

Interaction Design,
User Experience &
Urban Creativity
Scientific Journal

Designing Urban Experiences: From Trial/Error Abstraction to Instagram Graffiti Networks Vol. 5 / N° 2

Title:
User Experience & Urban Creativity
Scientific Journal
Designing Urban Experiences:
From Trial/Error Abstraction to Instagram Graffiti Networks
Editor-in-chief and Publisher:
Pedro Soares Neves
Contact and information:
info@urbancreativity.org
Urbancreativity.org
ISSN (print) - 2184-6189
ISSN (online) - 2184-8149
This work is licensed under a Creative Commons Attribution-
NonCommercial 4.0 International License.

Authors and Editors - Lisbon 2023

58

68

Editorial	
Designing Urban Experiences: From Trial/Error Abstraction to Instagram Graffiti Networks Pedro Soares Neves	6
Invited author	
Good design is subjective, contextual, and intentional	8
Tom Seiple, USA	
Articles	
Trial/Error. The way to abstraction in Srger	20
Pablo Navarro Morcillo, Spain	
Urban Screens as a Tool for Placemaking	34
Mona Helmy, Egypt	
An Investigation of Urban Furniture Use at Topkapi Earthquake Park	48

Mining, Shaping, Visualizing, and Interpreting Instagram Hipertextual Networks of Freight Train Graffiti Communalities

Beyza Nur Ayhan, Emir Alp Telbisoğlu, Melike Durmuş, Elif Baskin; Turkey

in North America Using Machine Learning Custom Models and Graphology

Meryem Eren, Özgül Kaya; Turkey

Angel R. Abundis, Mexico

An Analysis of Re-Functioning Industrial Buildings The Merter Espressolab Roastery Case

UXUC - Journal V5 - N2 Designing Urban Experiences

UXUC - Journal V5 - N2 Designing Urban Experiences

Scientific Committee

Anna Seravalli, School of Arts and Communication Malmö University, Sweden Caterina Preda, Political Science, University of Bucharest, Romania Giovanna Di Giacomo, Master in Arts, Culture & Society / Independent Researcher, The Netherlands Gökçen Firdevs Yücel Caymaz, Head of industrial product design of IAU Istanbul, Turkey Heather Shirey, Art History, University of St. Thomas, Minnesota, United States Justin Hollander, PhD, Tufts University, United States Kamran Jafarpour, National University of Malaysia, Institute for Environment and Development, Malaysia Michal Klichowski - PhD Associate Professor, Adam Mickiewicz University, Poznan, Poland Tiago Machado, Faculdade de Belas-Artes da Universidade de Lisboa, Portugal Vittorio Parisi, Aesthetics, University Paris 1 Panthéon-Sorbonne, France

Editor-in-chief and Publisher

Pedro Soares Neves, Executive Director AP2/ Urbancreativity
Research colaborator of: University of Lisbon Faculty of Fine Arts / Artistic Studies Research Centre (CIEBA/FBAUL);
Associate Laboratory of Robotics and Engineering Systems / Interactive Technologies Institute (ITI/LARSyS/IST);
Interdisciplinary Centre for History, Culture and Societies (CIDEHUS/UE)

Contact and information

info@urbancreativity.org Urbancreativity.org

Designing Urban Experiences: From Trial/Error Abstraction to Instagram Graffiti Networks

Pedro Soares Neves, Executive Director AP2/ Urbancreativity

This title encapsulates the essence of the articles in Volume 5, 2nd Issue of the UXUC Journal, highlighting the diverse exploration of user experience, urban creativity, and the intricate processes involved in shaping our cities.

In this issue, we initiate our exploration with "Good Design is Subjective, Contextual, and Intentional" by Tom Seiple from the USA. Seiple delves into the multifaceted nature of good design, challenging readers to reconsider perceptions and embrace the nuances that contribute to exceptional user experiences.

Pablo Navarro Morcillo from Spain takes us on a captivating journey in "Trial/Error: The Way to Abstraction in Srger," unraveling the path to abstraction through the trial and error process. This article offers a unique perspective on the creative process and its profound impact on user experiences.

Mona Helmy, hailing from Egypt, explores the transformative role of "Urban Screens as a Tool for Placemaking," shedding light on the intersection of technology and public spaces. Helmy's insights reveal how these screens contribute to shaping our urban environments.

Heading to Turkey, "An Investigation of Urban Furniture Use at Topkapi Earthquake Park" by Beyza Nur Ayhan, Emir Alp Telbisoğlu, Melike Durmuş, Elif Baskin investigates usage patterns of urban furniture. Their findings provide valuable insights into how design choices impact user behavior in public spaces.

Meryem Eren and Özgül Kaya, also from Turkey, delve into "An Analysis of Re-Functioning Industrial Buildings: The Merter Espressolab Roastery Case." This article explores

the dynamic relationship between architecture, function, and user experience in urban transformations.

Angel R. Abundis from Mexico takes us on a data-driven exploration in "Mining, Shaping, Visualizing, and Interpreting Instagram Hypertextual Networks of Freight Train Graffiti Communalities in North America Using Machine Learning Custom Models and Graphology." Abundis employs machine learning and graphology to analyze Instagram networks, showcasing the intersection of technology, art, and urban culture.

As we navigate through these diverse perspectives and thought-provoking insights, we invite you to explore the intersections of user experience and urban creativity. Join us in unraveling the complexities that shape our cities and influence the way we interact with the designed world around us.