

NBSpart4

WALKTHROUGH

CHALLENGES ADDRESSED

NATURE		\bigcirc	\bigcirc	\bigcirc
○ WELLBEING				
₩ HEALTH			\bigcirc	\bigcirc
MOBILITY		\bigcirc	\bigcirc	\bigcirc
PARTICIPATION				
€ ECONOMY		\bigcirc	\bigcirc	\bigcirc

IMPLEMENTATION

SOFT	MEDIUM	HARD

REPLICATION POTENTIAL/FLEXIBILITY

LOW	MEDIUM	HIGH

AMORTIZATION PERIOD

SHORT	MEDIUM	LONG	NA

INVESTMENT

LOW	MEDIUM	HIGH	NA

WALKTHROUGH / FOCUS GROUPS IN SITU

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DESCRIPTION

Walkthrough is a method of analysis that combines observation in situ with an interview simultaneously. It creates an accepting environment that puts a small number of participants at ease allowing then to thoughtfully answer questions in their own words and add meaning to their answers. It also identifies the negative and positive aspects of the analyzed environments.

It allows identifying the perception of the residents in the place where they live. In this technique, they are invited to appropriate the neighbourhood and evaluate the territory, its inadequacies, surplus or missing furniture, barriers and potentialities, among other important elements.

Walkthrough is a participatory method and solution (NBS) that creates awareness while participants walk and discuss what they feel, see and know.

INNOVATION ASPECT

 It's a participatory nature-based solution, with a human-centered approach, to engage citizens in environmental and social challenges of their territory. It can virtual or physical. It puts the focus on the community collective vision that offers a positive and useful view for the future, at the same time motivate people to go on together.

PARTICIPATION PROCESS

CO-DIAGNOSTIC

It supports the engagement of the citizens and stakeholders in new projects., Participants express needs and perceptions related to NBS. Participants say what they like, they don't like and what they would like to change while they walk in the territory.

CO-SELECTION

The participants identify solutions for specific needs that are observed in situ.

CO-DESIGN

Participants can discuss solutions and design it in situ in direct contact with the challenges that need to be

It also can generate creative thinking and motivate people to look for a solution.

CO-IMPLEMENTATION

CO-MONITORING

Walkthrough activity can be organized to plant trees in the intervention area or to develop education activities about nature or heritage.

REPLICATION AND SCALABILITY

Walkthrough can be organized with max. 15 participants per 1 facilitator. In URBiNAT it was used with young people, families, citizens and stakeholders, and professionals. It was used in several cities with different contexts, demonstrating its replicability and scability. With the COVID-19 restrictions, Nantes organized a virtual walkthrough - video.

BEST PRACTICES and REFERENCES

LINKS:

URBiNAT Walkthrough in Porto and Sofia (2019) -

URBiNAT Walkthrough in Nantes (2020) - Link

COMPLEMENTAR NBS FROM URBINAT

PHOTOVOICE DESIGN MOTIVATIONAL EMPOWER-BEHAVIOURAL 3D MODEL ADAPTIVE THINKING INTERVIEWING **MENT EVALUA-**MAPPING THINKING **REUSE OF** TION URBAN NETWORK SPACE



Walktrough Porto

