LUW

LISTENING AND URBANISM WORKSHOP

SONIC HABITAT DEVELOPMENT

SOUND_WALK / LUW_SCORE / PLAN_AS_SCORE

GUIDE FOR COMMISSIONS AND COLLABORATIONS

CAROLINE CLAUS / BRUSSELS / LUW / 2026

WHO IS THIS GUIDE FOR?

01

DEVELOPERS & SITE OWNERS

Developing and managing urban sites with attention to sonic habitat quality, incremental transformation and long-term stewardship.

A sonic habitat profile can support site identity and long-term portfolio value.

02

DESIGN & PLANNING TEAMS

Architects, urban planners, landscape architects and public agencies integrating sonic UX into planning, design and development decisions.

A measurable sonic habitat baseline for planning priorities, design decisions and dialogue.

03

RESEARCH & CULTURAL PARTNERS

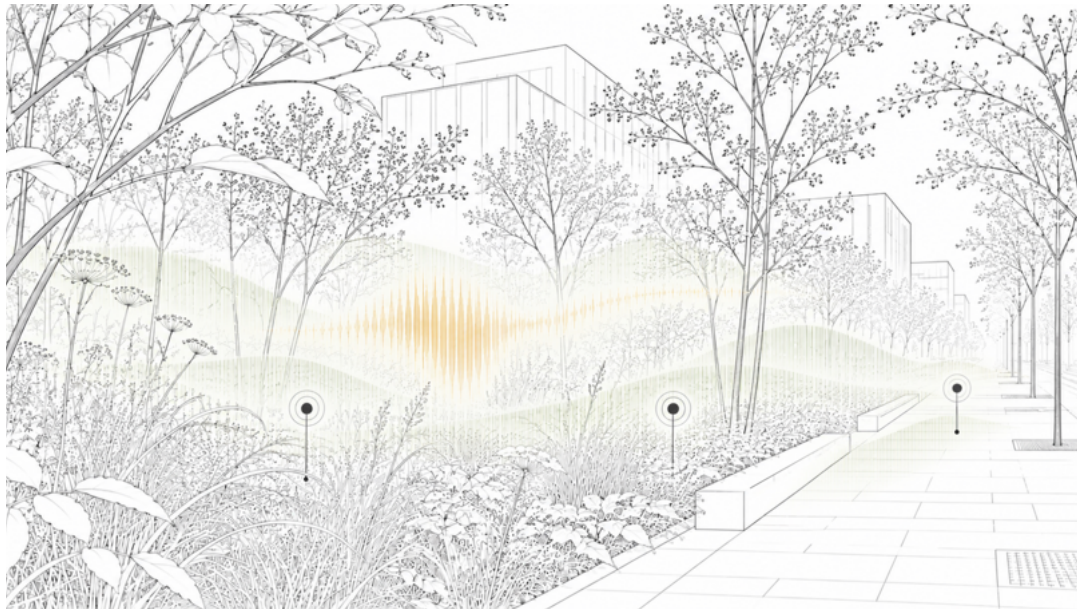
Research institutions, consortia, cultural organisations, artists and interdisciplinary teams developing art- and data-driven research.

A shared method and vocabulary for sonic habitat and sonic UX research, from fieldwork to publication.

SONIC HABITAT DEVELOPMENT

A sonic habitat is a lived urban space experienced through sound and vibration.

Sonic habitat development concerns the planning, design and management of urban spatial conditions for high-quality lived sonic experience (sonic UX).



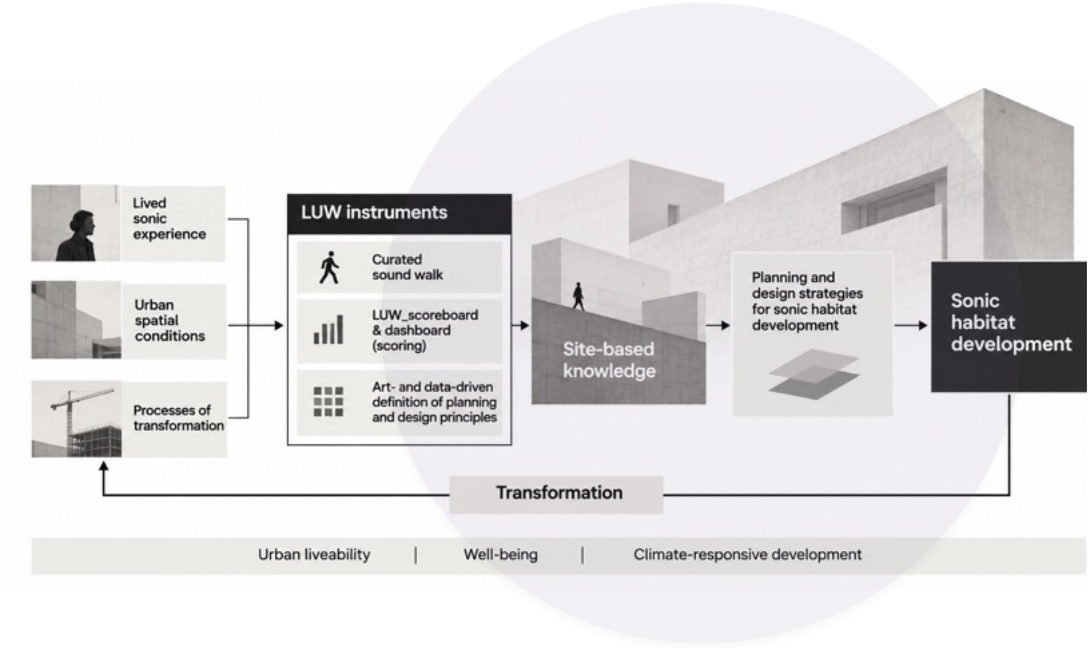
LUW

Listening and Urbanism Workshop

LUW is an art- and data-driven sonic urbanism practice for sonic habitat development.

LUW studies the relations between lived sonic experience, urban spatial conditions and processes of transformation, translating site-based knowledge into planning and design strategies.

The workshop offers three complementary ateliers that bring together a series of tools.



HOW WE WORK

Three ateliers, stand-alone or combined to suit the project. Each has a defined research focus and deliverable.

01

SOUND_WALK

Explore urban sonic habitats through designed listening and fieldwork.

02

LUW_SCORE

Document and interpret lived sonic UX, sonic spatial motifs and sonic habitat conditions.

03

PLAN_AS_SCORE

Compare development scenarios and translate sonic findings into planning and design principles.

ADDITIONAL ENGAGEMENTS / TACTICAL INTERVENTIONS / SITE MANAGEMENT / EVALUATION

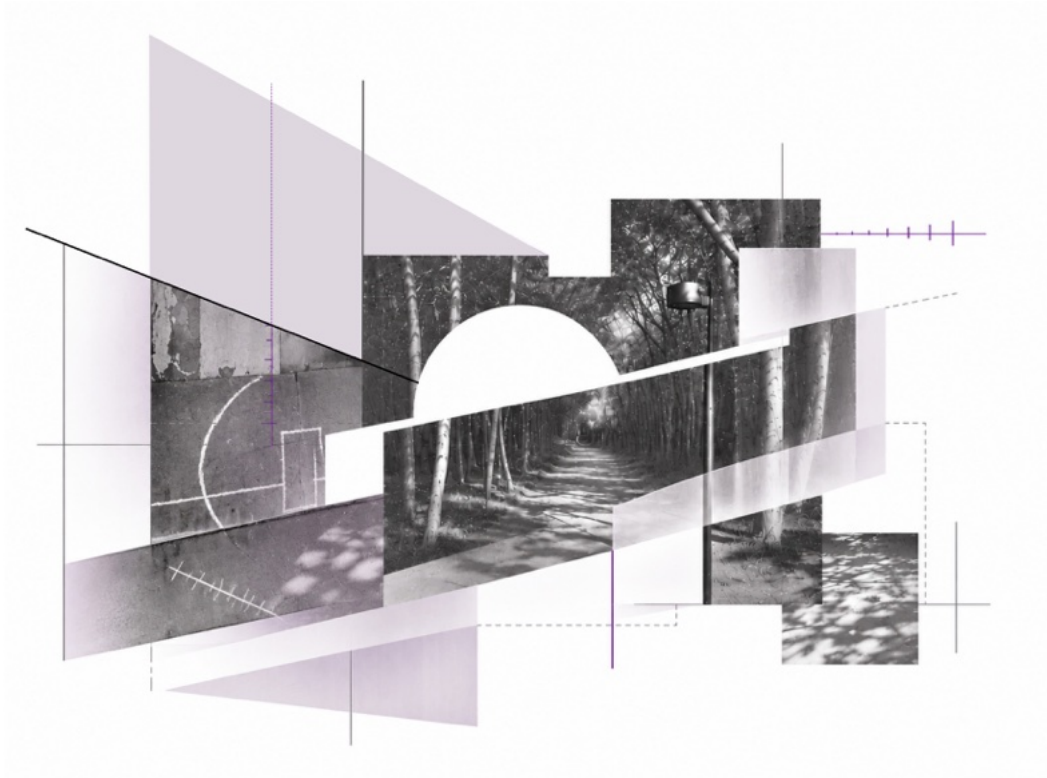
SOUND_WALK

A designed listening experience for exploring urban sonic habitats.

LUW designs site-specific sound walks as curated sequences of listening positions.

Each stop explores relationships between sonic spatial motifs, urban spatial conditions and lived sonic UX.

The sequence is the argument.



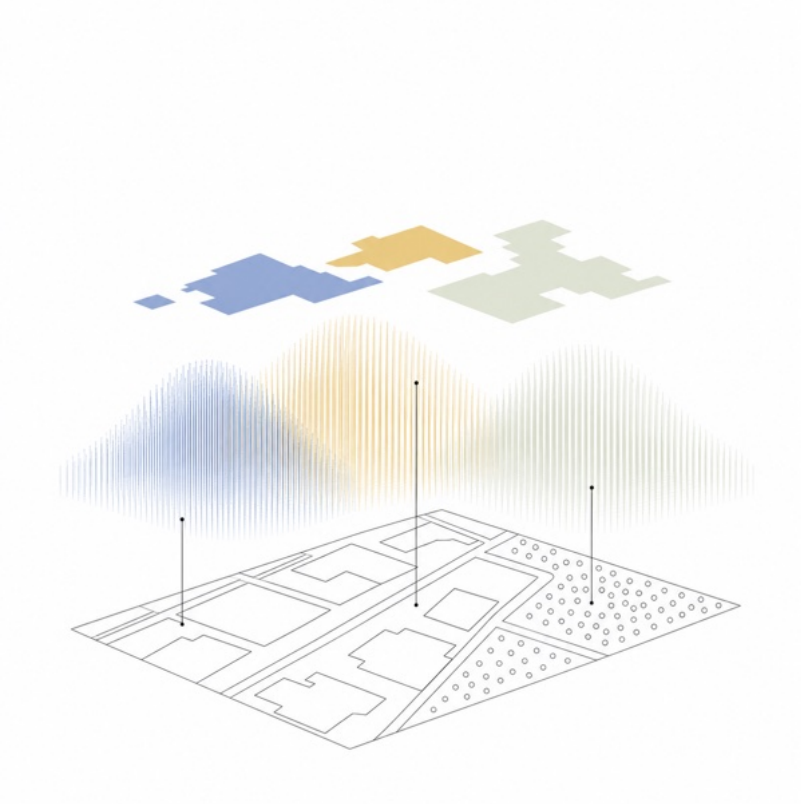
DELIVERABLE / A SHARED EXPERIENCE / A DOCUMENTED SOUND WALK

LUW_SCORE

A reference for how your site sounds today and a benchmark for tomorrow.

LUW_SCORE maps two four-dimensional scores: lived sonic UX (attunement, legibility, agency, recovery) and perceived sonic habitat quality (diversity, exposure, access, refuge).

Present and desired sound source mixes and descriptions of sonic spatial motifs complete a situated spatial profile for planning and design research.



DELIVERABLE / LUW_SCORE / SONIC HABITAT REPORT

PLAN_AS_SCORE

From score to strategy. The score as a spatial planning and design instrument.

LUW translates sonic habitat analysis and design scenarios into a site-specific strategy for high quality sonic UX:

composing sonic diversity, modulating exposure, enabling access and protecting or developing refuge.



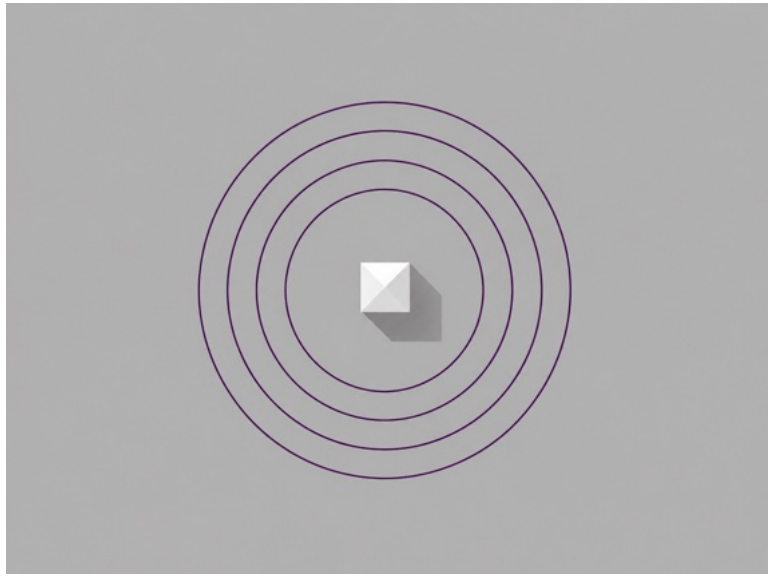
PROTECT / DEVELOP / COMPOSE

TACTICAL INTERVENTIONS

Small moves, carefully placed.

LUW identifies opportunities for tactical interventions to improve lived sonic UX and sonic habitat quality.

Interventions are developed and produced in dialogue with users and the project team.



FROM DIAGNOSIS TO SITE-SPECIFIC INTERVENTION

SITE MANAGEMENT PLAN

Sonic habitat quality requires continued attention. Sonic care takes time, budget and organisation.

Urban activities, infrastructure and ecological conditions develop over different timescales.

01

MONITOR

What to observe, record and evaluate over time.

02

INTERVENE

When and where action is needed.

03

RESPONSIBILITY

Who carries out and coordinates the work.

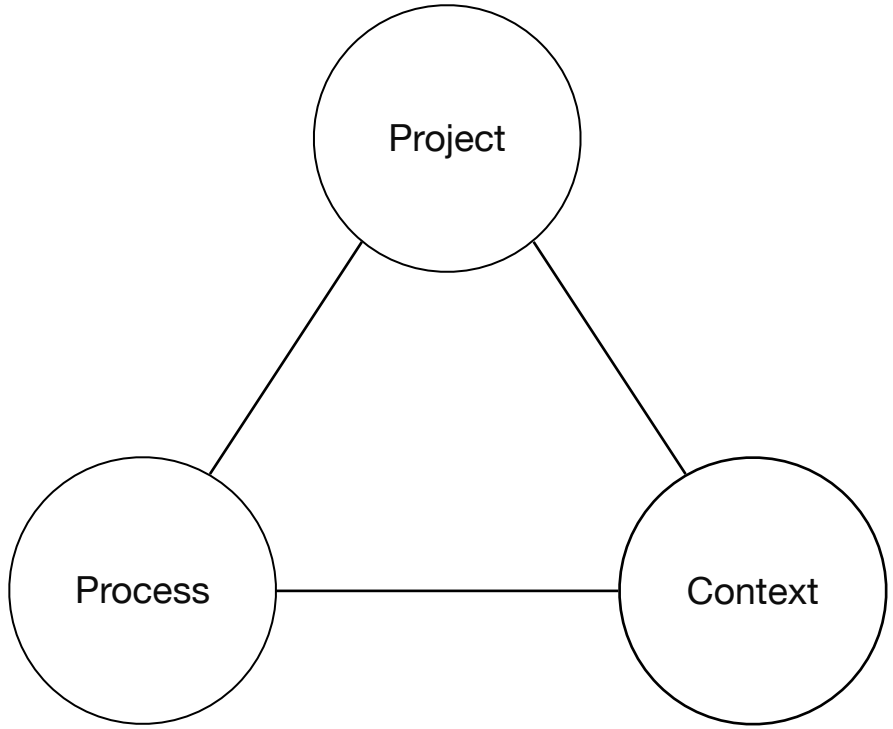
DELIVERABLE / SITE-SPECIFIC SONIC HABITAT MANAGEMENT PLAN & RECOMMENDATIONS

COLLABORATION

LUW works through interdisciplinary research, analysis and exchange.

Depending on the project, collaborations may involve urban researchers, artists, planners, designers, acoustic specialists, ecological experts, public authorities, site owners, policymakers, craftspeople, developers and makers.

Scope, research methods, roles and responsibilities are agreed for each collaboration.



COMMISSIONS & COLLABORATIONS

Public tenders, private commissions, interdisciplinary collaborations and research projects.

01

PLANNING & DESIGN PROJECTS

Site-based research, spatial analysis, planning and design strategies, and implementation advisory work.

02

RESEARCH COLLABORATIONS

Interdisciplinary research, methodological development and art- and data-driven experiments.

03

ARTISTIC RESEARCH PROJECTS

Experimental listening, sonic sensing, cartography, spatial scoring, installations and artistic propositions.

Engagements range from a single listening session to a cycle of fieldwork and strategy. Timing and fee are agreed in the project brief; a proposal follows within two weeks.

WHAT YOU RECEIVE

A modular set of engagements with defined outputs.

SERVICE	DESCRIPTION	DELIVERABLES
SOUND_WALK	Designed listening experience exploring lived sonic UX and urban spatial conditions; stand-alone or part of wider research.	Curated listening experience, documented route and initial site observations.
LUW_SCORE	Research into lived sonic UX, sonic habitats, sonic spatial motifs, urban morphology, use and temporal conditions.	LUW_SCORE, with sonic UX and sonic habitat quality profiles; present and desired sound source mixes; descriptions of sonic spatial motifs.
PLAN_AS_SCORE	Comparison of planning and design scenarios; translation of sonic findings into spatial strategies.	Scenario note, sonic habitat strategy, design recommendations and implementation priorities.
Tactical Interventions	Siting, design and production of interventions to improve lived sonic UX and sonic habitat quality, in dialogue with users and project teams.	Site-specific intervention concept; design and production scope agreed separately.
Site Management Plan	Research-based input for monitoring, adaptive management and long-term sonic habitat development.	Monitoring framework, management recommendations and proposed responsibilities.

For research collaborations and artistic projects, additional outputs may include datasets, experimental scores, sonic cartographies, research interfaces, prototypes, installations, exhibitions or publications. Methods and outputs are agreed in the project brief.

REACH OUT

Introductory walk on request.

Proposal within two weeks.

Discuss your site, research question or project: approach, timing and fee.

CAROLINE CLAUS / LUW

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