1. **Workshop name/title (and acronym is applicable)**

Urban places and regions in GIScience – concepts, methods and challenges

2. **Description of the workshop by listing topic(s), objective(s) and planned outcome(s)**

2.1 **Topic(s)**

- Places and regions in the city: perspectives in GIScience
- Concepts, methods and data for modelling and mapping places and regions
- User-generated content
- Participatory methods and surveys

2.2 **Objective(s)**

- To discuss about the concepts of “place” and “region” in GIScience
- To explain the importance of these concepts in urban sciences/practice
- To bring forward methods and approaches to spatially define these concepts
- To showcase the CityMe project (https://cityme.novaims.unl.pt/)
- To carry out a hands-on exercise

2.3 **Planned outcome(s)**

The last half of the workshop will be dedicated to a hands-on exercise. Prior to the workshop, we will make available the software and data to be used during the activity. The schedule will allocate 15 to 20 minutes to ensure all participants are set to start following the steps. Participants will apply methods to define urban regions based on data retrieved from a map-based survey and from social networks.

3. **Abstract**

City dwellers communicate and reason about the urban space in the form of regions and places. In the context of GIScience and urban studies, these two concepts overlap and
represent fundamental units in bottom-up partitions of urban space. Their perceptual and functional dimensions can be retrieved and collected through different methods, such as knowledge-based models or data-driven approaches. Sources of data include collaborative geospatial data (e.g., OSM), online user-generated content (UGC) and from participatory methods such as web surveys and sketch maps. Rendering the boundaries and spatial footprints of places and different types of regions (e.g., neighbourhoods, areas of interest, vernacular/cognitive regions) provides enriched information for those who want to map the city according to its citizens. The goal of this workshop is to bring forth research, initiatives, concepts and methods, as well as issues and limitations on unravelling and arranging the urban space into meaningful territories. In addition, participants will engage in a hands-on exercise. In Jupyter Notebook environments, we will generate shapes of historic neighbourhoods using several sources of UGC data as well as compute agreement boundaries of different types of regions in the city using data collected from a survey developed in the scope of the CityMe project in Lisbon, Portugal (https://cityme.novaims.unl.pt/).

4. Short description of the intended length (half or full day) and the format of the workshop

Half-day workshop, containing an introductory talk, a lecture-like seminar followed by discussions, presentation of the research project by which the workshop is framed as well as a brief hands-on exercise.

5. Brief statement of the relevance of the workshop for AGILE

Places and regions are concepts that lie at the core of how people perceive, communicate and reason about the complex urban environment. There is a need to combine theoretical and methodological perspectives to retrieve, map and characterize them as their footprints are the fundamental spatial unit in urban studies as well as in planning and policymaking. This workshop will cover an overview of existing approaches in the light of GIScience, including ways to model the concept of place as well as bringing forward the importance of participatory methods and online user-generated content to collect spatial proxies of (historic, official and informal) neighbourhoods and other regional entities in the city (cognitive, vernacular, functional, among many).

6. What is the approximate number of expected participants?

15-20 participants

7. Names and e-mail addresses of the organizing member(s)

Leading AGILE member (or sponsor) and contact person:
8. Additional information about previous workshops, if held.

NA

9. Expected resources needed

Internet connection is necessary throughout the workshop. Participants are required to bring their personal computers to follow the hands-on exercise. Data and software will be made available before the activity in online repositories and links.

10. Other information