What can design do for social cohesion? What can it do for urban commons? How can it trigger and support a regenerative circular economy? How can it enrich the urban ecosystem with appropriate enabling infrastructure? How can design leverage social-innovation to orient city-making processes towards resilient, sustainable and collaborative cities?

The Design for Collaborative Cities Conference (DxCC Conference) deals with these questions by presenting several meaningful examples worldwide. It goes on to highlight the role of design within them, meaning the design-driven initiatives that characterize them, the design culture that orients them and the specific design tools that have been used.

The Conference is one step in the roadmap of the DESIS Thematic Cluster on Collaborative Cities (TC CC): an articulated design research program self-organised by DESIS Network, involving several design schools worldwide and dealing with the issue of design and social innovation in city-making processes. In particular, the Conference is built on this TC CC first results. From these experiences, 5 threads of research emerged: 1. Design for social cohesion - 2. Design for regenerating commons - 3. Design for urban production - 4. Design for urban infrastructure - 5. Design, and design schools, as agents of change.

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