

TEACHING METHOD: 'INTEGRATIVE URBAN DESIGN GAME' FOR SOFT URBAN REGENERATION

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Urban regeneration is challenged by contradictory process of globalization. This double-sided process can enrich local communities or leave them at margins of global society. Regarding globalization, most authorities claim that urban planning and design are in paradigm crisis. The crisis is an announcement for paradigm shift that is in contemporary theoretical and conceptual frameworks. They give hope for the 'light at the end of the tunnel'. Their common groundings are: 'soft and hard infrastructure'; 'agencies and structures'; 'power to'; 'new rationality', 'common sense'; 'communicative action'; and 'integrative development'. The purpose of the research is to discuss possibilities of teaching method 'Integrative urban design game' for soft urban regeneration, elaborating it with respect to the crisis in specific context of building bridges among academia and local communities regarding various teaching approaches. The method was innovated at the Faculty of Architecture in Belgrade and tested in Bač community. The hypothesis is that the method provides soft infrastructure for urban regeneration in local communities. The research will result in a form of principles the game should be grounded on, using participative mimicry model of present and future place for overcoming paradigm crisis. Methodological approach is based on theoretical comparison, case study, and questionnaires among stakeholders.

Key words: innovative methods in teaching and training; urban regeneration; local community.

INTRODUCTION: GLOBALIZATION AND URBAN PARADIGM CRISIS

Global society is colored by plural and multidimensional networks that reflect two sides of globalization: inclusive and exclusive (Печулић, 2003; Castells, 2000). According to Castells, being out of the network is like living in a 'local cage' without any opportunity to revel in positive aspects of globalization. This new kind of network is both a main threat and an opportunity for local cultures and communities. They can be enriched or become victims of global cultural, economic, and social melting pot (Castells, 2000; Castells, 2004). Double-sided globalization process produces positive impacts such as cultural, economic, social development and innovation, as well as negative ones such as segregation, social, cultural, and economic degradation (Castells, 2004). As urban space is a product of wider social one (Lefebvre, 1991), the process of globalization is reflected in urban life and urban paradigms.

With regard to globalization, most authorities agree that we are now in urban paradigm crisis, and according to Kuhn, the problems outreach the known and solid theories (Kuhn, 1970). The main issue is that globalization shrinks spatial-temporal dimension mixing different rationalities, paradigms, cultures, and societies. The varieties of rationalities we are facing are with open questions of their hierarchy, legality, and ethical integration. According to Vujošević (2004), there are many rationalities such as instrumental, quasi-instrumental, communicative, quasi-communicative, collaborative, ecological, political, etc. The specific problem is in local capacity building regarding raising knowledge for soft infrastructure in urban regeneration using innovative teaching methods with regard to tailor-made process according to local community urban regenerating profile. Therefore, urban experts should work on margins of their profession, covering different disciplines in finding solutions for Castells' 'new rationality' (Castells, 2004), Forester's, Harevey's, and Jacobs's 'common sense' (Forester, 1989; Harvey, 2007; Jacobs, 1992), and Habermas' 'communicative consensus' (Habermas, 1984). This requires new methods in teaching to provide future young experts with knowledge

and skills to 'turn on' right paradigm at 'appropriate time' empowering local communities to tackle with globalization. Here, I refer to 'power to' rather than 'power over' (Dovey, 1999). This kind of empowering should be provided by professionals who know how to transfer new knowledge to practitioners, initiating positive change.

'New rationality' is a process of integrating universal and particular values /rationalities/ into coherent unity. Nowadays, this process of modernization is possible by creating 'project identity' and establishing means for achieving it. According to Castells, 'project identity' is a process where individuals and atomized societies become subjects and bonded communities with specific identities based on vision, aims, and strategies to achieve it (Castells, 2004). Castells (2004) and Giddens (2003) believe that an individual or a group is characterized by lack of specific identity or self-awareness in contrast to subjects, agents, and agencies. Regarding local

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communities, 'project identity' needs participation, inclusiveness, and developing Healey's 'soft infrastructure' for overcoming barriers in open communication. Soft infrastructure is a network of agents and agencies that enable participative process to flow in visionary direction towards common sense (Healey, 1997). Common sense is a kind of new unity that is achievable using soft infrastructure for Habermas' 'communicative consensus' (Habermas, 1984). Communicative consensus is a notion in line with integrative rationalization of community. This means the space of intersubjectivity, where all rationalities can be clarified and understood to bond them into common sense or new rationality with added value as glue for all the others.

Therefore, this research will discuss different urban paradigms to define their integrative potentialities for urban regeneration. This will be a topic of first section, where systematization of the integrative elements will result in positioning new betterment in urban regeneration. Also, the comparison of various paradigms will be used to prove that integrative urban regeneration can be 'a light at the end of the tunnel'. If this is proven, then innovative methods in teaching and training are needed to create 'new rationality'. I believe that innovative methods must be integrative, dynamic, and inclusive to provide Castells' 'project identity' (Castells, 2004). Also, the methods should favor a process of place making, providing Healey's 'soft infrastructure' (Healey, 1997), 'glocal places,' and 'glocal identity' (Mrdenović *et al.*, 2011a; Reeves, 2005). This will be the topic of the second section, where the process and results of 'Integrative urban design game'² will be presented (Mrdenović, 2010a). The results will be analyzed using case study as well as questionnaires among stakeholders. Also, it will discuss impacts that the method had in developing 'soft infrastructure' with definition of its principles. The principles should enable the game's applicability in different urban contexts and provide development of academic curricula.

INTEGRATIVE URBAN REGENERATION: 'LIGHT AT THE END OF THE TUNNEL'

There are various systematizations of paradigms and traditions in urban regeneration. For this research, comparison between Hall's and Reeves' is relevant because they find

² 'Integrative urban design game' is an innovative method, applied at the Faculty of Architecture in Belgrade and in Bač community, altogether two times (Mrdenović, 2010a).

sustainability elements for urban regeneration in each of the paradigm. Hall categorized them according to dominant rationality they use: (1) 'garden city concept', (2) 'vision of regional city', (3) 'monumental tradition of city planning', (4) 'modern city', (5) 'people build for themselves', (6) 'a city of infinite mobility', (7) 'theory in urban planning and theory of planning', and (8) 'regeneration of inner cities – sustainable city' (Hall, 2002:8). On the other hand, Reeves' categorization is slightly different: A) 'economic paradigm,' B) 'physical,' C) 'public administration,' D) 'social,' E) 'environmental,' F) 'collaborative,' and G) 'sustainable' (Reeves, 2005:39). Both systematizations are relevant for the research, and interrelations among them will be established to define integrative aspects of each³. The following paragraphs will give a short description of the paradigms to point out similarities and differences between them.

According to Hall, the first tradition is related to the Howard's concept of Garden City, indicating that urban regeneration is based on humanity, new social justice, and economic and administrative autonomy. Garden city represents a network of cities that are established outside the traditional one. They multiply according to principles of 'three magnets' in the moment when the number of citizens reaches 30,000 inhabitants. 'Self-multiplication' of Garden City is similar to Geddes' organic and emerging city that led to Regional planning. Geddes said that cities should emerge organically and autonomously with uniting lines among built and natural environment (Geddes, 1915). These conceptions emphasize urban regeneration characteristics that are related to new self-sufficient developmental areas, efficient transport system and strong connection with nature. Both Garden and Emerging City are instrumental and incremental. In other words, they develop Healey's soft and hard infrastructure and their self-sufficiency is a key element of sustainability. The main failure of Garden City's implementation is its political dimension. Decentralization accepted at that time was declarative, and not implemented in practice. Therefore, built Garden Cities were more rural areas strongly dependent on the central city.

In contrast, 'Monumental tradition' is related to great reconstructions of cities. Hall described two opposite examples: reconstruction of Paris by Haussman and Barcelona by Cerda. Both of them treat existing built environment; however, the first is centralistic and instrumental in approach while the second is democratic and open. Unlike Cerda, the 'citizens build by themselves' paradigm follows extreme democracy and is

³ The reason I have chosen these categorizations is that they are mostly used among academics.

mostly related to Alexander's thoughts of emerging cities (Alexander, 1979). Also, it is pretty anarchistic and solely bottom-up, without any connection instrumental rationality and Geddes's uniting lines. In my opinion, it is wrong to connect this paradigm with Healey's collaborative one. However, it has influenced sustainability concept mostly in 'Ideal type of Sustainability'. According to Baker (2006), there are several types of sustainability with regard to the philosophical roots that they follow: ecocentric or anthropocentric. Therefore, Baker (*ibid.*) made differences between four types: (1) Ideal, (2) Strong, (3) Weak, and (4) Pollution control.

On the other hand, a city of infinite mobility, theory in planning, and theory of planning are paradigms characterized by positivistic and instrumental approach, trying to define complete planning theory. They are mostly connected with functionalistic, administrative, and system approach. Hall's 'Sustainable city' is the youngest paradigm, mostly based on inner city regeneration. It promotes a conception of 'Compact city' (Jenks *et al.*, 1996), trying to avoid city sprawl integrating built environment with nature: human with citizen. Sustainability interconnects all those previously described. Nevertheless, the presented traditions have elements of sustainability; Hall makes distinction with sustainability tradition, emphasizing 'inner city development.'

Reeves' categorization is more common among scholars. He makes typology based on several criteria: (1) period when the paradigm emerged (which is not that common with Hall's), (2) promoted aims, (3) vocabulary, (4) assumptions, and (5) conceptions of space and place (Reeves, 2005). Therefore, 'Economic paradigm' is related to economic progress, economic space, strategic policies, clustering, and town expansion (*ibid.*). The 'Physical one' manages physical development through blue prints, promoting health, economy, convenience, and beauty. The main assumption of this tradition is that architect-professional is dominant, working in Euclidean space where order and beauty are most important (*ibid.*). The 'Public administration paradigm' is based on efficiency and effectiveness of planning agencies similar to Faludi's 'Planning theory' (Faludi, 1984). Planning agencies deal with institutional and virtual space where networks are most important and policies are measured by performance management (Reeves, 2005).

The 'Social approach' aims to integrate physical planning to policy making to solve social problems (*ibid.*). Therefore, it represents an attempt to overcome blueprint approach in the

process of urban regeneration. Environmental paradigm' aims to protect natural environment from degradation and protectors of nature, providing better conditions for poor and vulnerable inhabitants. They work in green, open, and protected space with an attempt to affect the policy-making process (Ibid.). 'The collaborative paradigm' develops consensual and

communicative approach. Professionals deal with plural society and variety of stakeholders, building bottom-up consensus by social learning. The conception of space is multidimensional, shared, and socially made, with multiple meanings (Ibid.). 'Sustainable paradigm' aims to shape future places and spaces taking responsibility for economic, social, natural, built,

and institutional development. A conception of space is global, local, and glocal, integrating plural meanings in holistic manner (Ibid.). Table 1 presents the systematization and assessment of previously presented paradigms regarding the type and level of integration that they provide in urban regeneration.

Table 1: Interrelations between paradigms with regard to urban regeneration

Urban design, planning and regeneration paradigm								
Hall's typology	Garden city concept	Vision of regional city	Monumental tradition	Modern city	People build for themselves	City of infinite mobility	Theory in urban planning and theory of planning	Regeneration of inner cities – sustainable city
Reeves' typology (connection to Hall)	Collaborative, Social, Economic, Environmental, Physical	Collaborative, Social, Economic, Public administration, Environmental, Physical	Physical, Economic, Social	Physical, Public administration	Collaborative, Environmental	Physical	Physical, Public administration, Social	Sustainable paradigm
Type of integration	Integration of all developmental sectors (economic, social, environmental). Institutional horizontal and vertical integration, Developing soft and hard infrastructure	Integration of all developmental sectors (economic, social, environmental), Institutional horizontal and vertical integration, Developing hard infrastructure	Vertical integration, Top – down, Developing hard infrastructure	Vertical integration, Top – down, Developing hard infrastructure	Horizontal integration, Building trust, Bounding type of social capital, Developing soft infrastructure	Physical by traffic 'uniting lines', Developing hard infrastructure	Intersectoral and interdisciplinary integration, Network of planning agencies, Instrumental, Top-down, melting pot, Developing hard infrastructure	Integration of all developmental sectors (economic, social, environmental). Institutional horizontal and vertical integration, Developing soft and hard infrastructure, Developmental social capital, Building partnerships
Level of integration	Multidimensional, Physical towards environmental, Economic and social	Multidimensional, Physical towards environmental, Economic and social	Multidimensional, Economic towards social, Built and natural environment	One- sided	Two dimensional, Social towards environment	One-dimensional, sectoral	One-dimensional with multiple communication channels	Multidimensional, Habermas' communicative-argumentative consensus, Integrative space and place
Type of the process	Visionary, Strategic	Visionary, Strategic	Visionary, Blueprint	Utopist, Blueprint	Project oriented	Visionary, Blueprint	Project oriented, Blue print	Visionary, Strategic, Project oriented
Dominant type of rationality	Instrumental, Top-down towards collaborative, Environmental	Instrumental, Top-down towards collaborative, Political, Environmental	Political, Positivist, Quasi – instrumental	Positivist, Instrumental, Political, Normative	Quasi-collaborative, Environmental	Positivist, Instrumental, Political	Positivist, Instrumental rationality	Castells'and Baudrillard's 'New rationality', Instrumental and collaborative, Habermas' communicative rationality
Type of identity	Reminiscence identity of place	Emerging identity of place	Monumental identity, City Beautiful	New identity of emancipated modern man in Modern city	Identity of social space	Identity of great designs	Identity of efficiency and effectiveness of planning agencies	Project identity of place and local community, Glocal identity

Source: Author

 Type of betterment as a subject of urban regeneration

Table 1 shows the interconnections between different approaches in urban regeneration related to favored urban paradigm. We can conclude that Hall's and Reeves' comparison shows that the sustainable paradigm has been always present. The main issue is that it was practiced fragmentarily throughout history, until the study 'Limits to Growth' has been done. As sustainability is a concept whose implementation varies due to cultural and socioeconomic specificities, the comparison is relevant for making difference between the betterment notions as a subject of urban regeneration. In line with this, the betterment was more or less 'sustainable' in particular paradigm, and reached its full meaning of integration starting from the study 'Limits to Growth' until today. In my opinion, it would be risky to narrow sustainable urban regeneration only to 'inner city development', because the integration can be achieved using various old or innovative concepts and methods. Here, we can see that the sustainable notion is in crisis regarding the methods that we need to implement it in different contexts. Therefore, the core of the research will assess the new teaching method: 'Integrative urban design game' as an open play that enables integration of differences using different methods from artistic towards scientific. To continue with presenting the method, it is needed to position betterment in Halls' and Reeves' view.

Table 1 categorizes betterment as a subject of urban regeneration (Mrđenović *et al.*, 2011a). This systematization is crucial for: (1) Positioning the betterment notion in regard to urban paradigms; (2) Considering a risk related to low level of participation when stakeholders are not aware of their interests, which is very common in Serbian context (Bajec, 2009); and (3) Dealing with confrontation of hidden interests and powers, that is the other side of participation issue in Serbia (Nikezić and Đokić, 2007). In line with this, Vujošević (2009: 27) claimed that Serbia is in something like '[...] hybrid society [...]' where '[...] mobilization of bias [...]' is still present and '[...] new forms of professional and political communication and interaction should be established'.

It is obvious that sustainable urban paradigm has most integrative elements for urban regeneration (Table 1). It provides developmental social capital, integrates all developmental sectors and levels of governance, and integrates rationalities into Habermas' 'communicative consensus' providing 'communicative rationality' (Habermas, 1984). Developmental social capital is defined by Woolcock and it favors the process of capacity building from bounding, linking and partnership making (Woolcock,

1999). This type of social capital is supported by the UN and the World Bank. Also, it provides Habermas' communicative rationality and Castells' project identity for local communities and places. 'Communicative rationality' is not a Modern one and instrumental, but is created in the Habermas' space of intersubjectivity (Habermas, 1984).

In the space of intersubjectivity, individuals enter into communication on equal bases. This means that individuals must become subjects; and if they are not able to do it by themselves, they need capacity-building process. Castells makes distinction between individual and subject. Individual is a person with weak and frustrated identity. This frustration is a result of the contradictory process of globalization. On the other hand, subject has developed identity based on his or her project, including personal vision and strategies to achieve it. Castells believes that this is the only way for us to overcome globalization cultural melting pot and develop colorful diversity of identities (Castells, 2004). The emancipation and capacity building are crucial for betterment in sustainable urban regeneration.

The capacity building is a process of developmental social capital. It ensures that weaker becomes stronger in practice of 'power to' (Dovey, 1999) by overcoming barriers in communication. According to Healey (1997), it requires development of 'hard and soft infrastructure' that will ensure the principles of sustainability (UN, 1992). Also, 'soft infrastructure' is crucial for capacity building because it uses different kinds of social arenas (workshops, trainings, discussions, presentations, etc.) where creativity is one of the main pillars for open communication. According to Landry (2005), cities need creative milieu to tackle with globalization and urban paradigm crisis. Landry (2005: 133) claims that: '[...] creative milieu is a place [...] that contains the necessary preconditions in terms of 'hard' and 'soft' infrastructure to generate a flow of ideas and inventions'.

In that manner, 'soft infrastructure,' creativity, and art provide light at the end of the paradigm crisis tunnel. I share Baudrillard's belief that art, based on esthetic science, can solve ethical problems in the integration of plural identities. Also, according to Forester (1989), Elin (2004), Harvey (2007) and Jacobs (1992), creativity and art provide 'common sense' in plural society that is desperately needed for multidimensional integration, project identity, and glocal places. Therefore, soft methods are needed for starting an integrative urban regeneration. This is why further research will

be narrowed to soft urban regeneration as a first cycle towards integrative one.

Regarding the above-mentioned crisis, several questions emerge: How to ensure development of soft infrastructure? What methods in teaching and training architects and urban designers should be used to ensure ethical integration? What is the role of professionals in sustainable urban regeneration? These questions will be further discussed in the following section. I stand on the position that we need to develop some kind of dynamic model that '[...] is a base for creative milieu where different social arenas stands for 'soft' and planning agencies for 'hard' infrastructure.' (Mrđenović, 2011b: 311)

PRINCIPLES OF 'INTEGRATIVE URBAN DESIGN GAME'

The discussion in the previous sections led towards questions about overcoming paradigm crisis using integrative approach in sustainable urban regeneration process. As shown in Table 1, integration is present in all urban paradigms. However, only sustainable one integrates different rationalities, values, and interest in ethical manner using Habermas' 'communicative consensus' for 'communicative rationality.' Also, the research leans on Baudrillard's belief that problems in ethics should be solved in esthetic. Therefore, art and creativity represent the light that can overcome urban paradigm crisis building 'common sense' in social arenas and Healey's 'soft infrastructure.' Furthermore, sustainability integrates instrumental and collaborative paradigm, enabling clarification of different rationalities. The clarification is possible by using various methods and techniques in different social arenas. This section will discuss 'Integrative urban design game' (Mrđenović, 2010a), an innovative teaching and training method used twice in workshops and trainings with students at Faculty of Architecture in Belgrade and with stakeholders in Bač settlement on different topics of urban regeneration process. The impact of the method will be measured by case study and questionnaires among participants.

'Integrative urban design game' overcomes barriers of classical game theory using art and Habermas' communicative consensus in developing 'soft infrastructure' in an integrative manner. Classical game theory is a rational, mathematic theory based on competitive win-lose process and zero sum results (Pavličić, 2010). It favors gaining singular interests of subjects and organizations. On the other hand, urban regeneration deals with complex public problems that need consensual 'added value'

to develop partnerships between public, private, and civil sector. In line with this, sustainable urban paradigm is visionary, strategic, and project-oriented, ensuring Castells' project identity and development of glocal place (Table 1). Sustainable regeneration process builds up communicative win-win solutions, and according to Agenda 21, its realization is dependent on local context. Sustainability is a paradigmatic concept that is developed through tailor-made processes for each community (Reeves, 2005; UN, 1992). Therefore, there is no strict model that can be applied globally, indicating that innovative and smart solutions are needed. Clustering between faculties and local communities is crucial for innovation and making change happen (EU, 2010).

With regard to clustering, 'Integrative urban design game' is a teaching and training method that is dynamic, innovative, and sensitive to context, using art to overcome win-lose solutions in classical game theory. It unites different rationalities, paradigms, methods, and techniques to perform tailor-designed process for urban regeneration. Tailor-designed process depends on local characteristics, presence of ambient values, stakeholders' profile, and level of local capacity. Therefore, the method is interrelated to the urban regeneration strategic path (Figure 1) as well as to chosen singular methods and techniques.

Common methods and techniques such as thematic workshops, analysis of social context, space-syntax, mapping, diagrams, simulation games, cognitive maps, urban morphology, etc. support only some of the sustainable urban regeneration dimensions and its rationalities. The main innovation of 'Integrative urban design game' is to integrate them into visionary and strategic process according to local specificities. In the following, I will present the process and results of the method, applied twice in Bač settlement. The first application was in the workshop: 'Participative Approach in the Shaping of Public Space – the Bač Fortress and Its Suburbium' (Mrđenović, 2010b). The second one was in the workshop: 'Integrative Urban Design in Regeneration of Bač Settlement.' The purpose of this method was to (a) develop and integrate different types of rationality in the community using tailor-made regeneration process and (b) achieve quality place through a creative game (open play).

The method was clarified in the key segments of the process, using argumentative and expert methods. In this way, it created the future image of the place through its spatial visualization, using three-dimensional and two-dimensional

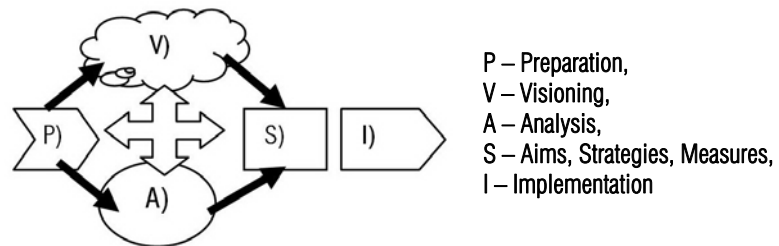


Figure 1. Phases of the process in integrative space and place making. (UN-Habitat, 2005)



Figure 2: Process of developing soft infrastructure using 'Integrative urban design game.' Photo archive of the 'Workshop: Participative Approach in Design of Public Space of Bač Fortress Street, 2010'

presentations, drafts, drawings, and text, as well as different expert methods of polling, interviewing, context analyses, morphological analyses, and collaborative methods that support argumentation (different diagrams such as problem tree and tree of aims and measures). The essence of the method was establishment of 'soft infrastructure' and integration between different types of rationality, as well as between the phases of the regeneration process (Figures 2 and 3). The assessment regarding the level of developed soft

infrastructure will be presented in the conclusion. To support the assessment, a presentation of facts acquired from questionnaire will be shown in the following text.

The research will now continue with presenting basic facts for measuring development of soft infrastructure in Bač settlement, acquired from the questionnaires among relevant stakeholders of Bač Settlement and among students. The questionnaire for stakeholders

contained three sections: a) opinions about sustainable urban regeneration, b) opinions about urban design, and c) opinions about understanding and willingness to participate in the 'Integrative urban design game in future.' The questions reflected community's capacity to deal with soft infrastructure and urban regeneration as well as to assess the willingness towards routine in urban regeneration practice. The respondents varied according to their profession, experience, and age. Among the respondents, 28.57% were in the sector of economy (tourism or management), 14.28% in environment (energy efficiency or protection of natural resources), 14.28% in law, 21.42% in media and culture, 7.14% in the protection of cultural heritage, 7.14% in civil engineering, and 7.14% in other areas.

According to the results, 50% of economists characterized the 'Integrative urban design game' as integrative regarding different sectors of urban regeneration. The other 50% saw it as artistic, spatial-technical, and rich in regeneration options. Among the heritage protectors, 100% saw the game as integrative regarding different sectors of urban regeneration. All the lawyers thought of it as strategic-planning, similar to civil engineers, others, and environmentalists, the latter adding the spatial-technical dimension. From media and culture, 66.66% saw it as strategic-planning and 33.34% thought of it as integrative regarding different sectors of urban regeneration and as being rich in regeneration options. More than three quarters of all respondents (78.57%) stated that they would participate more intensely in the process in the future because they believed the method would provide better solutions for urban regeneration in Bač. On the other hand, 7.14% had the opposite attitude, and 14.28% were uncommitted. The prevailing thinking among all stakeholders was that the following are positive sides of the method:

- a) Creating a common vision for urban regeneration;
- b) Variety of ideas for possible solutions;
- c) Building trust among various stakeholders in the community;
- d) Creating partnerships for implementation; and
- e) Developing an urban design framework.

However, 92.86% saw a lack of knowledge regarding contemporary approaches to urban design and urban regeneration as the main obstacle for implementation of the method in Bač community. Only a few of them (7.14%) partly believed that resistance to change could be an obstacle. According to previously presented report, I conclude that the method provides development of soft infrastructure.



Figure 3: Process of developing soft infrastructure using 'Integrative urban design game.'
Photo archive of the 'Workshop: Integrative Urban Design in Urban Regeneration of Bač Settlement, 2011'

Questionnaires for students examined the novelty of the method in teaching as well as the level of accepted new knowledge and skills⁴. The results showed that the students had medium level of knowledge and skills about the topic before the workshop. Also, they believed the workshop was interactive and enabled them to acquire new knowledge and skills in a short period of time (7 days) using disciplinary, interdisciplinary, collaborative, argumentative, and creative methods and techniques through discussion, open communication, argumentation, and evaluation in iterative manner. Their suggestions for improvements were regarding the pace of the workshop, as they believed it should be less intense. Also, they thought that all topics regarding integrative urban regeneration were covered; however, some of the students committed more time to specific one, which is

related to the pace of the workshop. All of them highly believed that they will use the acquired knowledge and skills in their future study or professional work. It was found that:

- 100% of the students thought the workshop and the method was encouraging;
- 71.42% of them believed the process was informative, inspirational, interesting, and encouraged thinking;
- 57.14% of them pointed out its novelty, clarity in presenting, mastery, and discussion;
- 42.85% of them thought that it was pleasant;
- 14.28% thought that it was fascinating.

Also, they emphasized creativity, team work, complexity, and its harmonious structure (Mrđenović, 2011c). The case study and questionnaires provided a base for conclusions in defining principles for 'Integrative urban design game.'

⁴ 7 out of 10 students were willing to complete the questionnaire.

Before summarizing the results of 'Integrative urban design game' and defining its principles, it is important to emphasize its main characteristics. The purpose of the method is to develop soft infrastructure and quality of integrative place through a creative game using the mimicry model of present and future urban space. The novelties of the method are:

- Using, adopting, and improving available methods in urban design for soft urban regeneration;
- Innovating tailor-made methods in development of soft infrastructure;
- New combination of known methods in the process;
- Their integration into mimicry model of future glocal urban place.

As a method, it implies a continual and iterative process in development of social creativity, as well as its rationalization towards new unity, common sense, and glocal identity of place towards integrative urban regeneration. The outcomes of the game are used in local community for developing local urban instruments, such as Plan of detail regulation, Improvements of Master Plan, etc. (Mrđenović 2010b).

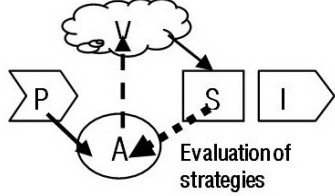
According to findings, 'Integrative urban design game' has exhibited good results related to the principles of sustainable paradigm in urban regeneration. Also, the results show its excellence as a teaching and training method towards development of soft infrastructure for urban regeneration in local communities, and curricula development, as similar workshops and trainings

were repeated in academic teaching (Table 2).

Principles (rules) on which the game should be grounded are as follows:

- Dynamic and iterative approach;
- Using visual, logical, argumentative, technical, creative, collaborative, and instrumental methods and techniques according to specific urban context;
- Creating framework, such as mimicry model of present and future urban space for encouraging good spirit, and positive atmosphere for integrating different rationalities towards common sense and communicative rationality;
- Creating space (creative milieu) for building partnerships and strong clusters among faculties, local communities, and institutions in public, private, and civil sector.

Table 2: Success of the method related to those presented in Table 1

Urban design, planning and regeneration paradigm		Integrative urban design game - achievements
Hall's categorization	Regeneration of inner cities – sustainable city	YES
Reeves' categorization (connection to Hall)	Sustainable paradigm	Both workshops and trainings treated existing built environment in line with Compact city concept and sustainable urban regeneration.
Type of integration	Integration of all developmental sectors (economic, social, environmental). Institutional horizontal and vertical integration, Developing soft and hard infrastructure, Building partnerships	YES The method enabled multidimensional integration and development of soft infrastructure using art and creativity (Figures 2, 3, main findings from questionnaires). The method builds partnership among Faculty, Municipality of Bač, local and regional institutions through initiating new collaborative projects.
Level of integration	Multidimensional, Habermas' communicative-argumentative consensus, Integrative space and place	YES The method created and clarified visions, strategies and measures in inclusive manner (local and regional stakeholders, students) using communicative consensus. Some of the measures are included in future local implementation plans. (Mrđenović 2010b)
Type of the process	Visionary, Strategic, Project oriented	YES The method went through tailor made path of strategic planning as it is presented below. 
Dominant type of rationality	Castells' and Baudrillard's 'New rationality', Instrumental and collaborative, Habermas' communicative rationality	YES Participants reached communicative consensus and 'New rationality' (Figures 2, 3).
Type of identity	Project identity of place and local community, Glocal identity	YES The method enabled glocal identity according to specificity of each ambient in the settlement (Figures 2,3).

Source: Author

CONCLUSIONS

With regard to globalization, most authorities agree that we are now in urban paradigm crisis, and according to Kuhn, the problems outreach the known and solid theories (Kuhn, 1970). The main issue is that globalization shrinks spatial-temporal dimension mixing different rationalities, paradigms, cultures, and societies. The varieties of rationalities we are facing are with open questions of their hierarchy, legality, and ethical integration in urban regeneration process.

Therefore, the research discusses different urban paradigms to define their integrative potentialities for urban regeneration. The first section gives systematization of the integrative elements and results in positioning new betterment in sustainable urban regeneration. Sustainable paradigm has always been present. However, as sustainability is a concept whose implementation varies due to cultural and socioeconomic specificities, the betterment is more or less 'sustainable' in particular paradigm, and has reached its full meaning of integration starting from the study 'Limits to Growth' until today.

In regard to above-stated, research shows that the sustainable notion is in crisis regarding the methods that we need to implement it in different contexts. Also, the comparison of various paradigms proves that integrative urban regeneration can be 'a light at the end of the tunnel'. Therefore, innovative methods in teaching and training are needed to create 'new rationality'. Those methods must be integrative, dynamic, and inclusive to provide Castells' 'project identity' (Castells, 2004). Also, the methods should favor a process of place making, providing Healey's 'soft infrastructure' (Healey, 1997), 'glocal places,' and 'glocal identity' (Mrdenović *et al.*, 2011a; Reeves, 2005) (Table 1).

The second chapter studies the case of 'Integrative design game' in Bač community as a new method for integrative processes in urban regeneration in order to define its principles for applicability in various contexts. The purpose of the method is to develop soft infrastructure and quality of integrative place through creative game using the mimicry model of present and future urban space. The novelties of the method are: using, adopting, and improving available methods in urban design for soft urban regeneration; innovating tailor-made methods in development of soft infrastructure; new combination of known methods in the process; their integration into mimicry model of future glocal urban place (Figures 2, 3).

According to findings the method provides soft infrastructure in the process of urban regeneration. Stakeholders emphasized positive sides of the method: creating a common vision for urban regeneration; variety of ideas for possible solutions; building trust among various stakeholders in the community; creating partnerships for implementation; and developing an urban design framework. On the other hand: 100% of the students thought the workshop and the method were encouraging; 71.42% of them believed the process was informative, inspirational, interesting, and emanated thinking; 57.14% of them pointed out its novelty, clarity in presenting, mastery, and discussion; 42.85% of them thought that it was pleasant; 14.28% thought that it was fascinating.

As a method, it implies a continual and iterative process in development of social creativity, as well as its rationalization towards new unity, common sense, and glocal identity of place towards integrative urban regeneration. It is shown that the method can develop soft infrastructure towards Habermas' communicative consensus, new unity and Castells' project identity (Table 2) if it follows these principles: dynamic and iterative approach; using visual, logical, argumentative, technical, creative, collaborative, and instrumental methods and techniques according to specific urban context; creating framework, such as mimicry model of present and future urban space for encouraging good spirit, and positive atmosphere for integrating different rationalities towards common sense and communicative rationality; creating space (creative milieu) for building partnerships and strong clusters among faculties, local communities, and institutions in public, private, and civil sector.

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