

Digital Integration and Transformation

28 January 2020, Radisson Blu Hotel, Bristol

MORNING SESSION			
09:00 – 09:30	Registration (trade stands, coffee and networking)		
09:30 – 10:00	Keynote: Unpacking PropTech The use of data and technology in the built environment (often referred to as PropTech) has risen up the agenda recently, but how exactly is it changing how the sector works? This keynote session will focus on the wider technology-driven transformation encasing the profession and the direct influence and impact this may have. Dan Hughes, Alpha Property Insight		
10:05 – 10:50	Creating a Playable City Urban play critiques the dominant ways of thinking about smart cities, opening up the city as playground, making it hackable and mutable. Playable cities lead to civic conversations that are democratic and inclusive – reimagining what the city looked like in the past, what it is now, and what it could be in the future. How does this connect to broader discussion on the cultural value of games and play? What topics are relevant now in civic conversations? In this session, you will uncover how urban play communities are working together to explore these themes collectively. Dr Troy Innocent, RMIT University Chaired by Romy Rawlings, Vestre	Digital Design: Using real-time game technology In this session, the Jacobs Landscape Design and Digital Solutions teams will demonstrate their workflow to showcase the advantages of real-time visualisation tools. Attendees will leave with an understanding of how to use interactive design tools to inform clients and a range of digital outcomes for planning applications and other deliverables. This includes exploring the efficiencies and flexibility for various landscape schemes. Andrew Linfoot, Jacobs Chaired by Gary Morton, ACO	Workshop: A Case for Digital Play The provision of play in the landscape is evolving. Whilst playgrounds and nature play often come as standard, there is less recognition of digital play. Place Jam combines expertise in the design of physical spaces with the knowledge of immersive digital technology to connect people and place. Enjoy a fun interactive outdoor session led by the team, using an app to complete a scavenger hunt spanning Bristol's parks and open spaces. *Please note this session will last 2hrs and will take place outside of the venue Mark Jackson, Place Jam Chaired by Luka Stefanovic, Vectorworks
10:50 – 11:10	BREAK		

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11:10 – 11:55	<p>Digital Inclusion and Democratisation of Data Learn about Open Data platforms and tools and how they can help inform urban designers of social and health issues. This session will explore how to create accessible, interactive data and uncover the importance of maintaining a social justice lens when working in the digital realm.</p> <p>Zoe Banks Gross, Knowle West Media Centre Chaired by Romy Rawlings, Vestre</p>	<p>BIM: Taking the first step There is much rhetoric and confusion surrounding BIM. Through this combination of practical workshop and short presentation, attendees will begin to understand the benefit of BIM as part of digital workflow and what is required to engage in a BIM project.</p> <p>Mike Shilton, Keysoft Solutions Martyn Horne, Vectorworks Chaired by Luka Stefanovic, Vectorworks</p>	<p>Finding a place for the Physical Scale Model The Physical Scale Model still has a place in the digital age. Using examples from their 35-year output, Amalgam will showcase how scale model can be used alongside digital presentation formats such as AR and VR, and how this combination can influence public approval.</p> <p>Chris Conlon, Amalgam Models Chaired by Norman Emery, Selux</p>
12:00 – 13:00	LUNCH		
12:30 – 13:00	<p>The TWIN Concept: Product Demo Streetlife introduces the TWIN concept; an ambitious mission to offer a wood free and sustainable 'twin' for all wooden beams in the street furniture collection. Uncover how recycled Plastics and bio-based materials are becoming the foundation of the new aesthetic in sustainable outdoor concepts.</p> <p>Streetlife</p>	<p>Roundtable: The Future of Data TBC</p> <p>Dan Hughes Polly Barnfield</p>	

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AFTERNOON SESSION

13:00 – 13:45	<p>The Fourth Industrial Revolution</p> <p>What is the Fourth Industrial Revolution and how could it shape our future environment? This session will uncover emerging technologies, posed to become embedded in our everyday lives - such as AI, 5G communications and new approaches to governance - and the impact this will have on the landscape profession in terms of planning, design and management.</p> <p>Jon Rooney, Aecom Chaired by Romy Rawlings, Vestre</p>	<p>Uncovering Urban Diagnostics</p> <p>This collaborative research project investigates the potential of using both 3D modelled and imported GIS data in a BIM authoring software in order to evaluate cities and their performance. Through a live software demonstration using a series of model vignettes, graphics and live data reports, the session will show the whole process is part of the transformation towards the goal of the digital twin and how important this is to the future of our complex city systems.</p> <p>Luka Stefanovic, Vectorworks Chaired by Steve Morgan, Landscape Institute</p>	<p>Workshop: A Case for Digital Play</p> <p>The provision of play in the landscape is evolving. Whilst playgrounds and nature play often come as standard, there is less recognition of digital play. Place Jam combines expertise in the design of physical spaces with the knowledge of immersive digital technology to connect people and place. Enjoy a fun interactive outdoor session led by the team, using an app to complete a scavenger hunt spanning Bristol's parks and open spaces.</p> <p><i>*Please note this session will last 2hrs and will take place outside of the venue</i></p> <p>Mark Jackson, Place Jam</p>
13:45 – 14:30	<p>BIM and Climate Change</p> <p>This session will consider the pressing need for change in our sector to address the Climate and Biodiversity Emergency. If we're to design and manage carbon neutral (or even, positive) projects, we will need new tools to enable this in practice. Understand the possibilities for mitigation, adaptation, resilience and design for change, appreciate the opportunities that digital practice can afford and recognise why a move towards long-term, holistic thinking around landscape projects is critical - including the hugely significant management phase.</p> <p>Romy Rawlings, Vestre Mike Shilton, Keysoft Solutions</p>	<p>ACO: Working with BIM in the supply chain</p> <p>TBC</p> <p>Gary Morton, ACO</p>	<p>Zone of Theoretical Visibility: options, analysis and outputs</p> <p>Computerised analysis of visual impact has been possible since the late 1980's. However, in the last ten years or so, digital tools and the digital data required for visual analysis have become more accessible to the general practitioner. This session will provide an overview of the ZTV analysis process, covering software options, an explanation of the algorithms used for analysis, data acquisition, methods for effectively modelling visibility and approaches to presentation.</p> <p>David Watson, UoG Chaired by Norman Emery, Selux</p>

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14:30 – 15:00	BREAK		
15:00 – 15:45	<p>An Introduction to Display Technology with Holotronica</p> <p>A short presentation and practical introduction to various holographic display technologies. Understand their implementation and limitations, and how these effects can create augmented environments for large audiences.</p> <p>Hugo Stanbury, Holotronica Chaired by Romy Rawlings, Vestre</p>	<p>PopupView: using virtual and augmented reality to engage communities</p> <p>The new technologies of AR and VR have significant potential for community engagement. People can see ideas in situ, sketch their own versions in VR, and more easily imagine how spaces can potentially change. In this talk, Jessica will introduce PopupView.com, a digital gallery aiming to demystify augmented reality by unpacking how the technology works. Jessica will demonstrate how the tool can be used in a landscape design context.</p> <p>Jessica Symons, Visioning Lab Chaired by Norman Emery, Selux</p>	<p>Modelling Tree Growth: Bringing 4D to Arboriculture Practice</p> <p>Discuss the development of systems that monitor and model tree value and canopy growth and their potential application in supporting decision makers develop tree strategies and mitigation planting. This tool has been developed by Sharon Hosegood and Luke Fay and will be offered freely to the Arboriculture and Landscape sector. Uncover the ways specialist design and GIS software can support good communication between designers, local authorities, developers and the public.</p> <p>Luke Fay, Tree Works Chaired by Luka Stefanovic, Vectorworks</p>
15:50 – 16:50	<p>Visual Representation of Development Proposals: An overview of TGN</p> <p>This seminar will provide an overview of the LI's new guidance 'Visual Representation of Development Proposals', TGN 06/19. It will review the need for the guidance, where it has come from, how it is organised, how to use it, and how to engage constructively with local authorities to agree the appropriate level of visualisation. As well as providing technical information, the guidance has been designed to establish a proportionate approach to the production of visualisations.</p> <p>Bill Blackledge, LI Technical Committee Chaired by Romy Rawlings, Vestre</p>	<p>Beyond the Ramp: Using digital technologies to build accessible public realm</p> <p>This interactive workshop will explore inclusive design for the public realm, will focus on how digital placemaking can support people with different access needs in confidently navigating a public space. By employing a thoughtful and creative approach, participants will work alongside people with both visible and less visible impairments to uncover varying experiences.</p> <p>Jo Morrison, Calvium Chaired by Gary Morton, ACO</p>	<p>The Evolution of Digital Lighting</p> <p>The expectations of lighting are changing rapidly. In this session, you'll explore the technology and drivers behind the transformation and what it will mean for landscape architects.</p> <p>Norman Emery, Selux Chaired by Steve Morgan, Landscape Institute</p>
16:50 – 17:00	<p>Closing remarks Steve Morgan, Landscape Institute</p>		
17:00	Close		

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