, take landscape designer into account as a technician that only provides the information needed to make decisions. Designer in these models negotiates with himself and other stakeholders to find a solution. He provides background to understand the current status. In the course of his work, the principles of solution grows and expected implementation and decisions about it will be evaluated. Architectural plans are designed. The recognition process involves a series of qualified valuable decisions and it raises questions about the present and the future. The more designer know the current status, people's nature and way of extracting the information and comparing a position to another, the more confidently respond to the needs of stakeholders. Stakeholder's groups in each implementation course participate with acceptable risks. In this way, issues associated with obtaining a clearer picture of solutions will be classified. In this process there are two main activities: diversification, namely to identify or explain the problem or possible solutions; and reduce variation, namely pre implementation and evaluation and selection of the most desirable solution to the problem in the sense of anticipation. These activities are carried out respectively, but the operation is not a linear process that they follow its steps to be taken, but is a continuous and polemical process.

The Psychological Significance of Environment

"Sanof" in the book "School Design" refers to the importance of participating in the design process and considers participation important as the user presence in the production of architecture. He refers to a number of factors in the field of participatory approach in architectural design:

-For a design problem, there is not the best answer;

-Specialists decision is not necessarily better than others;

-Design implementation should be transparent;

-Design process is continues and is changing (Ebrahimi, 2013, 22).

In the opinion of Sarason, McMillan, Chavez, Hershberger, Gordon, Eslami, Kamelnia psychological effects is also one of the important characteristics that must be considered in the process of collaborative design. Paying attention to the behavioral characteristics in the field of partnership architecture by entering the introduction of behavioral science to the cycle of environmental decisions was proposed in the 1970s. The process of designing public spaces with a pattern of behavior, including changes in the physical environment to respond to changing activities or aesthetic tastes or for compatibility between these cases and the physical environment. Thus, the goals of environmental design are determined by people's behavior patterns. "Sarason," believes that one of the most basic social psychology aims to raise citizen's social feeling. The

collective feeling is known as one of the most important participatory design factors particularly in developing countries. In psychological approach, the collective design, objective and raising the collective feeling during participatory process in the design is considered. (Behzadfar, 2008, 37). Accordingly McMillan and Chavez pointed to four main elements to define their theories. The first element is a sense of belonging and connection to social group. One of the most striking characteristics of membership is having a symbolic system in common between members. This common symbolic system consists of myths, beliefs, rituals and celebrations and the like are common. The second element is effectiveness that is linked to the importance of having a collective group. Integrity and meeting the needs of people is the third factor that gives people the authority of taking benefits by being present in a group and the fourth element is the shared emotional connection. Psychological approach to the subject explains that a community should have features of common bond from beliefs, symbols, collective memories, etc. and only geographies are not the life toggle of collective architecture for users. There are many incomprehensible things in environmental design procedure. Study of Behavioral Science researches in last fifty years have provided much of the understanding of design process. The design has two basic process called Convergent production and divergent production. Divergent production is the editing multiple images of a view and deal with potential solutions and invention of various ideas. In contrast, convergent production is the operation of inducting or constructing an inference of large parts. A number of designers believe that there should be one potential solution at a time and if it was not accepted then other solution can be proposed. Some others believe that according to the design logic there should be more than one solution and then they can be evaluated. Research done on creativity in problem solving has approved the latter proposition. Many designers have learned that if they consented to the first solution and they defend it, while the innovative designers feature is the abundant potential capacity to invent many solutions. These designers at all stages of the design process are being divergent thinking. Innovator architects are those who are considered the most creative in design career, productive people, intelligent, interested in teamwork and participation in the design process with the employer and the users. Analyzing the nature of design problems is from this clear result that design in general is divergent. Since the design optimization process can rarely lead to the correct answer, divergent thinking will be required. However, there are many steps in the design process that requires self-convergent.

6. The Information for Planning and Design of Public Spaces

As already mentioned the behavioral sciences to observe the status quo provide information and suggests techniques of design. Many of these techniques are reached in environmental design procedure and shaped the perspective of designers. Some of them are useful to gain direct information and some information are gained from another person's observation. These techniques could be interventionist and non-interventionist. Said techniques are solid to the relationship of human and environment because they deal with people's demands.

6.1. Techniques of Intervening

Techniques of intervening are ones that presented to individuals or groups of study subject. Find techniques of intervening in the construction of theory and test research results are more useful rather than to do practical work in environmental design. Interview and survey techniques are widely used to gather information on techniques of intervening. When a set of potential beneficiaries of a collection are not available (such as the design of a public building or housing complex), designers choose a successor population instead (population with similar characteristics to beneficiaries or potential residents). These techniques help to understand wishes and demands of employers and people and also useful for gathering information about the activity of the system.

6.2. Non-interventionist Techniques

Non-intervention techniques are those in which the subjects are not aware of the research. This approach provides information such as how to use the present status and attitudes to specific behaviors and lack of consistency in the application of behavioral patterns and the physical environment. These techniques are used to reconstruct a building or a neighborhood of old tissue. Non-intervention techniques are including of natural experiments, simple observation, observation cooperate with and observation of the physical traces. In natural experiments observer manipulate some elements of the environment (for example, creating obstacles to observe the behavioral of being in a queue) and subjects are selected randomly. Simple observation is the registration of organized behavior without manipulating environment. In participant observation, the observer becomes part of the study. Observing physical traces is registering part of the built environment that are worn out due to usage or something has been added to. A number of designers realize needs of people by observing created routes and grasses on the surfaces or elements that have been added to the buildings. Some simple techniques that have application in behavioral science have been used in abundance in planning and designing the environment, especially in the study of public spaces in residential neighborhoods and urban spaces. This expectation that all people kept satisfied of all buildings, collections or all open spaces buildings design and to draw well and answer equally is unreasonable. Behavioral sciences help to improve these abilities but it is not a key solution to all problems.

7. Creativity in Design

We found out that both scientists and artists both need convergent and divergent thinking. But it may be only designer that are most needed these two skills in equal proportions. Designers have to solve the problems that will be imposed from the outside, satisfy the needs of others and create beautiful things. John Allegri and Carl Hayes have identified three main activities in the development of solutions to problems. These activities include:

• Review Historical Information.
• Individual Creativity
• Group Creativity

These three activities have been used in environmental design procedure:

Evaluation of historical information

More activities of an environmental designer are addressed to issues that they have been given in the past similar cases. Evaluation of historical information and study of typology, patterns, matching species with the current needs and the principles of design standards.

7.1. Individual Creativity

A prerequisite for solving the problem is creative attitude. There are also multiple processes help to produce divergent and convergent help. Jeffrey Broadbent has introduced three types of techniques of creative thought is to flourish. This is the origin of techniques that can be in individual or group, including check lists, interactive methods and techniques of psychoanalysis.

7.2. Group Creativity

More professional activities in the fields of design environment based on teamwork has been done. Collaboration is makes design to grow. Each design proposal has been criticized by other members of the group and its terms are necessary. Problem Solving requires comprehensive knowledge. The methods used, like individual problem-solving strategies, but more important is to organize social interactions. The following table summarizes the teamwork possibilities.

Table 1. Participatory planning techniques. Source: author.

Possibilities and limitations	Facilities
1. The social pressure to conform	1. broader set of knowledge and information.
2. Group decision making might lead to early intervention and make solutions with high quality to be deleted	2. diverse approaches to problem
3. Individual opinion may prevail collective opinion.	3. participation in problem solving increases the possibility of accepting
4. The purpose of designing a proper solution for the problem may be affected by efforts to win the discussion	4. Participation in problem solving solution increases the possibility of accepting4. Better understanding of the solution

Creative design and innovative possibilities are related to the first and second and the third and fourth raising the possibility of implementing some of the psychological factors likely to determine the working group. At solving the problem or brainstorm, two factors aware of the possibilities and strong leadership (setting direction and maintaining group) play a major role. It is clear that the design is based on the talent and creativity of individual and group participation and support of the common ideas. One of the creative techniques that the original thinking should be familiar with, is the ideas of others. These ideas can create a springboard from which certain creative ideas become possible to fly.

8. Generation Design Problem

The questions that arise are how the design may seem obvious at first glance. Designers offer them to employers. As we shall see, this statement is true, but not always so dominant and that's a small part of the story. No employer may issue and designers discover many interesting things without the supervising of employer. It is also required among employer whose issues designed to offer designers and end users of products designed draw a precise clean line. As you will see, the employer may also be user of design or not. Due to the nature of the design environment based on principles such as scientific knowledge linking social and natural systems, holism and the like, cannot be sustainable environment without considering the role of beneficiary groups in this design process. Achieving this goal will be possible only in the form of participatory design. Participation answers to how to implement sustainable development practices into consideration and reflect cultural characteristics and socio-economic tools in the design. For this reason, participation is considered as a necessity in achieving stable environment.

8.1. Understanding Interest of Group

In any process that leads to decisions about changing the number of stakeholders involved in organizing the physical environment. The proposed project scale larger and more active, the number of beneficiaries is more diverse and conflicting objectives. In most cases, this group consisted of the following:

• Employer or investor
• Profession related to Design
• Legislator
• User

Each of these groups are under pressure from peer groups and thus indirectly involved in the design process. Investors often act as a filter for the needs of beneficiaries. A small number of architects in the design needs of beneficiaries in charge of. In contrast, many architects were oblivious to this issue. Some participants have more power than others because of their central role.

Collaborative relationship between design, features

investor and a series of beneficiaries is planning a set of mutual objectives; information is shared between all stakeholders, objectives and theoretical basis for beneficiaries is clear proof of conscience, designer, beneficiaries according to application design goals attract and use their views in decision making, and decisions are taken by consensus.

8.2. Employer

The design is usually not an issue of designer mind but emanates from an employer who is able to solve the problem without help, or perhaps even fully understand it. Design work often, the employer raised and argued. Michael Willford the states importance of employer role in the design process:

Each landmark in the index as there are employers who do not necessarily have a high reputation, but who has the time and energy spent his understanding of design ideas, someone who is supportive and enthusiastic design, with daring, willing to risk. This quote shows that Michael Willford employer sees not only source project but also considers his creative partner process. So the employer is the clearest example of a source of problems and obstacles. In fact, the relationship between an employer and designer is an important part of the design process constitute.

8.3. Users

Today, many employers order plans that they are not their users. Public buildings such as hospitals, schools and residential complexes usually design architects that have little to do with the users of its structures. The traditional image of the designer, the personal relationship with the employer / that use established, it is extremely misleading, even architects to design new buildings for large organizations such as universities are invited, may be used by the employers, or even office building all the time, from real users kept away. Often designers are using indirect contact and relationship or should pass through the filter of organizational policies.

As many young designers when are leaving the university understand that design for itself is one thing and designing for real employer with personal and institutional biases is totally something different. When your employer plan is not an end, the problem is even more obscure. The growing isolation of those designers that have designed for them has created the need to focus on the demands of their users. Designers of desperation to scholars of humanities and social sciences, architecture and urban sociology of work, researchers have turned to psychology to find out what are the real needs of users.

The relationship between design and social sciences and large as initially hoped it was not useful in real implementation. This is how users of the employers of designers stay away. In democratic societies designer is the voice about the issues with the community. Most of these comments related to social issues, but many of them also

design applications and solutions designed to reflect the environment. Members of the professions linked to different political parties and groups. Almost in support of the status quo and various communities involved in social change. Importantly, the restriction is designed as a formative force in social relations. It is important that any action of either partial or total form of political action. The designer must improve the defense and experiences to people. What should the designer at the municipal level and at the level of a building on the opportunities created to attract people's attention. The purpose of this subject is to make people to defense integrity and solidarity.

8.4. Designers

All designers are finally advocate the needs of special populations. This defense is often done without conscious thought. The question is who should provide designers purposes? The main decision is usually an investor or a legal entity or quasi-statutory scheme which has jurisdiction over the environment in which it is implemented. For the purposes of application of the design must be answered. Plans also call on the needs of the investor, must respond to the needs of beneficiaries. In the event of disagreement between them, the design is committed to support the beneficiaries. in this procedure the most important priority is with beneficiaries.

Designers must meet the people needs who cannot be seen in this process - the children, the disabled, people who are socially and politically weaker, be considered. The position taken here is that designers need to create environments that meet the needs of the beneficiaries with the best support. Designers have long-term environmental benefits and applications note. Doing so is difficult, because the future people cannot afford the cost of today's decision.

8.5. Legislators

So far we have seen that in the design, as it is usually the employer, how might that use and contribute too. In the end, your attention should be focused on generating design is perhaps the furthest designer of the legislator. Although legislators are often involved in design, but impose limits that designers should work within its framework. The legislative and executive oversight criteria of the guidelines and recommendations may fluctuate. These criteria may govern the safety factors, application, or Appearance and regulations, standards and designers.

8.6. Different Roles of Restrictive Generators

Four cornerstones of our model of design issues, now finds its place. If the four generators on the limitations of the design for the tower, we see this tower climbs higher up the restrictions and it is easier for discussion (Image). Each of the generators has a design problem that creates limits here, of course in varying degrees of rigidity, the solution imposes design. They are flexible restrictions imposed by the legislature and flexibility of the limitations of movement for decades.
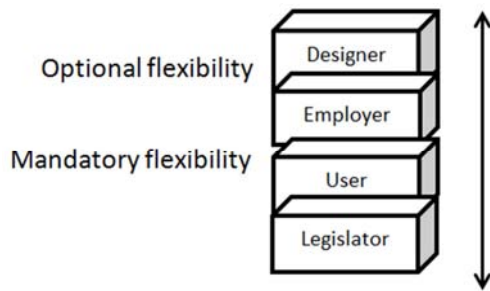
Figure 1. Four generators design constraints that are arranged in order of flexibility.

Scope limitation lies in the fundamental importance of freedom of design. The constraints that designers have more freedom and choice because it throws light on the factors that constraint the designer. Of course, these restrictions may be created by designers, employers, users and legislators. According to the above, the design can be experienced in a social vacuum. In fact, there are other actors such as employers, users and regulators that the design is so challenging. The design should be considered with a range of social skills that enable one or to negotiate a collective agreement, or the navigator. Where the group involved in decision-making, not just the possibility of tensions, but there is also a coalition and thus oil fractions. So, designers repeatedly social skills needed to advance their ideas. Users, employers and legislators and must persuade the producers to plan really to bear fruit. The scale is generally larger plan this skill is more important and more vital.

9. Analysis and Design of a Participatory Approach

Randolph Hester (1974) states that being participate in the development of a model to use. He believes that the main purpose of the collective creativity of the design process using a participatory approach to sustainable social development and the environment. Hester believes part of the collaborative design of urban public spaces, taking ownership of individuals and groups to meet the basic needs of the participant. (Hester, 1974, 74) On this basis, it seems, in his view, participatory design creativity in the design process will be improved. One of the main features of the changes arising from new collaborative approach, according to collaborative tools as intermediaries between users and professionals. In this project, the design or facilitating users to communicate ideas and opinions from various participatory tools are used. Knowing the right tools and use them one of the most influential factors in the success of a participatory process. The ideal environment for participatory processes where people are more motivated now, an environment where the share of each group is the same. Contribute to the elimination of the distinction between race, the Group social, cultural and economic participation. The turnout can be used questionnaire-based surveys and Internet mail. Have the necessary training and skills development

before the election method was participatory planning and design. (Hester, 1974, 74) The turnout can be used questionnaire-based surveys and Internet mail. Designer should give enough information to make people aware of the estuary, some of which are not significant. Workshops can help to inform about the current situation and ways to express their creative ideas for use in design. Necessary training and skills development must be before the election method participatory planning and design. (Hester, 1974, 74)

Table 2. Skills necessary to start the selection procedure participatory planning and design. Reference: (Hester, 1974).

Activity	Skill
workshops	Cooperation
The power parity in decision-making	Create a sense of community
workshops	Improved visual communications
Shapes the Goal	Goal Setting
The analysis of designed spaces	Find an organizing context
Build a working model of the desired space	Design Thinking

Forms, methods and levels of public participation in the field of planning and design can be divided into three main types of public participation:

(A) scientific and technical cooperation: a review and public consultation and cooperation with professional associations and specialized institutions of the public sector in the area of urban development plans and programs.

(B) Economic cooperation: economic aid people in order to progress faster and objectives of cooperation and private investment in urban development.

(C) Social participation and cooperation of local collective trade union organizations in preparing and implementing development projects and urban development, Show a sense of responsibility towards it and monitoring and follow-up of projects and business consulting citizens if it is real, is useful.

Participation by creating a favorable climate, litter training, knowledge sharing, access to local knowledge, adjusted for individual interests to group interests; That depends on the sustainability of the environment; Reduce conflict and efficient management and more flexible and increase the legitimacy of the use of specific knowledge environment provides.

The confluence of these factors makes the partnership as a way to sustainable design should be considered. So, despite the inherent difficulties and challenges involved, the use of the opportunities it creates the least natural erosion and the aesthetic environment of moderating, with increasing knowledge and awareness and build engagement space, the pressure slightly less. The use of indigenous knowledge, identity, spatial location and local values less environmental evolved and eventually lead to the establishment and institutionalization of models in which environmental sustainability will be effective. Access to the cases mentioned requires the following actions:

1. Participation and cooperation seeking education and culture;

2. Familiarity with the principles of participatory

management;

3. Training participatory methods and its localization;

Partnerships have been formed mainly by two things:

A proper distribution of authorities between the participants and interventionists. (B) Participation in all aspects of development such as analysis of existing programs, identifying problems, setting goals and in the implementation of projects. Participation key to achieving any development work is to local forces them to use. Urban public spaces.

Some of the important principles in the process of designing public spaces with participatory approach include:

Residents use in setting goals and strategies;

Determine a way to bring together social capital, collective groups;

Developing strategies and unique value for each neighborhood;

Strengthening social structures and social values while human form;

Development of creative participation by entities within the city.

From this perspective, corporate architecture organization Perhaps the role of the therapist is to reduce the gaps between the various participants have a plan and the collaborative design process and establish positive interaction between different groups, the environmental characteristics and its manufacturing process, to improve the mass structure.

10. Conclusion

Now planners and politicians after the public spaces development projects in different parts of the world to believe that success and satisfaction with development projects, decentralization, strengthening of farmers and indigenous people in the participatory formats. There are several reasons for the need for citizen participation in the design and improvement of public spaces there, some of which include: The outcome of the public participation appropriate use of facilities, saving resources, and developing cultural values that reinforce democracy and social justice. The process involved is a human right, a prerequisite for development and improve the quality of social interaction, cultural, education and training of low-income and disadvantaged possibility of promotion, civic identity, social security, a sense of cooperation and commitment, strengthening economic functions, trade and services Public participation, people, designers and managers closer together and we will replace you and me.

Research Proposals

The design methodology typically designed with surface studies of the site plan and unaware of the complexity (or aspects of people's lives), they begin to improve public space. But the partnership role in organizing people just filling in the questionnaires, which often is not left to display.

Collaborative design, design development is not linear, but as circular (Fig. 2), and these three areas are linked from the beginning to the operational plan. This means that by

educating people through workshops that will be held in the city, can support creative ideas and different ways people used to design public spaces and needs in the design process.

In this workshop will be used, such as photo collages, video maps of the space is to build a replica. Thus the design of public space is a social process that must all segments of society of all ages and social classes participate in it that by educating people through workshops that will be held in the city, can support creative ideas and different ways people used to design public spaces and needs in the design process.

In conventional methods, the experts your design ideas with maps, signs and video sections for non-expert participants exhibit is usually difficult and incomprehensible and boring;

But it's quite understandable and enjoyable tool that is designed for citizens who participated in the workshop will be used, such as: Photo collages, video maps of the space is to build a replica. Thus the design of public space is a social process that must all segments of society of all ages and social classes participate in it.
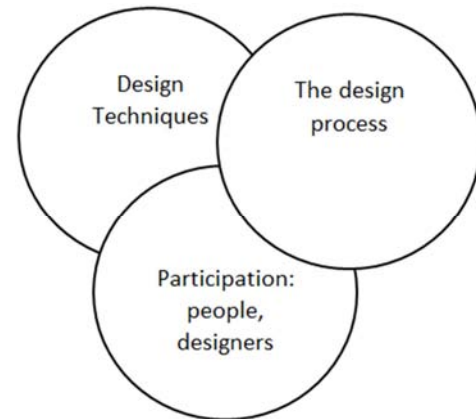

Figure 2. *The design process cycle of urban public spaces. Source: author.*

Acknowledgement

Footnotes

1 Professor, Department of Sociology, Faculty of Social Sciences, Tehran University, was born in: 1332, Sociology.

2 Serge ‹Chermayeff, Born: (1900) AD, architects.

3 Urbanization, was born in: 1360.

4 Sociologist, born 1329, social psychology.

5 Architecture and Urban Design, Born: 1333, member of the faculty of the Department Urbanization Faculty of Science and Technology.

6 Andro ‹Clayton, Architect and urban planner.

7 Lynne. ‹Mitchel, Architect.

8 Brandy. ‹Frye, Architect.

9 Hester, Randolph.

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