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3 Supplementary File

4 **The StoryMapper: Piloting a travelling placemaking tool to foster** 5 **Inclusion and Emplacement**

6 **Supplementary File 1: StoryMapper Instruction Set (front side)**



7

8 **Translation:**

9 Congratulations, you've got your hands on the StoryMapper.

10 The Sint-Laurentius Church in Veltem is going to be repurposed. To achieve a collaboratively carried solution, the
11 municipality initiated the participation process 'Dorp aan Zet' to invite residents, sympathizers and interested groups to
12 think about the future interpretation of the Sint-Laurentius Church. This frame complements the participative trajectory
13 around the see-through churches (an initiative deployed by the municipality). This interactive frame (the StoryMapper)
14 collects visions regarding the future use of the church in form of sketches, superimposed on the environment. At the
15 same time, this is part of a research project on visual neighborhood stories. The different stories come together on a

16 'Living Map', which contributes to the larger dialogue on possible futures for the church. All ideas will be discussed further
 17 during a Café Sapristi in September 2021. Follow the instructions on the back to participate.

18 **Supplementary File 1: StoryMapper Instruction Set (back side)**

Instructies

#buurthuisopkruissnelheid
Dorp aan Zet

**Welke invulling zie jij voor de
Sint Laurentius kerk in Veltem?**

1. Vind een plek in of rond de kerk of de houten doorkijkkerkjes. Hou het tekenbord omhoog om een locatie te kaderen.
2. Teken je toekomstvisie met de bijgevoegde stiften op het kader.
3. Scan de QR-code met je smartphone en volg de instructies om je visie te delen.*
4. Je visie zal morgen op de levende kaart gedeeld worden. Deze interactieve kaart kan je opnieuw bezoeken om andere ideeën te zien.
5. Gebruik de spray en een papiertje om het kader achteraf schoon te maken.
6. Geef de StoryMapper door aan een andere buurtbewoner. Zo verzamelen we zoveel mogelijk toekomstdromen over de kerk. **
7. Tegen zondag 20 Juni wordt dit kader terugverwacht in Bar Deco, help jij ons hiermee?





<https://tinyurl.com/storymapper>

*Let op: alle aanvullende informatie die we van u vragen zijn geheel vrijwillig en dienen alleen voor onderzoeksdoeleinden. Meer informatie over het onderzoeksproject en de ethische goedkeuring ervan, vind je in de app.
Vragen, geen smartphone of moeilijkheden het insturen van de foto? We helpen je graag! Contacteer Hanne op **0499/23.22.68**

**Wil je het kader niet meer doorgeven, neem dan contact op met hanne.vrebas@kuleuven.be of breng het binnen bij Bar Deco.

19

20 **Translation:**

21 What vision do you see for the Sint Laurentius Church in Veltem?

22 **Instructions**

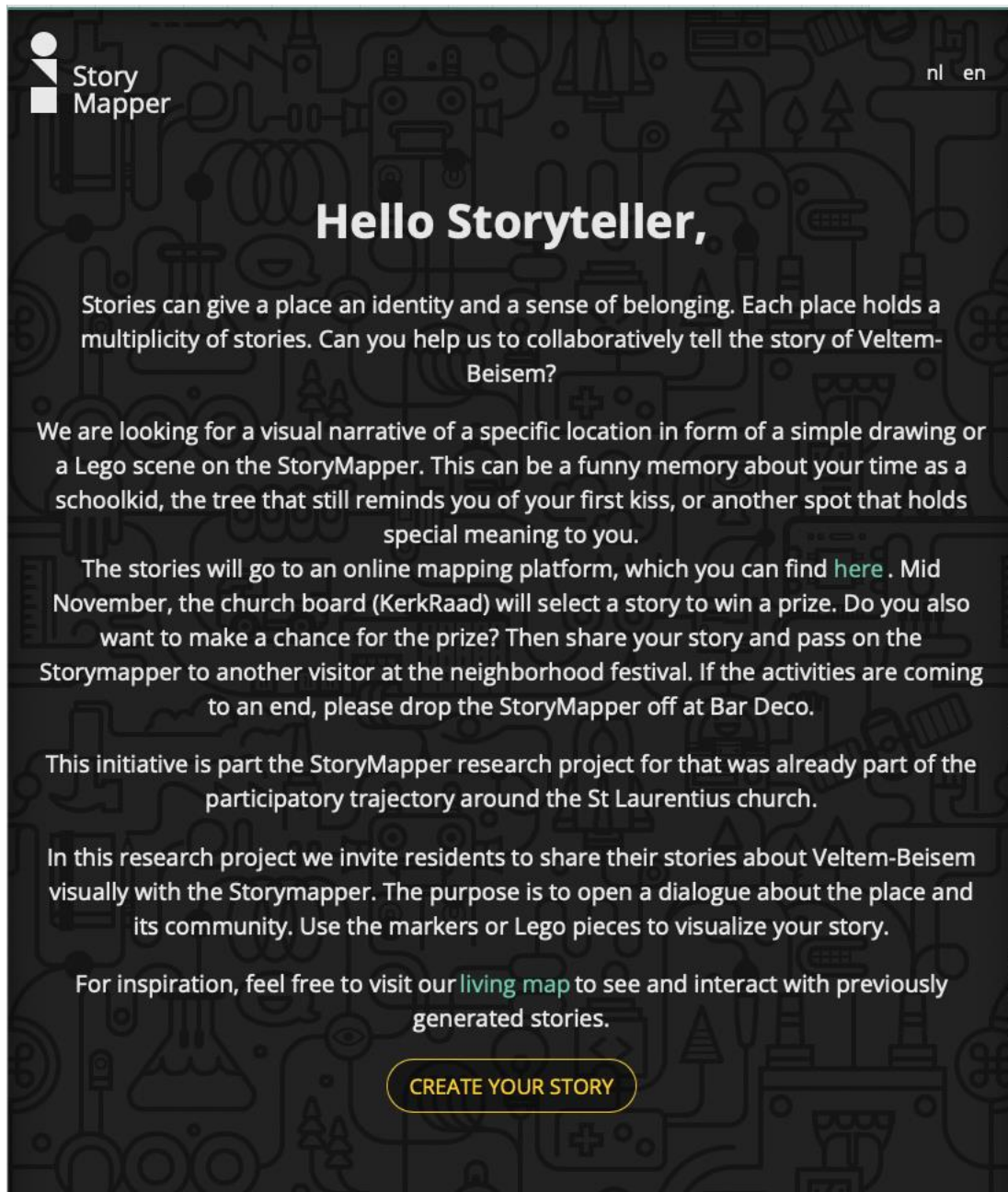
23 1. Find a place in or around the church or one of the wooden see-through churches. Hold the canvas up to frame a
 24 location.

25 2. Draw your vision of the future on the frame with the included markers.

26 3. Scan the QR code with your smartphone and follow the instructions to share your vision.*

27 4. Your vision will be shared on the living map tomorrow. Revisit this interactive map to engage with other ideas.

- 28 5. Use the spray and a piece of paper to clean the frame after creating your vision.
- 29 6. Pass the StoryMapper on to another residents. In this way we collect as many future visions about the church as
30 possible.**
- 31 7. This frame is expected back at Bar Deco by Sunday, June 20, can you help us with this?
- 32
- 33 * Please note that any additional information we request from you is entirely voluntary and serves research purposes
34 only. More about the research project and it's ethical implications can be found in the app. Questions, no smartphone or
35 difficulties submitting your contribution? We'll help you. Please contact [REDACTED].
- 36 **If you no longer wish to pass on the frame, please contact
37 [REDACTED] or return it to Bar Deco.
- 38



The landing page features a dark background with a pattern of white line-art icons representing various objects and symbols. In the top left corner, there is a logo for 'Story Mapper' consisting of a square divided into four quadrants. In the top right corner, there are language options 'nl' and 'en'. The main heading is 'Hello Storyteller,'. Below it, there are several paragraphs of text explaining the project's goal to collaboratively tell the story of Veltem-Beisem through visual narratives. A prominent yellow button with the text 'CREATE YOUR STORY' is located at the bottom center.

nl en

Hello Storyteller,

Stories can give a place an identity and a sense of belonging. Each place holds a multiplicity of stories. Can you help us to collaboratively tell the story of Veltem-Beisem?

We are looking for a visual narrative of a specific location in form of a simple drawing or a Lego scene on the StoryMapper. This can be a funny memory about your time as a schoolkid, the tree that still reminds you of your first kiss, or another spot that holds special meaning to you.

The stories will go to an online mapping platform, which you can find [here](#). Mid November, the church board (KerkRaad) will select a story to win a prize. Do you also want to make a chance for the prize? Then share your story and pass on the Storymapper to another visitor at the neighborhood festival. If the activities are coming to an end, please drop the StoryMapper off at Bar Deco.

This initiative is part the StoryMapper research project for that was already part of the participatory trajectory around the St Laurentius church.

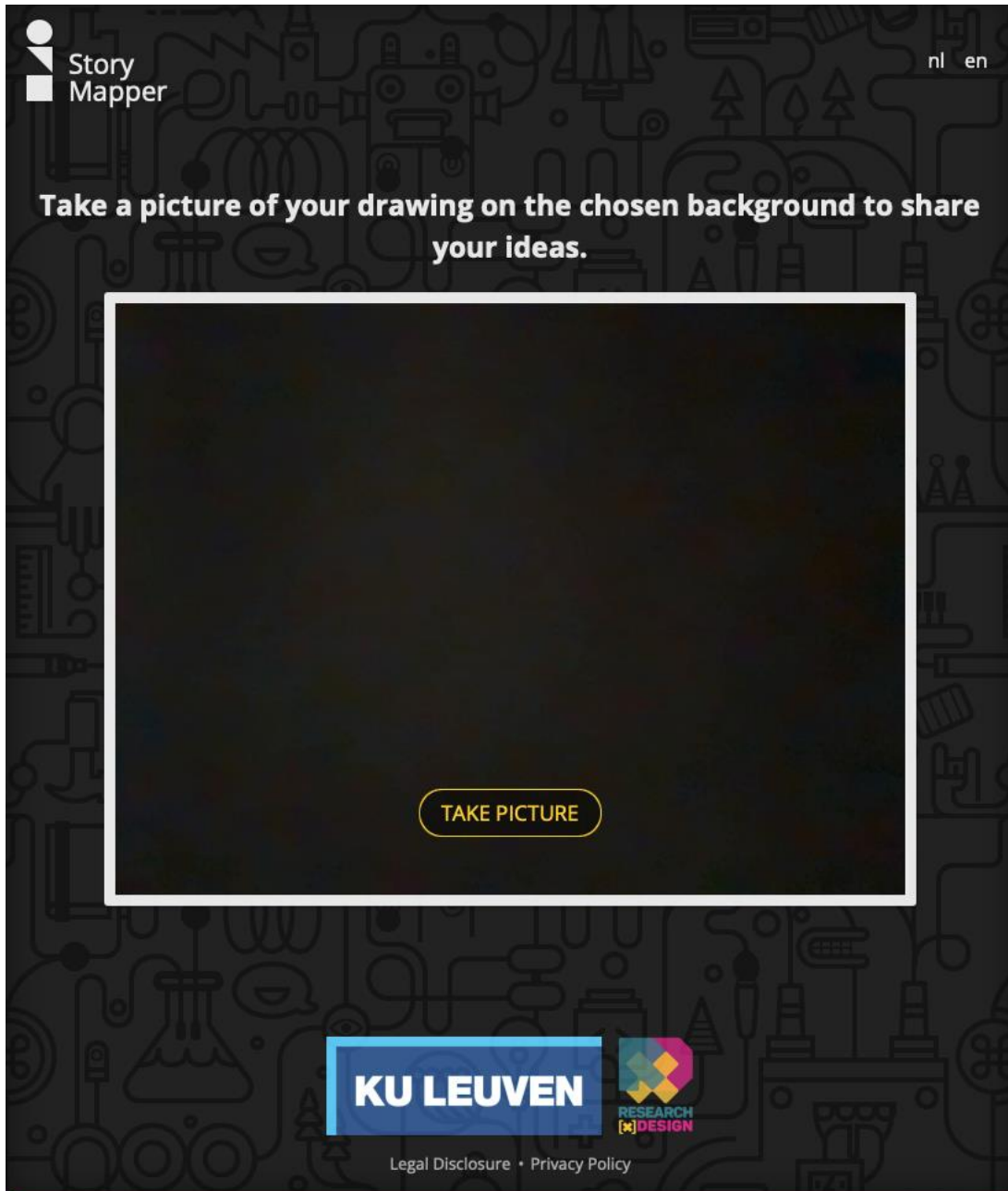
In this research project we invite residents to share their stories about Veltem-Beisem visually with the Storymapper. The purpose is to open a dialogue about the place and its community. Use the markers or Lego pieces to visualize your story.

For inspiration, feel free to visit our [living map](#) to see and interact with previously generated stories.

[CREATE YOUR STORY](#)

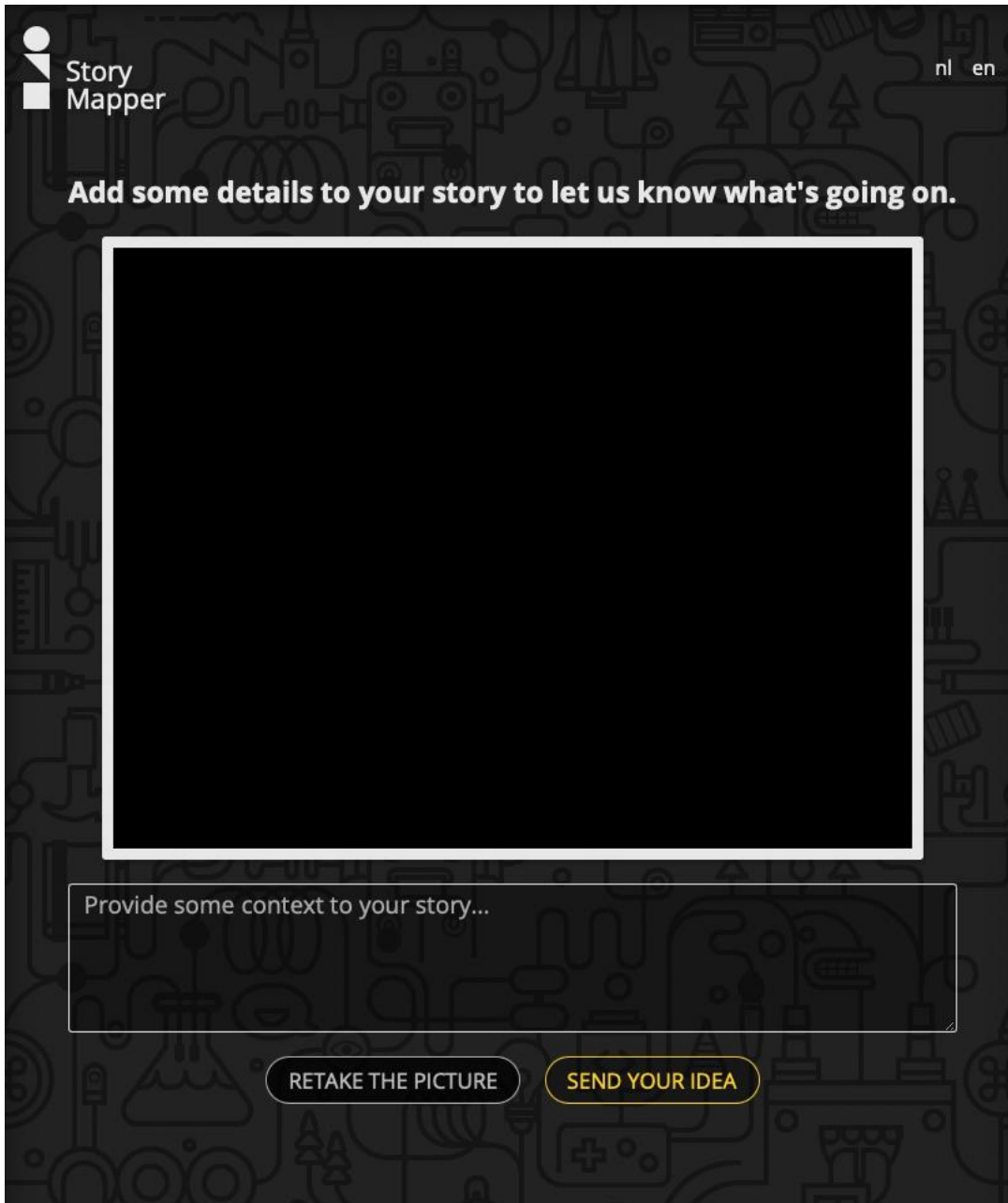
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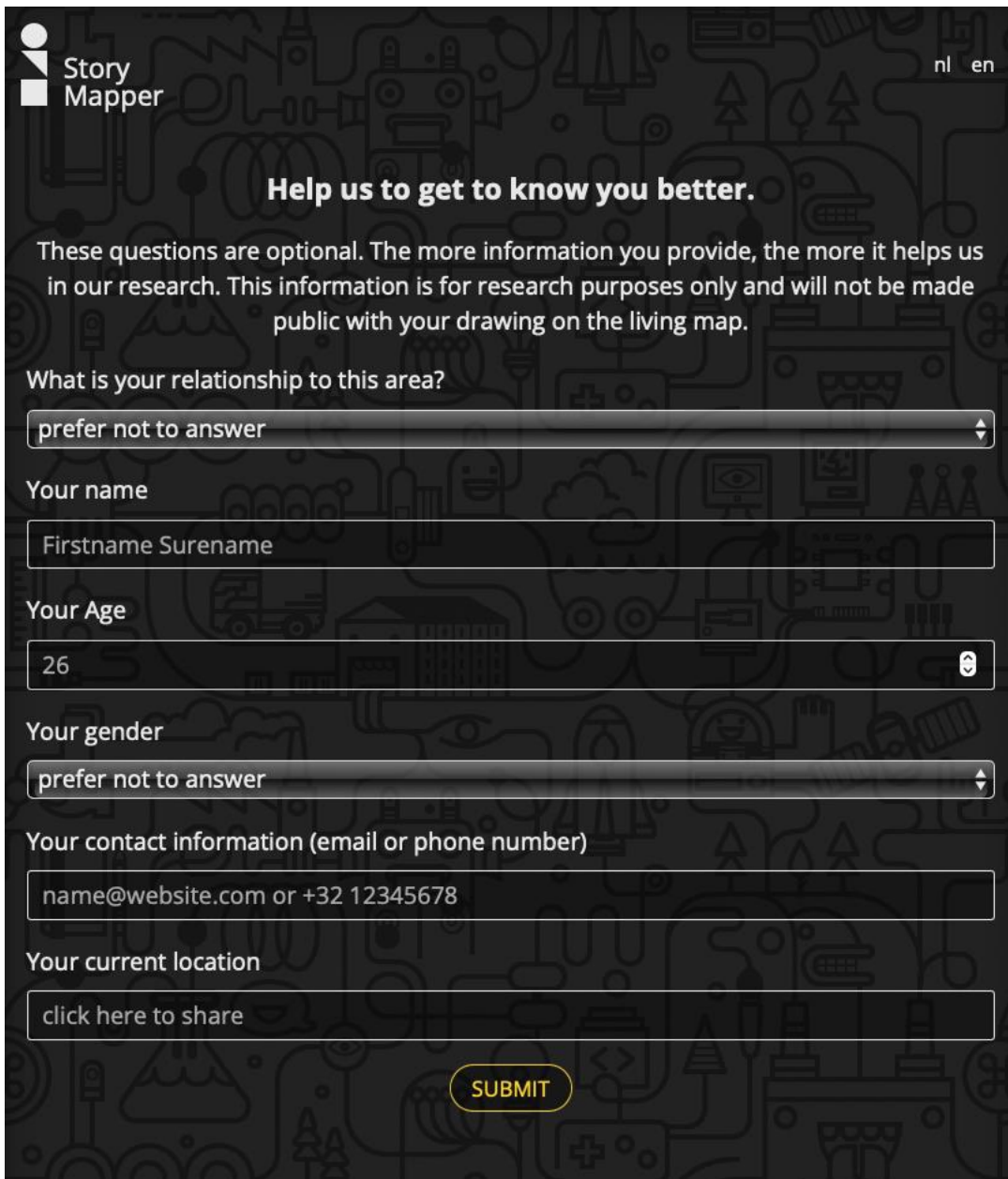
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The screenshot shows the Story Mapper interface. At the top left, there is a logo consisting of a white circle and square next to the text "Story Mapper". At the top right, there is a language selector "nl en". The main heading reads "Add some details to your story to let us know what's going on." Below this is a large, empty white rectangular box for an image. Underneath the image box is a text input field with the placeholder text "Provide some context to your story...". At the bottom, there are two buttons: "RETAKE THE PICTURE" and "SEND YOUR IDEA". The background of the interface is dark grey with a pattern of white line-art icons related to technology and education.

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47



The screenshot shows a dark-themed web form for 'Story Mapper'. At the top left is the 'Story Mapper' logo, and at the top right are language options 'nl' and 'en'. The main heading is 'Help us to get to know you better.' Below this is a paragraph explaining that the questions are optional and for research purposes only. The form contains several input fields: a dropdown menu for 'What is your relationship to this area?' with 'prefer not to answer' selected; a text input for 'Your name' with 'Firstname Surname' entered; a text input for 'Your Age' with '26' entered; another dropdown menu for 'Your gender' with 'prefer not to answer' selected; a text input for 'Your contact information (email or phone number)' with 'name@website.com or +32 12345678' entered; and a text input for 'Your current location' with 'click here to share' entered. A yellow 'SUBMIT' button is located at the bottom center of the form.

Story Mapper nl en

Help us to get to know you better.

These questions are optional. The more information you provide, the more it helps us in our research. This information is for research purposes only and will not be made public with your drawing on the living map.

What is your relationship to this area?

prefer not to answer

Your name

Firstname Surname

Your Age

26

Your gender

prefer not to answer

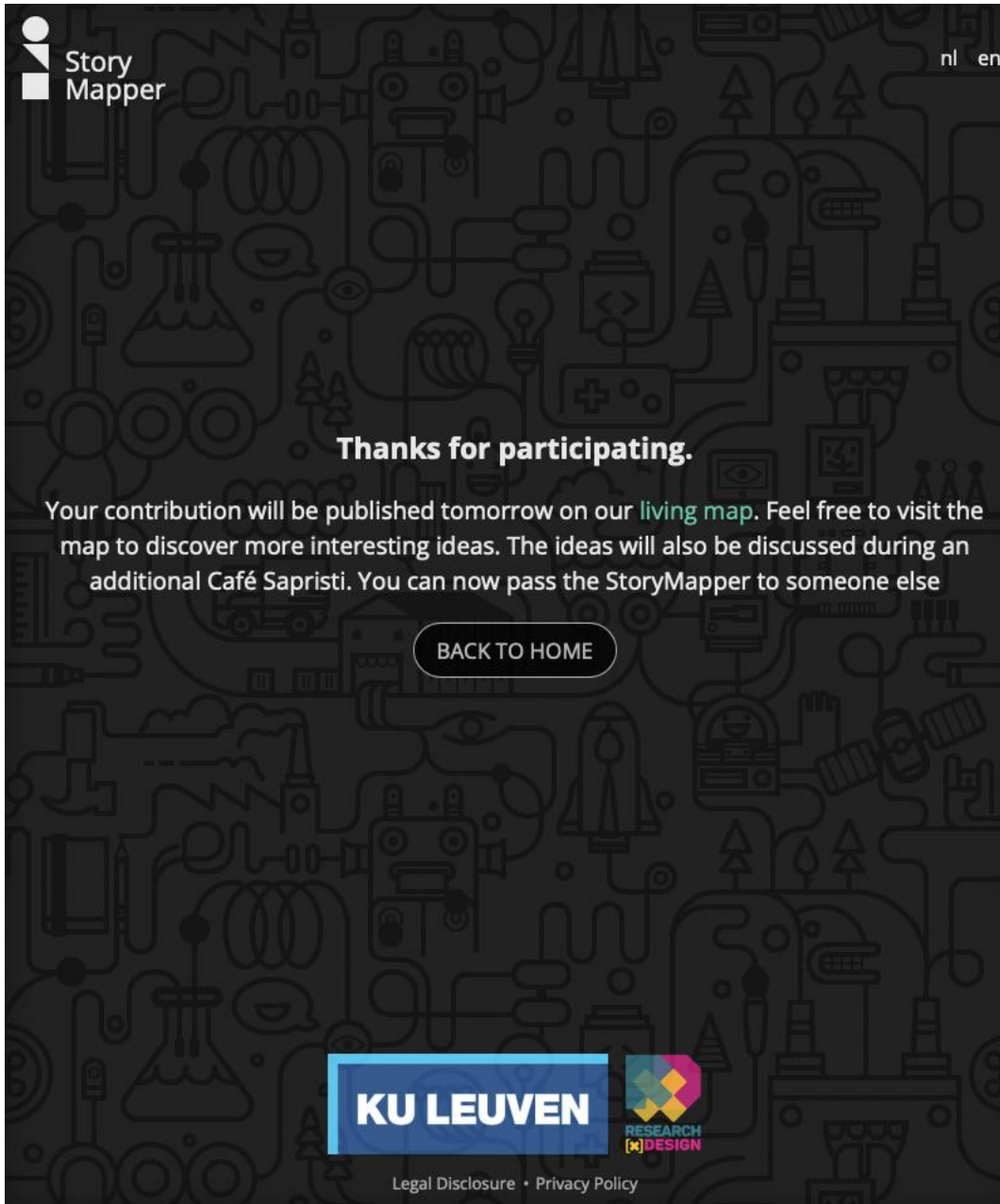
Your contact information (email or phone number)

name@website.com or +32 12345678

Your current location

click here to share

SUBMIT




nl en

Story Mapper

Thanks for participating.

Your contribution will be published tomorrow on our [living map](#). Feel free to visit the map to discover more interesting ideas. The ideas will also be discussed during an additional Café Sapristi. You can now pass the StoryMapper to someone else

BACK TO HOME

KU LEUVEN 

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