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5 Article

6 **Let's get sociotechnical: a focus on use during the design of zero energy**
7 **renovations**8
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12 **Abstract**

13 This paper reports on ethnographic and interview studies on Zero Energy refurbishments and builds of social housing in
14 the Netherlands. It draws on theory from sociotechnical design and participatory design to analyse three case studies of
15 completed sustainable renovation processes of social housing and one case study that is still in progress. The research
16 consisted of retrospective interviews, combined with long-term ethnographic participant observation. The research
17 enquired into the situations for middle actors in conducting ZE refurbishment / build processes, and does a design
18 perspective reveal paths towards co-learning that includes tenants' experiences? ZE refurbishment / build processes are
19 framed in terms of Product Service Systems that address results, products and use. The research showed that while the
20 projects generally went well and tenants were satisfied, some issues arose in usability of the results, as well as cost
21 structures, technical tweaks and maintenance agreements. The research also traced the tools and techniques the
22 professionals used to develop and evaluate the PSS before and after the project. Applying a design perspective showed
23 that two techniques, building a demo dwelling and creating a user manual, could be used more to develop and evaluate
24 the use of the PSS. This could potentially improve usability and inclusion and also create efficiency in the processes.
25 With that, the techniques could support the professionals in the field in creating and using learnings from ZE
26 refurbishment / build processes.

27
28**Keywords**29 case studies; demo dwellings; design thinking; participatory design; inclusive design; sociotechnical design; Product
30 Service Systems; evaluation; innovation31 **Issue**32 © Year by the author(s); licensee Cogitatio (Lisbon, Portugal). This article is licensed under a Creative Commons
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36 **1. Introduction**37 In the Netherlands, Zero Energy (ZE) renovations of social housing are increasing in number. This is in answer to a need
38 and an ambition to scale up these renovations in order to contribute to the European Union's goals of becoming energy
39 neutral by 2050 (European Commission, 2018).

40

41 Yet there are issues slowing down or jeopardizing these processes. Lambrechts et al (2021), Wilberforce et al (2021)
42 and Kieft et al (2017) report mutual blaming: Dutch housing corporations see the construction sector as conservative
43 and not developing viable options for affordable energetic refurbishment, while construction companies have to make
44 offers at the lowest price and face technical and financial risks in implementing new technologies. Pretlov and Kade
45 (2016) found that with increasing efficiency came complexity, and energy saving systems are prone to systems failure.

46
 47 Baborska-Narožny & Stevenson (2019) charted the issues with usability of interfaces in realised housing and
 48 recommended co-learning processes for all stakeholders of a ZE refurbishment or build process. However, Bridi et al
 49 (2022) and Ortiz, Itard & Bluysen (2020) report sector companies' scepticism of user-centred approaches and of open
 50 innovation which may impact intellectual property, cultural and perspective differences, and a lack of feedback
 51 mechanisms between the design and the actual performance and user experience of building services due to a
 52 fragmented supply chain. It is challenging for stakeholders to investigate and report any disappointing results (Day &
 53 O'Brien, 2017) for fear of slowing down or damaging the energy transition. More insight is needed into the situation of
 54 the project managers active in the construction sector, as well as their counterparts in housing corporations, in order to
 55 understand how they could be supported better. These actors exert "middle-out" influence to other entities, often via
 56 innovation (Reindl, 2020). Their processes have been likened to design processes as more commonly seen in design
 57 (Pihl, 2019). Reindl (2020) and Lowe & Chiu (2020) showed that they work inventively and creatively. Yet there are also
 58 strong discipline boundaries in the construction sector (Wade and Visscher, 2021); Simpson et al., 2021; Janda and
 59 Parag, 2013). Within and between companies, each "work group is linked (though neither permanently nor absolutely)
 60 to a set of socially accepted tasks considered to be its jurisdiction" (Janda and Parag, 2013, p. 42). Janda and Killip
 61 (2013) argue that there is value in focusing not just on what is being made, but also *who* does it and *how*: that it is "not
 62 a matter of reengineering a technical system on paper, it is about reshaping a socio-technical system by redefining
 63 established skills, work practices, and professions on the ground."

64
 65 In this paper, we apply a design perspective to the situation of project managers in ZE renovation, focusing on project
 66 managers both at construction companies and housing corporations. How do they fare in their efforts to create value
 67 for clients and tenants? Could and do they facilitate co-learning, do they involve the tenants? We first present some key
 68 notions from the design literature that are applicable to this situation, such as viewing a ZE refurbishment as a Product
 69 Service System (Vezzoli et al., 2021). We then apply these notions to a reflection on four case studies of ZE renovations
 70 and develop proposals to address the outcome for end users. By grounding these proposals directly in the situations of
 71 the project managers, we hope to contribute to facilitating co-learning processes for all stakeholders of a ZE
 72 refurbishment.

73 74 **1. ZE refurbishment/build as the design of a sociotechnical Product-Service-System**

75 *1.1 ZE refurbishment / build as the design of a sociotechnical Product-Service-System*

76
 77 The outcome of a sustainable renovation can be termed a Product-Service-System (PSS) in that it fulfils several goals:
 78 use-oriented (values: resident satisfaction and comfort), result-oriented (values: energy provision and energy
 79 efficiency) and product-oriented (values: viable technology that can be effectively operated) (Vezzoli et al., 2021). In
 80 this view, ZE refurbishments are complex systems that span social and technical aspects. How can sociotechnical design
 81 be understood? Ceschin & Gaziulusoy (2019) trace how ecodesign evolved since the 1960s from a focus on specific
 82 products (for example, their lifecycle) to a more encompassing sociotechnical systems view that also includes the
 83 effects of consumer behaviour on outcomes. In design for industrial contexts and workplaces, sociotechnical design
 84 thinking evolved since the 1950s to tackle increasing system complexity. Klein (2014) explains:

85 *"Historically, what seems to have happened is that first engineering, then production engineering, and later*
 86 *systems design have aimed at optimising the technical system as if it was self-contained. (...) One popular*
 87 *reaction (...) has been to try to optimise the social system as if this, in turn, was self-contained. (...) 'Splitting'*
 88 *became institutionalised. Sociotechnical theory makes explicit the fact that the technology and the people in*
 89 *a work system are interdependent. (...) The term 'sociotechnical' is inevitably imprecise, almost as imprecise*
 90 *as the term 'system'. (...) The important concept to hang on to is that of interdependence."*

91 This interdependence of both technology use and technology design was identified in industrial processes such as coal
 92 mining. From the start, researchers saw the role of those 'on the shop floor' as key in managing the success of systems,
 93 processes and change management (Klein, 2014). Similarly, Gaziulusoy (2015, p. 369), citing several successful business
 94 and academic leaders in design research, notes that in PSS design, "direct or indirect involvement of users has become
 95 accepted as one of the key requirements of business success". In drawing a comparison to the construction field at
 96 issue here, "those on the shop floor" can be translated to mean both the companies and corporations involved and the
 97 end users of the ZE renovations.

98 *1.2 Design thinking and participatory design*

99

100 Sociotechnical systems thinking became popularised as the concept of *design thinking* in prominent design firms and in
 101 business (Bjögvinsson et al, 2012). They summarise its tenets:

102

103 *“(1) that designers should be more involved in the big picture of socially innovative design, beyond the economic bottom*
 104 *line; (2) that design is a collaborative effort where the design process is spread among diverse participating stakeholders*
 105 *and competences; and (3) that ideas have to be envisioned, “prototyped,” and explored in a hands-on way, tried out*
 106 *early in the design process in ways characterized by human-centeredness, empathy, and optimism”.*

107

108 Bjögvinsson et al (2012) note that these tenets were already commonly accepted in the field of Participatory Design, a
 109 similar and parallel development to sociotechnical design thinking. The concept of design thinking aligns with important
 110 theoretical ideas in design theory, for example

- 111 - To regard professionals, including designers, as “reflective practitioners”: professionals who are open to
 112 experiences of those they design for, and who embrace having “a reflective conversation with the materials of
 113 the situation” at hand (Schön, 1983) – in which ‘materials’ includes users and designers - rather than that
 114 professionals one-sidedly determining courses of action, and
- 115 - To accept that any design situation and any use situation is more unpredictable and complex than we assume,
 116 and that we can only come to know about situations through what happens in them, through observation
 117 (Suchman, 1987). Suchman (2002) argued that we should study design activity as an “entry into the networks
 118 of working relations – including both contests and alliances - that make technical systems possible”.

119

120 *1.3 User involvement as a societal issue: inclusive design*

121

122 Many ZE renovation projects concern social housing, large quantities of which has been built industrially since the
 123 1950s. This means that ZE renovation should also be framed in terms of inclusive design, besides industrial design and
 124 systems ecodesign. Next to the developments in industrial design and consumer products design, inclusion in
 125 democracy and in matters of deliberation has also steadily increased in Europe since the 1960s (Christensen et al,
 126 2017). Heylighen & Bianchin (2018) frame inclusive design thinking in terms of “design justice” and offer a practical
 127 path through the problem of designing for people’s diverse needs, with two key principles:

- 128 - Address usability in context: usability is neither a means nor an end in itself, but can be measured by “the
 129 degree in which agents can convert a resource – in other words, a city, a neighbourhood, a building, a space –
 130 into a functioning” that fulfils their needs. This “has to do not only with affordance (e.g. walkability, freedom
 131 of movement, accessibility), but also with meaning making (e.g. hominess, stigma)”
- 132 - Identify the ‘worst off’: to help determine whether a design is fair, the involvement of the users likely to be
 133 worst off due to a design is needed, as others are not necessarily good at determining it for them.

134 Similarly, Luck (2018) summarizes previous research to state that living with disability can only be understood from
 135 within the experience. Rather than a therapeutic or charitable stance on design, this implies a critical mode of inquiry
 136 on design and a new way to understand situations that involves building “relational expertise” (Hendriks et al, 2018).

137 In the following, we will investigate whether these notions can shed light on the situation of actors in construction
 138 companies and housing corporations in ZE refurbishment / build. The research questions we address are, what are the
 139 situations for middle actors in trying to make ZE housing work, and how do design notions provide possible paths to co-
 140 learning processes that also include tenants’ experiences?

141 **2. Method**

142 We focus on the professional stakeholders and how they define and thus shape and constrain the processes. As we
 143 have done in previous, similar analyses (Boess et al, 2018), in this paper we present reflexive ethnographic narratives
 144 from observed processes as well as from interviews with stakeholders (Blomberg and Karasti 2012, Bervall-Kåreborn
 145 and Ståhlbrost 2008). As described earlier, this approach entails leveraging ethnographic documentation and analysis
 146 approaches in everyday settings, taking a holistic view on the process, providing descriptive understandings and
 147 showing members' point of view (Blomberg and Karasti 2012, p. 88). This paper pragmatically combines long-term
 148 ethnographic involvement with stakeholder interviews. Murto et al (2020) promote a broad methodological basis for
 149 such broad phenomena as sustainability transitions. Such methods need to be able to span the levels from macro-level
 150 conditions for transitions, to the micro-level of communities’ and individuals’ daily life and practices where changes in

151 consumption occur. Particularly, they point to the role of intermediaries in shaping transition processes: people who in
 152 some capacity, formal or informal, aim to facilitate a result. Murto et al (2020) compare retrospective interviews and
 153 real-time ethnography in this context and conclude that the former is suitable for outlining processes, finding
 154 commonalities between processes, tapping into the sensemaking of participants and gather data economically, while
 155 the latter captures real-time complexity, the rich ecology of all involved, and the gaps in the process. We thus use both
 156 techniques. Day and O’Brien (2017) similarly advocate a broadminded methodological approach of aggregating
 157 different case studies and formulating findings into stories that can reveal the “why” of occupant behaviour.

158 We employed a mixed approach here: a retrospective interview approach, complemented by real-time ethnographic
 159 work, some of which direct participant observation of both professional stakeholders and residents. This paper largely
 160 focuses on the perspective of the professionals, since their actions affect the residents’ lives later. The case studies are
 161 kept anonymous to facilitate an open discussion of values and issues found. Table 1 shows an overview of the cases
 162 studied. The number of units are given as a range in order to reduce identifiability. Each one of the projects was the
 163 first ZE refurbishment/building for the case study respondents. In that sense, they were all pilots, or Living Lab cases. All
 164 cases had some degree of extra funding available beyond the direct contract, to cover the gap between affordability
 165 and the new type of concept. The processes were not all exactly alike, nor were they studied in exactly the same way.
 166 They were accessed at different points in time and via different entry points (Table 1). The information on them is not
 167 complete but depended on the capacity of the researcher to access the context, as well as the capacity of those in the
 168 context to provide that access. It was easier to get access to construction company managers and housing corporation
 169 managers than to those of the manufacturers and service companies. The stakeholders interviewed or observed in this
 170 research were recruited serendipitously through events around a large research project in which the researcher was
 171 involved. For these events, construction companies and housing corporation building innovation managers were invited
 172 to contribute their perspectives. Subsequently to the events, the researcher asked the professionals whether they
 173 would be willing to share their stories for an academic publication. When they agreed, the stories they had told were
 174 selected for this paper and one or more follow-up interviews with them were held in order to deepen the findings.
 175 The aim of the analysis is not to present specific cases in their entirety, but rather to extract meaningful stories from
 176 them. The point is also not to *judge* whether particular actions were successful or not. The idea is to learn equally from
 177 all kinds of stories, to link the situations found to concepts from design thinking and to interpret them in new ways
 178 through this.

180 **Table 1.** Overview of the methods and cases studied. All cases concerned zero energy refurbishments or builds of social
 181 housing. Each one of the projects was the first ZE refurbishment/building for the case study respondents. The number
 182 of units are given as a range in order to reduce identifiability.
 183

	Building	Measures	Respondent	Study format
Case 1	10-30 units multi-story social housing completed 3 years ago	ZE renovation. Insulation, triple glazing, heat pump, balanced heat recovery ventilation, solar panels	Client housing corporation building innovation manager. (HC project manager) Various construction company members (CC project managers): project manager social process, project manager onsite construction Residents	Structured group session with respondents Cases 1- 3, 1.5 hr semi- structured online interview, project meetings Long term peripheral participant observation in project meetings, site visits In-home interviews
Case 2	50-100 units multi-story	ZE renovation. Insulation,	Project manager of the process design	Structured group session with

	social housing apartment building completed 6 months ago	triple glazing, heat pump, balanced heat recovery ventilation, battery, solar panels	research project (CO manager) connected to construction project	respondents Cases 1-3, 1.5 hr semi-structured online interview
Case 3	10-30 units social housing two-story single family dwellings completed 6 months ago	ZE new build following demolition, same residents. Insulation, triple glazing, heat pump, balanced heat recovery ventilation, solar panels	Housing corporation building innovation manager in charge of project (HC project manager)	Structured group session with respondents Cases 1-3, 1.5 hr semi-structured online interview
Case 4	250-300 units multi-story social housing apartment complex in preparation phase, demo unit done	ZE renovation. Insulation, triple glazing, heat pump, direct façade ventilation with central heat recovery extraction, battery, solar panels	Construction consortium project manager (CC project manager)	3 hr semi-structured interview onsite in demo unit
Not interviewed but featured via statements of other stakeholders: manufacturing company project manager (MC project manager), and service company project manager (SC project manager)				

185 **3. Results**

186 As we have seen, the outcome of a sustainable renovation can be termed a Product-Service-System (PSS) in that it
 187 fulfils several goals: use-oriented (values: resident satisfaction and comfort), result-oriented (values: energy provision
 188 and energy efficiency) and product-oriented (values: viable technology that can be effectively operated) (Vezzoli et al.,
 189 2021). The results are structured into the *product* and the *use* part of the PSS and how they contribute to the *result*.

190 *3.1 How is the **product** in the PSS addressed in the cases in the design phase?*

191 The *product* in a ZE refurbishment PSS is complex. It consists of physical elements and service touchpoints. Physical
 192 elements are for example a building's replacement shell, heating and ventilation technology, energy generation and
 193 storage technologies, interior ducts, wiring and information technology, but also service touchpoints with the living
 194 arrangements of sitting residents and the service arrangements around them such as rent and energy contracts. The
 195 professionals in the field use various strategies to manage the complexity and design the product part of the PSS.

196 One strategy is to standardise physical elements. In **Case 1**, the CC, MC and SC project managers together devised a set
 197 of installation boxes ('skids') (Figures 1a-d). The project partners had the ambition to make these boxes as small as
 198 possible in order to impact the building as little as possible, facilitate efficient maintenance and serialise the
 199 development for upscaling.

200 In Case 4, too, the CC and MC project managers developed new HV elements together specifically for the project at
 201 hand. In addition, they developed an app-based control system for the apartment that would enable the residents to
 202 control the temperature and other systems in the home, like lighting.

203 Another strategy is to involve residents early on, which was done in Cases 2 and 3. In both, the communication
 204 between professionals and residents started several years ahead of the renovation, which made it possible to align the
 205 communication with the technical design. In Case 2, the CC project managers drew on expertise from communication
 206 specialists early on to get the residents on board with the communication flow via a diversity of channels, including
 207 digitally. There was a period of prototyping ahead of the actual renovation, with residents involved. This created
 208 learnings, not just on the building technology, but also the mutual expectations.

209 In Cases 1 and 4, and possibly also in Cases 2 and 3, the professionals realized a full scale, largely functional demo
 210 dwelling. A demo dwelling reveals how the components come together. Moreover, it is a cognitively accessible way to
 211 show residents what the plan is, and it is a persuasive demonstration of the construction company's competence in
 212 realizing the outcome. Yet these very qualities also carry a risk: construction professionals and residents alike can take
 213 them as the real thing, the specific solution, and do not see that they could still be changed. It is challenging for people
 214 to abstract from the concrete thing they see.

215 *3.2 How is the **use** in the PSS addressed in the cases in the design phase?*

216 The *use* in a ZE refurbishment PSS refers to the expected values that are obtained in its operation, for example comfort
 217 and satisfaction. How did the stakeholders in the cases look ahead to use?

218 Although the construction companies in Cases 1 and 4 created fully functional prototypes, demo dwellings, as
 219 mentioned in the previous section, they were not able to fully profit from them to anticipate on the future interactions
 220 the residents would have with their dwellings. In both of these cases, the entire process had a relatively short time
 221 frame, which affected the learnings from the demo dwellings.

222 In Case 1, the demo apartment was created just after the consent of the residents for the project had been obtained,
 223 but construction already had to start shortly afterwards. As a consequence of this, the CC project managers mainly used
 224 it as an office for close contact with the residents and for marketing purposes and to explain the products, but not to
 225 evaluate or iterate on anticipated use. The refurbishment of the rest of the units was later realized in the exact same
 226 way in spite of the fact that later problems could already have been anticipated with the demo apartment, as will be
 227 shown below.

228 In **Case 4**, due to the short time frame some aspects shown in the demo apartment were incomplete and preliminary
229 instantiations of the concept, while appearing finished. The CC project managers actively sought the residents'
230 feedback and also displayed the feedback they collected in the demo house itself, thus making the early evaluation
231 cycle tangible and visible in the process. One pitfall to note is that the project managers' evaluation framework
232 appeared incomplete. The prototypes differed in some respects from the way the technology would function in the
233 house, but this was not made apparent. This meant that some resident reactions were in response to elements that
234 were not final. The residents interpreted the prototypes as the definitive proposals and some confusion and
235 uncertainty on the future use arose with the project stakeholders.

236 Cases 1 and 4 reveal a dilemma: the partners had great commitment to innovation but insufficient capacity to
237 communicate about it and to implement the learnings on use from the prototypes within the short time they had
238 available.

239 In Case 1, there were some uncertainties on the part of the CC and MC project managers on the residents' future
240 interaction with the ventilation filters. Ventilation units have filters that have to be serviced by cleaning them every six
241 to twelve weeks, depending on level of use. The SC project manager was pessimistic about this in the planning phase,
242 stating that "the residents will not do it anyway ... residents will do the strangest things and damage the system." The
243 project team made efforts to address this use issue but did not come to a clear decision on it. The final installation box
244 design was more suited for professional servicing, but was not accessible without making a service appointment with a
245 resident. As a consequence, the filter servicing became a task for the residents after all, in spite of the pessimism. When
246 all product decisions had been made, as a last step the CC project managers created a manual for the residents by
247 combining the existing manuals of the separate technologies.

248 In **Case 2**, the CC project managers were in charge of both the technical design and the communication with the
249 residents. The CC project managers had knowledge of design thinking processes and brought this thinking into the
250 process. In their design, they located the HV technology close to the residents' living space and within reach, which
251 made it well-aligned to their living practices. They engaged with expected use by producing a custom-made manual for
252 the specific configuration of the refurbishment, in close collaboration with the manufacturers of the technologies and
253 the residents themselves.

254
255 In **Case 3**, the HC project manager actively anticipated on the future behaviour of the systems in the home. In his view,
256 the communication process with the residents serves to create understanding and manageability of the technical
257 implementations for future managers and residents alike. The HC project manager commissioned a sophisticated digital
258 system from an external IT company that did three things: one, give residents control over their house via a control
259 panel by the living room door to keep track of system functioning and energy use. Two, enable the HC to monitor the
260 performance of the building services. Three, to streamline maintenance calls. After the residents moved in, project
261 manager explained the operation of the systems to them verbally. They received no manual, since the system was
262 expected to provide the guidance.

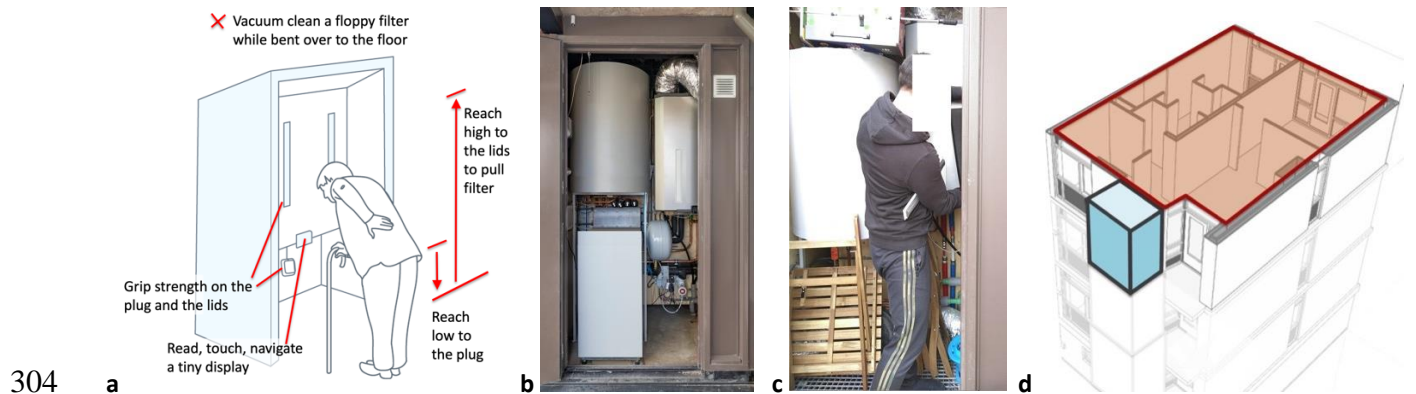
263 **Design perspective.** The examples have shown that the some of the professionals' considerations on future use were
264 one-sided, and that demo houses were only partially used as prototypes for future interactions. In Cases 1 and 2, the
265 professionals used the creation of the manual to reflect on the expected use of the technologies. This suggests a
266 counterintuitive conclusion in design terms. While no manual can compensate an unusable design, the creation of a
267 manual or a similar representation of use could conceivably be part of an anticipatory evaluation framework of how a
268 house will function. In addition, both professionals and residents tended to take what was made at face value. It would
269 be valuable to designate clearly in prototypes what is still open, and how certain elements of the product are intended.
270 Then the design rather than the prototype can be evaluated. If enough time is taken for this, the design can still be
271 adapted. From a design perspective, the product development and prototyping processes could anticipate more on the
272 use of the product and the values it embodies and iterate on it, for the benefit of the residents later. A greater diversity
273 of purpose-specific prototypes might be more cost- and time efficient and more conducive to learning and optimizing of
274 the product. In design, it is often assumed that prototypes should seem unfinished in order to not generate inaccurate
275 expectations. Prototypes should be created with a specific evaluation goal in mind. A conceivable approach might be to
276 create demo houses or demo situations where technology can be tested in an ongoing way.

277 *3.3 Evaluating the product in use after the refurbishment/building completion*

278 In the executed refurbishment projects, new insights emerged for the stakeholders when they entered the phase of
 279 use, the third component of the PSS ZE refurbishment. The second part of the results focuses on the phase after the
 280 refurbishment, when residents lived with the new technologies. Overall, the residents in the three executed cases 1-3
 281 were very satisfied with the refurbishment/build. There was a significant increase in comfort and quality of the dwelling
 282 for them. However, the project managers in the case studies made many discoveries about their PSS in this phase.

283 In Case 1, the CC project managers commissioned a marketing agency to assess resident satisfaction some months after
 284 completion. The residents were generally very happy with the increased comfort and the greatly improved exterior
 285 aesthetics of their apartment block. However, the residents also placed many service calls related to broken down or
 286 underperforming heating and ventilation. For these issues, the CC project manager eventually planned a 'service day'.
 287 They rallied all of the installation partners and planned visits with all residents on the same day. The researcher was
 288 also present on that day. The CC project manager's plan was to tweak the systems and provide the residents with
 289 extensive instructions and opportunities to ask questions. Instead, due to the pressure of resolving all issues at once,
 290 the interaction with the residents boiled down to asking them whether they had read the manual and whether they
 291 had any questions. The residents did not have many questions. Their difficulties with the systems persisted or new ones
 292 emerged over the months that followed. The CC project managers still came back to resolve final issues more than two
 293 years after the renovation, though formally their responsibility had ended, because of their commitment to make the
 294 building work. An issue that could not be resolved was that it proved to be physically impossible for some of the
 295 residents to clean the filters, and it was difficult for all of them (Figure 1a). This is worth noting, since in the preparation
 296 phase one of the key worries of the professional stakeholders had been that residents would be unwilling to clean the
 297 filters. Besides the ergonomic difficulties or even impossibilities, the residents experienced the installation box as a
 298 confusing and unpleasant space that does not belong to their home space (Figure 1c). When opening the door to the
 299 box, residents were presented with a bewildering array of technology. Several of the residents applied an additional
 300 interpretation to the installation box, because it was located outside of their apartment: as a shed. There were some
 301 small spaces left over in the box, which some residents proceeded to fill with personal effects (Figure 1c). In one case,
 302 this resulted in severing a ventilation duct.

303



305 **Figure 1a:** unrealistic expectations put on a resident to maintenance a filter unit. **1b:** an installation box on the balcony,
 306 all installations combined in one space **1c:** the installation box being interpreted as a shed, and contorting the body in
 307 order to reach the filters for cleaning and not knowing where to leave the lid. **1d:** the installation box being interpreted as
 308 a space that does not belong to the home.

309 In **Case 2**, the HV configuration proved to be a better fit with the residents' lives than in Case 1. Upon completion,
 310 communication technology was again employed as an extension of the earlier resident communication process by
 311 placing displays in the stairwells informing about overall energy production and use. In addition, all residents received a
 312 tablet computer for information related to their own apartment, and had access to an app with the same information.
 313 Not all residents liked to use the tablet computers, but there was also a structure in place for personal contact. After
 314 the renovation, they CC project manager personally stayed engaged in any needed troubleshooting. The CC project
 315 managers also made arrangements with two residents who showed affinity with the renovation and trained them to
 316 become a contact point for the other residents. When these two residents get questions they cannot answer, they can
 317 call the CC project managers. The benefit beyond the resolution of technical issues was that all residents greatly

318 appreciate that two residents have this social role. The intermediaries' approach was to welcome any comfort
 319 complaints from the residents in the period after the renovation and to work to address them right away. These
 320 examples from **Case 2** show how a social approach has benefits in addressing technology issues. It can do so in a way
 321 that does not overwhelm the professional stakeholders' resources by supplementing the personal contact with digital
 322 communication. The professionals were able to take away learnings for next iterations of the product.

323 In **Case 3** (new build single family dwellings), the HC project manager reported that the control panel functioned as a
 324 link between the residents' lives and the functional make-up of the home. He said that the residents were now able to
 325 take charge of their home and its energy use and had autonomy in responding to it. He received fewer complaints
 326 about energy bills. However, only a third of the residents used the control panel actively. Still, the system had other
 327 benefits as well: in some cases, it was possible to respond to maintenance issues remotely before residents even
 328 noticed them, via resets. In addition, when a resident calls to report a problem, the relevant data is immediately
 329 available to the service partner. The service partner can do remote troubleshooting, and in some cases direct the
 330 resident themselves do a minor repair or reset. However, there were resident complaints about too much automation
 331 and this continues to be tweaked, for example since it also extended to hallway lights. In addition, when the HC project
 332 manager visited the residents in an extensive evaluation round of 1.5hr visits per home, he found that two households
 333 had used the ventilation unit filter to replace the filter of the cooker extraction hood. The filters were too similar for the
 334 resident to be able to distinguish. The ventilation units were in the attic space (accessible via a permanent staircase),
 335 which raises questions whether the residents will keep servicing filters regularly. Lastly, some residents had concerns
 336 about data privacy with the new system.

337 **Case 4** was still in the concept stage and not yet executed as a refurbishment. However, the demo apartment that was
 338 realised already brought some findings. Regular guided tours enabled the residents to provide comments that could be
 339 addressed before scaling up. For example, that the façade should provide space for window coverings, which the
 340 prototype façade did not provide. However, the residents found it more difficult to comment on the HV technology and
 341 its interfaces. Providing novel proposals in this regard may look advanced and more difficult to critique for residents.
 342 Even the project managers did not completely oversee whether the new interfaces would align well with residents'
 343 living practices, or how to adjust if they did not. As a project manager remarked: "we thought of what we are making
 344 primarily in terms of the things we provide, and not so much in terms of how people would interact with in an
 345 integrated way." The CC project manager expressed the desire to put in practice the valuable learnings gleaned through
 346 the demo house set-up.

347 Another set of issues arose after the completion of the refurbishment / build in **cases 1-3**. This pertained to the
 348 organisational use of the buildings. There were issues with an unclear costing structure which took the HC project
 349 managers a lot of time to investigate. The performance and costs were not fully as expected. In both **Cases 1** and **3**, a
 350 resident had inadvertently deactivated a fuse, thus deactivating the gains from their allocated solar panels. In Case 2,
 351 the heating performance was lower than expected, requiring some error searching to fix it. In Case 3, a similar issue
 352 occurred with apparent excessive hot water use that turned out to be a reading error within the system.

353 During these time-intensive error searching activities, the HC project managers experienced a decline in engagement
 354 from the manufacturers and service partners after an initial period of close collaboration. The HC project manager of
 355 Case 1 grew exasperated with his inability to manage the costs of the apartment block due to lack of information. The
 356 HC project manager of Case 3 concluded that the business model of the performance guarantee does not work,
 357 because there is no real incentive for the service partner to stay engaged. Both HC project managers eventually took
 358 the step of cancelling the performance contract with the service partners, because these parties were unwilling or
 359 unable to investigate malfunctioning effectively, or give sufficient insight into the performance and costs of the
 360 systems. In case 1, the cancellation happened three years after the renovation, after a long period of attempting to
 361 optimize the system. In case 3, the manager already decided to do this a few months after the renovation. Both HC
 362 project managers then teamed up with specialized maintenance partners and successfully optimized the systems. The
 363 HC project manager of case 3 set up their own maintenance business model. Through a greater percentage of remote
 364 diagnosis and repair, they were able to offset the information technology investments against the saving in onsite
 365 service calls.

366 **Design perspective.** The post-completion findings reveal a significant investment of energy of all involved. The phase
 367 provided many opportunities for reflective learning on the implemented PSS. The managers of the cases had
 368 underestimated the post-completion phase, the *use* part of the PSS. Time not spent in the design phase became time

369 spent later. The complexity of a ZE PSS means that in-depth, contextual design and evaluation strategies are needed
 370 that cover all types of use. Such strategies should adopt a use-oriented perspective that engages with the situation of
 371 all users, the organizational users and the residents with the meanings they bring to their homes. The value lies in a
 372 more reliable prediction of resident satisfaction and energy efficiency, since residents would be better able to engage
 373 with the HV technology. The project managers of all partners proved to be very resilient and resourceful in the face of
 374 some of the unexpected pitfalls they encountered. Yet while they possibly currently operate partly out of idealism, it
 375 seems like manufacturers, service partners and construction companies currently do not have sufficient business
 376 models for the phase after completion. One HC project manager created their own business model for this phase. There
 377 is space for new business models to capture the post-completion learnings. Another possibility would be to abstract the
 378 findings beyond the specific, concrete product that has been implemented, so that the more generalized findings can
 379 then provide input for new processes starting up. Such input could for example be standardized in new regulations.

380 **4. Discussion**

381 With regard to the questions what are the situations for professionals in trying to make ZE refurbishments or builds of
 382 social housing work, and how do design notions provide possible paths to co-learning processes that also include
 383 tenants' experiences, the results have shown the *use* part provides many insights. The situations of professionals in
 384 making ZE refurbishments or builds of social housing work extended significantly in the cases studied beyond the
 385 completion of the project. Technology is tweaked, the residents go through a process of integrating the new technology
 386 into their life practices – more or less successfully - and the real performance of the building emerges. While the
 387 renovations in cases 1-3 were successful overall and the residents satisfied with the results, some of the residents'
 388 disappointments with their interaction with the HV technology, if scaled up, would have the potential to inhibit rather
 389 than accelerate uptake and make it more difficult to gain the consent of residents in the future. In addition, the amount
 390 of effort that the professionals now put into post-renovation tweaks does not seem scalable. All of the professionals in
 391 the cases had the goal of serializing and industrializing the proposals for upscaling. There is always urgency. With every
 392 development, the professionals are focused on the concrete thing they are developing and the technical challenges of
 393 realizing it. A contribution that design research can make is that new proposals, new products can be framed in terms
 394 of interactions. Studying the residents' post-refurbishment/build situation closely revealed relevant situations and
 395 insights that could have been addressed earlier in the process. The benefit of early involvement is that it elicits
 396 knowledge on whether residents are enabled to convert the resource ZE housing into a functioning that fulfils their
 397 needs (Heylighen & Bianchin, 2018) and who is included in and excluded from using the design. From a design
 398 perspective, is it possible to prototype and evaluate the technology measures in advance, create more certainty, and
 399 with enough time available, iterate on them to fulfil needs better and save time later. That way, efficiency can be
 400 gained, new directions can be discovered, and transferable learnings generated.

401 The results have shown the relevance of eliciting the residents' perspective and experiences. Communication
 402 technology was shown to be a valuable tool to scale up their involvement early on in a project. By taking the situations
 403 in the field as the point of departure, we have identified further co-learning opportunities that are close to the practices
 404 in the field and could answer the calls of Baborska-Narožny & Stevenson (2019) and Bridi et al (2022) for such
 405 techniques. They opportunities we identified include using demo dwellings more for design and iteration, and to design
 406 these demos themselves more iteratively so that well-defined use issues can be studied. Demo apartments could
 407 potentially acquire the role of a participatory design studio. Currently, intermediaries tend to view them as one-way
 408 communication tools for showcasing intended technology, rather than for mutual sociotechnical learning engagements.
 409 In addition, the user manual is an interesting artefact in that it could help consortia study and evaluate earlier whether
 410 the combination of technologies will work in the use context. Hyysalo et al (2007) already discussed how users often
 411 shape technologies through use and appropriation, regardless of their technical understanding. With a more
 412 participatory sociotechnical approach, issues relating to usability and the meanings of technologies and homes for
 413 residents could have been addressed. If manufacturers were also involved in such places of encounter, then these
 414 places could function as living labs (Keyson et al, 2017), while maintaining confidentiality as needed.

415 One might also question whether in the interest of energy efficiency, professionals are too quick to accept a reduced
 416 view of what it means to be a human in a space or environment. Or in the terminology of Ceschin & Gaziulusoy (2019),
 417 whether the design of human interactions with elements of their environment need all be seen as technic-centred. The
 418 interactions of residents with their homes take place on the level of user-product interaction, yet cannot be framed as a
 419 technocentric problem. Rather, it is also at the micro-level of interactions at which societal issues such as inclusion or
 420 exclusion manifest. Through these case studies, albeit incompletely and anecdotally, we have compared the

421 effectiveness of ZE refurbishment/build designs and found that greater involvement of tenants leads to more successful
422 results.

423 We have also found that the “middle actors” (Reindl, 2020) face significant challenges in aligning their consortia in such
424 a way that they have control and overview of the result. They could benefit from more sharing of experiences in order
425 to be able to learn about the pitfalls and potential benefits faster. This could take the shape of fora and workshops to
426 exchange experiences.

427 *4.1 Limitations*

428 This research has provided particularly many findings in the *use* part of ZE refurbishment/builds viewed as PSS, as
429 opposed to the other parts *result* and *product* (Gaziulusoy, 2015), although they are of course all connected. This could
430 be in part due to bias of the researcher on the topic. However, the use part is generally of lower interest in the field,
431 since the bulk of the stakeholders’ activities lie in the design and planning phase (Konstantinou et al, 2022). A design
432 perspective can help balance this better. However, a limitation may be that the proposed activities require skills in
433 engaging with non-professional voices that may not all be present in the field and difficult to integrate in the sets of
434 disciplines that pervade in it (Janda & Parag, 2013). Dialogues are a topic of design in themselves (Roosen et al, 2020).
435 The cases we have studied may or may not have been typical of the process of ZE refurbishment/builds. Further
436 research should verify the findings in a more structured manner and assess whether the findings and design perspective
437 contributions are transferable. To ensure this, the case studies have been described for comparability (Graneheim &
438 Lundmann, 2004). A valuable component of future research in this vein would be to highlight more of the perspective
439 of residents and of the quality of the dwellings for them, for example by combining the research approach with Post
440 Occupancy Evaluation (Guerra-Santin & Tweed, 2015).

441 **5. Conclusions**

442 This paper has employed case studies to study the reality of sustainable renovation processes. We saw that while most
443 things go smoothly and turn out satisfactory for tenants, some do less so. By drawing on theory from sociotechnical,
444 participatory and inclusive design, we have added new perspectives on the situations in the field and have proposed
445 techniques that could address the issues that were identified. These techniques promote both collaboration of the
446 stakeholders in the field as well as tenant involvement, so that tenants can exert sociotechnical influence on
447 sustainable renovation processes and outcomes.

448 It would be desirable to make it easier for the professional stakeholders in the field to manage sustainable renovations,
449 because of the urgency of the energy transition that all parties are aware of. It is probably frustrating for them to be
450 aware of the urgency, yet so pressed for time and resources that some outcomes are not entirely as desired. This can in
451 turn cause failure costs and dissatisfactions that need to be tackled – in other words, slowing processes down rather
452 than speeding them up. This could be addressed by creating spaces for learning and iteration such as demo dwellings
453 and concepts of future interaction and use of the PSS of ZE refurbishment/build. This paper has shown that creating
454 more iterative and evaluative strategies for the field has the potential of enabling the energy transition to speed up.
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