

out in order to bring the design process into a digital sandbox toolkit allowed not only the creation of geometries they were interested in, but also angles, BMX users were able to create a variety of bowls, half pipes, spine slides, etc. as image which could be later used in the design.

The results of the consultation were invaluable for the design team, which initially were seen as a form of wish list. It was in the design conversations where the design team had been possible. The design team and combination of movement and layout.

Coming back to the tacit knowledge, the tacit quality of the design process is expressed and communicated through means. It opened conversations that otherwise would simply be different discussions with other teams previously) such as the location of play areas in the park (adding so landscape bowls).

It came apparent from the given the right tools, people are more positive, use design process for design teams as they are while giving them a sense of direction and encourage that design parties is a skill that we argue landscape architects. It is to what point digital tools help in design.

***Corresponding author:** Eduardo Riceta (T. pign Cr80ccmae5andsc11101. Ts Archilep6
parametric design, parametric design, data analysis and data visualization, while giving them a sense of direction and encourage that design parties is a skill that we argue landscape architects. It is to what point digital tools help in design.

In the case discussed below the tacit dimension was more important than others. The model, which combined physical design, digital capture and parametric tools, was used in order to obtain information from the natural users of the space (in this case the skaters) but also open up a series of related discussions that were essential for its insertion within a wider context (relationship to other play areas, surveyance etc.).

The projects consisted in the design of a skate park and play area in Ballyfermot, Dublin. Knowing of the potentially contested nature of any intervention in the public space, the competition was organised in two stages with a consultation process between them. The purpose was to try to address local concerns (visual of concrete bowls, potential noise impacts and issues with anti-social behaviour) before the proposals were finally drafted. The model discussed in this article was part of this consultation process.