

Transdisciplinary Impact-Oriented Strategies Through a Design-Evaluation Approach: The Case Study of Confiscated Assets from the Mafia in Naples

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Abstract. This contribution presents the results of the research group's activities carried out within the PRIN 2022 project "Confiscated Asset in Transition: from the Anti-city to the Third Heritage", as part of a research agreement with the Municipality of Naples and the Agency for Confiscated Assets. The research activity involved students from the Department of Architecture of Naples and several local stakeholders, and it entailed the development of a transdisciplinary and multi-actor decision-making process. This process hybridised different methodologies such as multi-criteria and multi-group evaluations, economic assessments, and urban and architectural design. The methodological approach was implemented starting from the selection of assets confiscated from organised crime within the municipality of Naples. In line with the need to "return these assets to the community", as prescribed by Italian legislation on this topic, the aim was to define time-based strategies for incremental reactivation and adaptive reuse, with particular attention to the direct and indirect benefits generated in the local context. Through the identification of different phases of evaluation and design, several future scenarios were developed to ensure multidimensional impacts, economic, environmental, social, and cultural. The paper explores the potential of a multidisciplinary approach to decision-making in defining scenarios for the regeneration of disused urban assets, highlighting the tools adopted throughout the research and educational process.

Keywords: Social Multi Criteria Evaluation (S-MCE) · Evolutionary Evaluation (EE) · Social Impact Evaluation (SIE) · Time-based strategy · Urban regeneration

1 Introduction

The introduction presents the general theme of impact-oriented strategies within the field of urban studies, design disciplines, and evaluation. It highlights the need for a transdisciplinary approach to the development of integrated urban regeneration processes.

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When the physical transformation goals of urban spaces, the city, and the landscape intertwine with the desire to generate social change, it becomes necessary to adopt an impact-oriented approach [1] for the design and evaluation of interventions. This approach allows for supporting decisions and guiding actions towards greater effectiveness and a stronger ethical responsibility towards the future [2] on the part of the actors and practitioners involved, legitimising public-private partnerships through the definition of common objectives and actions [3].

In evaluative disciplines, territorial studies, and social sciences, the concepts of impact and impact evaluation are central to understanding the causal links between actions undertaken and the effects produced over the long term, whether direct or indirect, positive or negative, intentional or unintentional [4–6]. Vanclay [7] defines social impact as a change capable of influencing lifestyles, culture, communities, political systems, the environment, health, well-being, rights, and individual and collective fears and aspirations. It is, therefore, a perspective centred on the human dimension that permeates all spheres of existence. In this sense, social impact becomes synonymous with positive social change [8], and impact evaluation acts as a guiding tool to promote regeneration processes aimed at social innovation [9], territorial cohesion, spatial justice, institutional learning [10], collective well-being, and the active involvement of citizens [11].

Many authors have emphasised how the city and the spaces we inhabit play a crucial role in ensuring well-being and justice. The complex correlation between urban forms and social, economic, and cultural structures is widely documented [12]. In Reassembling the Social, Latour [13] highlights how social interactions are always mediated by artefacts such as the city, landscape, welfare, and economy. Every time these artefacts are transformed, they reveal their political, ethical, and normative dimensions because, by their nature, they raise questions about the goodness of the project, its consequences, and its impact on communities. From this perspective, Lefebvre [14] asserts the "right to the city" as a collective right to actively participate in the transformations of inhabited spaces, recognising the need for active involvement of territorial actors in a multi-group and multi-level logic. When a territorial transformation aspires to all of this, it becomes essential to equip oneself with transdisciplinary tools and mixed methods [15] capable of supporting the strategic decisions necessary for building a process that not only intervenes on the physical matter and characteristics of the built environment, but also recognises the directly or indirectly involved subjects, anticipates, if possible, the effects, and monitors the triggered socio-economic and political dynamics.

If the goal of regeneration is to generate positive impacts and mitigate negative ones [9], then through impact evaluation tools and methodologies integrated into the process, design choices could be guided towards interventions and strategic actions capable of generating significant and sustainable changes over time. Bazzini and Curti [16] emphasise the fundamental role of evaluation in multi-objective regeneration processes, highlighting how the integrated use of multidimensional indicators - capable of capturing social, economic, and environmental value - can orient transformations towards sustainability, social innovation, and economic compatibility. Urban regeneration processes [9, 17], when supported by evolutionary and transformative evaluative processes [18–20], can transform into opportunities for the grafting of new forms of civil and circular economy, the recovery of abandoned properties and areas, the redistribution of opportunities

and well-being, emancipation, empowerment, civic participation, re-appropriation, and care, giving voice to new needs and emerging subjectivities.

However, despite growing sensitivity towards sustainability issues and an increasingly pressing demand for accountability in urban and territorial transformation processes, the limitations of the most widespread impact evaluation methodologies emerge strongly, often stemming precisely from their relationship with complex design processes [21]. On the one hand, there is a structural lack of data, methodological tools, and social infrastructures adequate to ensure awareness, transparency, and traceability of long-term impacts, both in the ideation phase (ex-ante) and in the subsequent implementation and verification phases (in-itinere and ex-post). Furthermore, many impact evaluation methodologies are still rooted in economic-financial theories, based on mechanistic predictive models that shape reality on criteria of stability and linear cause-effect chains, struggling to grasp the dynamic, relational, and systemic nature of the social phenomena triggered by urban transformations [22]. The emotional, perceptual, psychological, and behavioural dimensions that characterise the experience of space and social relationships are difficult to objectify and measure and are often excluded from standardised evaluation systems. Added to this is the radical uncertainty that accompanies both design and evaluation processes: the evolution of contexts, the plurality of actors involved, and the instability of objectives and resources make it necessary to adopt flexible, adaptive evaluation tools capable of changing over time and guiding decisions even during the work [23].

This highlights the need for a design-evaluation approach through adaptive and dynamic methodologies and tools. Therefore, the research aimed to structure an integrated decision-making process to support the design process, broadening strategic horizons towards multidimensional impact scenarios. The adopted methodology allowed for the definition of a set of time-based strategies, capable of combining tangible and intangible actions. The patrimony of confiscated assets represents an opportunity to critically examine design and evaluation tools, attempting to combine them within inclusive transition strategies that consider the multiplicity of actors and stakeholders, are open to temporary and transitory use, and can address uncertainty and generating positive, sustainable, and lasting impacts.

The following contribution presents: Section 2, dedicated to the case studies, which frames the topic of Confiscated Assets concerning the need for an impact-oriented and design-evaluation strategy; Section 3, Materials and Methods, which outlines the general methodology and the workflow of research and design process; Section 4, Results, which describes the initial outcomes of the adopted methodology; Section 5, Conclusion, which discusses the results based on the premises of the contribution.

2 The Case Studies: Confiscated Assets as Research Context

This contribution is part of the PRIN PNRR 2022 research project “Confiscated Assets in Transition: from the Anti-city to the Third Heritage”, involving three research units affiliated with the Departments of Architecture at the University of Naples Federico II, the University of Palermo, and the Mediterranean University of Reggio Calabria. The focus is specifically on the progress made by the UniNA research unit and the educational experience developed within the Master’s Degree Program in “Architecture for

Communities, Territories, and the Environment" through the design studio Architecture for the Circular and Inclusive City, where architectural and urban design is integrated with impact assessment practices. This contribution interprets the issue of assets confiscated from the mafia - especially in the city of Naples - as a laboratory for experimenting with an impact-oriented and design-evaluation approach.

The growing number of assets confiscated from organised crime represents both a complex challenge and a strategic opportunity. These assets constitute an atypical form of heritage: often critical and problematic, yet rich in symbolic and civic value [24, 25]. Their social reappropriation can activate transformative processes capable of generating positive impacts at both urban and territorial scales. In Italy, the National Strategy for Confiscated Assets, closely linked to public policies for social and urban cohesion, and the Laws 109/1996 and 296/2006, represent the main regulatory pillars. These laws provide for the reuse of confiscated assets for public and social purposes, ensuring their retention as public property while promoting objectives of justice, governance, institutional functions, culture, and social inclusion. Following their transfer to the National Agency for the Administration of Seized and Confiscated Assets, these properties are assigned to local authorities. Some are used for institutional purposes - such as schools, public services, and administrative offices - while others are entrusted to third-sector organisations for socially beneficial projects.

Within this political and regulatory framework, the potential of certain repurposed confiscated assets to serve as urban hubs that promote legality, local development, welfare, culture, and social cohesion is now well-established and widely recognised. However, the broader debate on this issue reveals several critical challenges that highlight the need to innovate existing procedures. From a regulatory standpoint, some mechanisms introduced to ensure transparency and effectiveness in the reassignment process have instead contributed to excessive procedural complexity [26]. This occurs for several reasons, including: the lack of multilevel knowledge and decision-making tools to support integrated regeneration projects; insufficient public funding; the physical and spatial criticalities of the assets, which are often illegally altered, structurally compromised, or unsuitable for collective or public use; and the absence of a long-term strategic vision. Moreover, the time lag between the seizure, confiscation, and eventual reassignment of the assets is frequently uncertain and problematic, often resulting in conditions of neglect and decay that further undermine the liveability of already fragile urban neighbourhoods [26].

Throughout the activities conducted, the set of assets confiscated from criminal organisations in Naples has been increasingly interpreted not merely as a collection of isolated elements, heterogeneous in nature, size, and location, but as a dispersed and diffuse system embedded within the urban fabric. Despite their fragmentation, these assets share a common trajectory: their reassignment to the public domain and their potential to contribute to positive social transformation. From an impact-oriented perspective, this body of confiscated assets can be reinterpreted as a unique civic resource. When embedded within a multiscale strategy for urban regeneration and social innovation, these properties may function as a distributed infrastructure capable of supporting community-driven development.

The central hypothesis for those case studies is that such transformation is possible only through the adoption of an impact-oriented design process, one that meaningfully integrates design and evaluation within an open, multi-stakeholder, dynamic, and iterative decision-making framework.

3 A Hybrid Methodology to Implement an Evolutionary Social Multi-criteria Evaluation

The research work involved the development of a transdisciplinary and multi-stakeholder collaborative decision-making process. In this regard, impact evaluation methodologies based on Multi-Criteria Decision Analysis (MCDA) approaches [27], combined with an Evolutionary Evaluation (EE) approach [28], fostered the development of an evaluative and design research process through the selection of a complex design theme concerning assets confiscated from organized crime in Naples, generating a transdisciplinary design-evaluation approach for defining impact-oriented strategies.

With this approach, the centrality of not only integrating project approaches and tools with those of sustainability evaluation, but also the necessity of designing the evaluative process through an innovative interpretative practice and hybridisation of approaches, methodologies, and tools, aimed at accommodating the operational specificities of intervention contexts, becomes paramount. Thus, impact evaluation goes beyond an *accountability* approach for program verification and becomes a tool for *inquiry* [29], as it supports the understanding of the socio-economic dynamics it triggers, analyses conflict, identifies the strengths and weaknesses of project proposals, and creates opportunities for discussion and reflection on emerging issues, engaging diverse forms of knowledge and expertise.

As highlighted by Patton [30], impact evaluation itself can enable change by facilitating the generation of intentional, conscious, and positive impacts, not only for the direct target, but that are also continuous and incremental over time. In this sense, impact evaluation constitutes a design tool within an impact-oriented perspective. Furthermore, the role of evaluation is central to design education, both for its ability to support and guide the design process and because it becomes a privileged formative tool that accompanies actors throughout the entire formative-design process, fostering the preventive verification of proposed solutions and generating mutual learning [31].

This highlights the need for recursive evaluations aimed at the progressive refinement of design alternatives and the gradual increase in the level of detail of the proposals under assessment, to follow the stochastic and uncertain nature of the project process as it evolves. This approach aligns with a formative evaluation perspective [32], where particular importance is placed on the logic of action. In this way, all actors involved in the design process can progressively become more aware of the values at stake, the impacts generated by each design decision, and the diversity of possible approaches and viewpoints. Within this framework, design alternatives are not seen as fixed or univocal choices, but rather as equally viable scenarios, whose relevance depends on how the design process unfolds over time.

In this sense, MCDA approaches and, more specifically, the Social Multi-Criteria Evaluation approach (SMCE) [23] become the methodological framework within which the evaluative process finds the opportunity to develop. Among the various application

methods, a recent evolution of SMCE, known as the *SOcial multi-CRiteria AssessmenT of European policieS* (SOCRATES) [33–35] method, is adopted. SOCRATES allows for the recursive experimentation of multi-criteria evaluations (MCE), multi-group evaluations (MGE), and local and global sensitivity analyses [36]. More specifically, MCEs facilitate the construction of preference rankings based on the setting of a system of evaluation criteria articulated into dimensions, objectives, and criteria. The impact matrix, in this sense, calculates the preferability of alternatives for the adopted system, potentially also considering the relative importance assigned to each criterion, using diversified qualitative-quantitative evaluation scales for each criterion. MGE, in parallel, allows for the calculation of the preferability of different alternatives, based on the scores/judgments assigned by the various groups (or individuals) involved in the decision, which constitute the equity matrix, where values can be assigned through the adoption of diversified qualitative-quantitative evaluation scales. This fosters the integration between "expert" evaluation and "social" evaluation and - therefore - the combination of objective and subjective evaluations, using qualitative-quantitative data.

Alongside SMCE integrated with EE, the evaluation is supported by other evaluation and co-design tools, such as the decision tree or financial analysis, which allows for the optimised visualisation of strategic objectives and actions, and the criterion system used to measure long-term effects (Fig. 1).

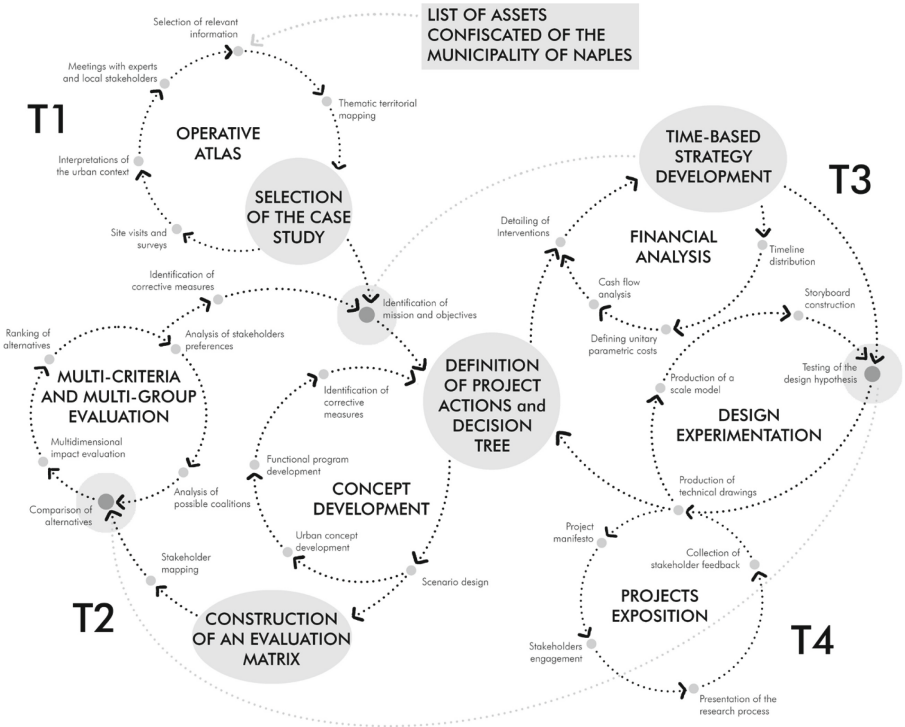


Fig. 1. Workflow diagram of the design-evaluation methodology loops for impact-oriented strategies.

The output consists of a hybrid methodology that integrates diverse approaches, models, methods, and tools, and is structured into four key phases that contribute to generating an evolutionary evaluative loop. This loop fosters the development of a deeper decision-making process, capable of concretely capturing the uncertainty that characterises decision-making processes aimed at urban transformations and public policies. The four phases consist of: Exploration and Immersion (T1); Design and Evaluation (T2); Project Experimentation (T3); Dissemination and Storytelling (T4). The proposed methodological steps and the corresponding results are described in the following section.

4 Results

The results emerging from the research activities were organised into four fundamental operational phases, corresponding to the main points of the methodological workflow developed. This process led to the definition of 14 design strategies, each of which was conceived as a dynamic and evolutionary path over time. The proposals developed scenarios that could synergistically integrate methodological approaches and operational tools of architectural and urban design with those of urban valuation, financial analysis, and impact assessment.

Each phase of the process produced specific results, consistent with the adopted design-evaluation approach, which centres on the progressive construction of design knowledge through iterative cycles of analysis, ideation, evaluation, and reformulation. Below, the key outcomes of each phase are summarised, highlighting the pivotal moments and significant outputs produced in the integrated path between design and evaluation. The evaluation started with the reconstruction of the entire project's process, both in chronological terms and its activities, starting from the municipal call to the analysis carried out by the associations at the end of the event.

4.1 Exploration and Immersion (T1)

The first phase of the methodological workflow, called Exploration and Immersion, involved a dual process: on one hand, the acquisition and deepening of transdisciplinary theoretical knowledge, and on the other, a critical and interpretative reading of the urban context under study. This phase laid the knowledge foundations for the construction of impact-oriented regeneration scenarios.

Starting from the public list of confiscated assets acquired by the Municipality of Naples, an exploratory analysis was conducted, leading to the selection of relevant information and the production of a series of thematic maps within a GIS environment. These maps allowed for the description of the territorial distribution of the assets, their typological composition, the extent of usable surfaces, and the nature of the building or land. The analysis revealed the fragmented and heterogeneous character of the heritage, presenting it as a widespread system, stratified within the complexity of the contemporary city.

To date, 140 assets have been assigned to the Municipality of Naples, allowing for the identification of six types of properties: 85 apartments, 38 ground-floor units, 4 buildings, 7 villas, 2 plots of land, and 4 car boxes. These assets are unevenly distributed across the city's ten districts, with a predominant concentration in District 2 and District 4, corresponding to some of the most densely populated and fragile central areas of the city.

Based on these findings, a representative sample of 13 assets, yet to be assigned, was selected, considering their type, location, and transformation potential. These were organised into five project themes, around which 14 working groups, composed of students from the laboratory, were established. Each group tackled a specific theme, developing an independent design proposal while considering it within an incremental and circular urban strategy, mindful of the systemic potential of the different initiatives (Fig. 2).

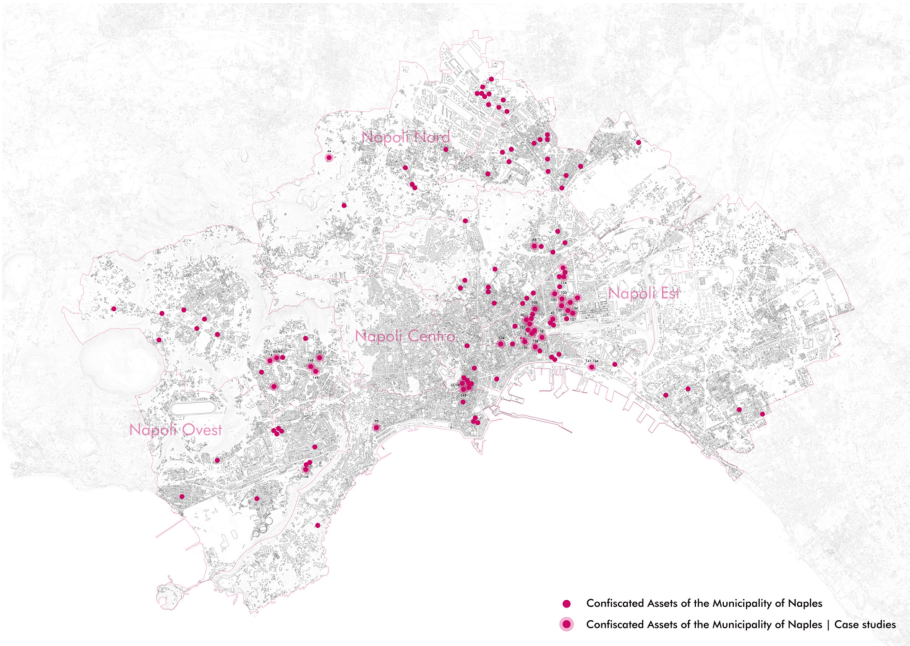


Fig. 2. Cartographic reworking of the data reported in the public lists of confiscated assets acquired by the Municipality of Naples.

The process included site visits, surveys, morphological analyses, socio-demographic readings, and discussions with local stakeholders, integrating an interpretative analysis of the urban context with the identification of key actors and potential beneficiaries. Additionally, moments of exchange were organised with experts and third-sector organisations already involved in managing confiscated assets.

One of the main outputs of this phase is the creation of an Operational Atlas (OA) [37] for the selected case studies, supported by a set of decision-support tools. The OA was conceived as a tool that enables an informed comparison between experts and non-experts in the pre-design phase, when the final purpose of the asset has not yet been defined. The primary goal is to overcome the rigid and sterile normative approach, steering choices from the early stages towards an impact-oriented perspective.

The Atlas offers a multidimensional and multiscale reading of each confiscated asset, integrating both qualitative and quantitative data through analytical charts, evaluation grids, and thematic maps. For each asset, the OA provides a detailed description of its intrinsic and extrinsic characteristics: type, conservation status, accessibility, architectural configuration, and spatial adaptability. This is complemented by an analysis of spatial relationships with the surrounding urban context, through mapping proximity to transport nodes, essential services, social infrastructures, and cultural attraction hubs.

The Atlas also identifies constraints, challenges, and transformative potentials from architectural, urban, and socio-economic perspectives. It serves as a knowledge-sharing tool that enables comparative analysis between the various case studies, facilitating the emergence of priority intervention criteria and the activation of synergies with ongoing or future regeneration projects. In this way, the OA becomes a strategic device for guiding design choices, stakeholder engagement, and the co-construction of alternative scenarios, rooted in the specificities of the places and the needs of the communities (Fig. 3).

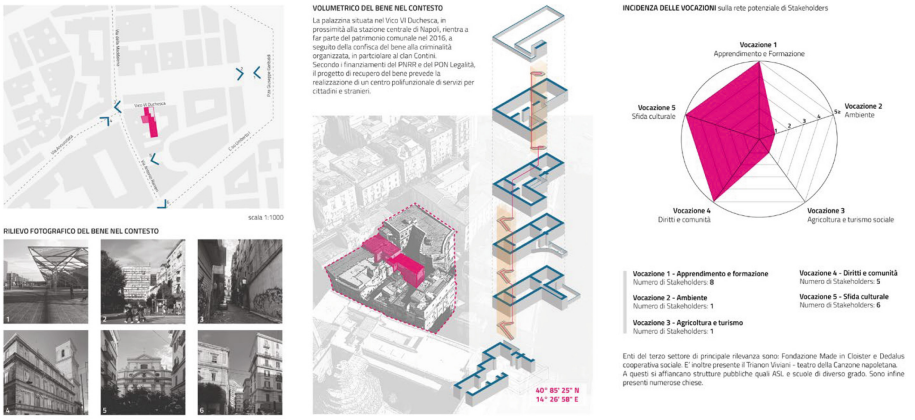


Fig. 3. Example of some deliverables contained within the Operational Atlas. Authors: Y. Danchenko and R. D'Antuono.

4.2 Design and Evaluation (T2)

The second phase of the process, called Design and Evaluation, represented a central moment of the laboratory, where the knowledge acquired during the exploration phase (T1) was reworked with a design-oriented approach. The objective was twofold: on one hand, to activate the creative process of defining strategies through the involvement of different actors, spaces, and visions; on the other, to initiate the concrete experimentation of the evolving evaluation approach, integrating design and evaluation from the early decision-making stages.

A key element was the use of the SOCRATES framework [33], employed not only as a tool for selecting between alternatives but also as a reflective and generative device: it enabled the exploration of the strengths and weaknesses of each proposal, identified common elements among different projects, and suggested targeted adjustments through the analysis of both qualitative and quantitative indicators. In this regard, SOCRATES was used as a dynamic, incremental, and user-centred tool, facilitating the understanding of preferences and synergies between real and potential stakeholders.

In parallel, tools from the social sciences - such as stakeholder mapping - were used to map interests, decision-making power, and potential alliances surrounding each asset being analysed. The groups constructed multidimensional evaluation matrices that allowed for the comparison of design alternatives based on environmental, social, cultural, and economic criteria. The activity was partly conducted through an intensive workshop ("Play SOCRATES"), which helped test the usability of the tool in a collaborative environment, simulating scenarios, preferences, and decision-making implications (Figs. 4 and 5).

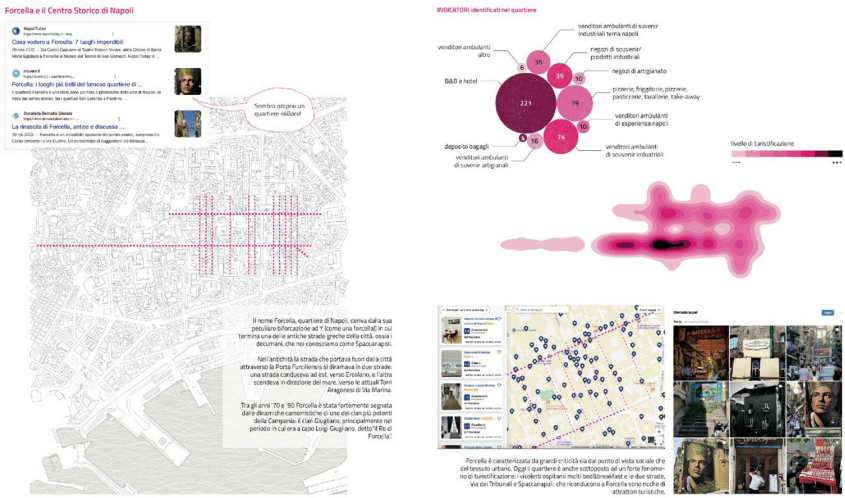


Fig. 4. The "Forcella o'GAS!" group analysed the touristification of Naples' historic centre, identifying a strategic goal to promote sustainable tourism. Authors: C. Maseda Juan, L. Prisco, C. Palmieri.

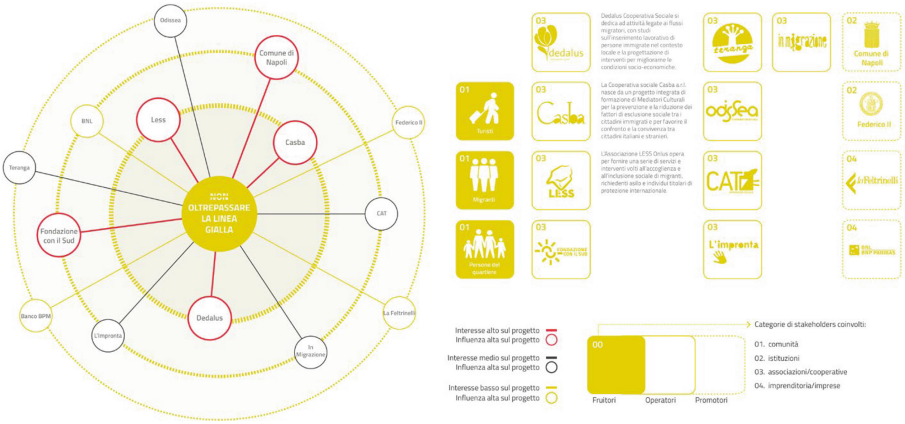


Fig. 5. An example of stakeholder analysis for a project alternative. Authors: Y. Danchenko and R. D'Antuono.

Additionally, a Decision Tree [38] was developed as a design tool to support the process. This tree allowed for the representation of connections between objectives, actions, evaluations, and expected impacts, highlighting how the project evolves over time and is subject to recursive feedback and revisions. This diagram played a fundamental role in supporting the progressive detailing of the project while maintaining a systemic and flexible vision.

In line with the impact-oriented approach, the design strategies were not seen as unique solutions, but as possible alternatives to be activated depending on external conditions (funding, partnerships, active policies). Some alternatives focused on low-budget scenarios with high civic involvement; others, more complex, required institutional synergies or support from foundations. This plurality was seen as a value, useful in building a portfolio of adaptive scenarios consistent with the principles of incremental regeneration and circular sustainability.

Each proposal was repeatedly discussed and collectively verified through graphic outputs, comparisons with the evaluation matrix, and analysis of consistency with the stakeholder and beneficiary system outlined. The interaction between phases T2 and T3 was constant and fluid: the boundary between design and evaluation proved to be porous and recursive, in line with the stochastic and systemic nature of the decision-making and creative process intended to be explored.

4.3 Project Experimentation (T3)

The third phase of the process, called Project Experimentation, focused on the spatial, technical, and economic validation of the strategies developed earlier. Using advanced architectural and urban design tools - including plans, elevations, sections, exploded axonometric views, and 3D representations - the working groups refined their proposals, testing their morphological and compositional consistency, technical feasibility, and long-term sustainability.

This phase saw a strong integration between design languages and evaluation tools, particularly through the introduction of a time-based strategy with multiple operational phases. Sequential axonometric diagrams, stakeholder maps (promoters, operators, users), and storyboards helped to describe the temporal evolution of the project, imagining a gradual transition from light, temporary, low-impact actions (events, installations, ephemeral activities) to more structured, long-lasting interventions that consolidate long-term objectives [39]. This approach captured the incremental and adaptive nature of the project, in line with the principles of circular urban regeneration and impact-oriented design.

Another innovative aspect was the dialogue between traditional design representation tools and financial evaluation tools. The financial sustainability analysis not only tested the intervention's feasibility but also guided the design choices toward management models aligned with the context and capable of fostering new forms of shared, circular economy. In this phase, the information collected and developed allowed for the integration of quantitative indicators into the multicriteria matrix from Phase 2, enriching the evaluation with objective and verifiable elements.

Furthermore, the increased definition of the project enabled a more precise redefinition of stakeholders' roles over time, highlighting strategic alliances, potential synergies, and flexible governance mechanisms. The decisions made in this phase were subjected to a reiterative verification process through the combined use of tools tested in Phase 2, reinforcing the integrated and recursive nature of the methodological workflow (Fig. 6).

4.4 Dissemination and Storytelling (T4)

The Dissemination and Storytelling phase focused on the creation of an articulated system for communicating the main results of the project. It employed graphic, visual, perceptive, and textual content to reach diverse audiences, highlighting the transdisciplinary nature of the work and the contribution of all participants (Fig. 7).

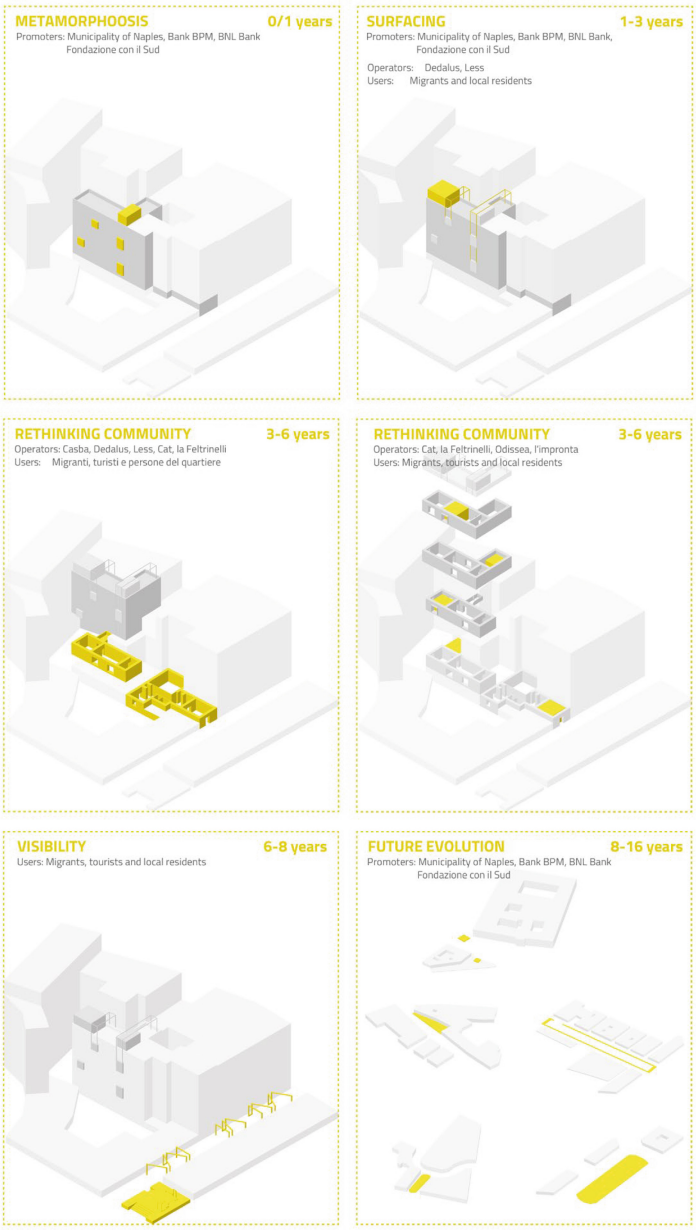


Fig. 6. Examples of final project outputs highlight the temporal evolution of interventions and their associated costs and revenues. Authors: Y. Danchenko and R. D'Antuono.

The core of phase T4 was the final exhibition, a public event that showcased the outcomes of the studio experience and the progress of the research. The exhibition presented both collective and individual outputs - maps, drawings, and scale models -reflecting the



Fig. 7. Some photos from the final exhibition, particularly during the moments of discussion with local stakeholders.

work carried out throughout the process. A key feature of this phase was the engagement of local stakeholders, identified as key interlocutors for the exhibition and a shared brainstorming session. The participation of representatives from the Italian universities involved in the PRIN project, artists, school principals, and members of institutions and associations enriched the debate. The exhibition became an opportunity for knowledge exchange and collective engagement, fostering encounters between otherwise disconnected communities interested in the issue of confiscated assets. This event acted as a moment of collective learning, awareness-raising, and critical reflection, particularly concerning the fight against organised crime and the role of architectural design in the transformation of confiscated property into public heritage.

Among the tools developed, the Manifesto stands out as a key medium to provide a concise overview of the business model underlying each design proposal. It coherently integrates architectural, evaluative, and impact dimensions, including the project abstract, an evocative 3D visualisation of the design idea, and a stakeholder engagement map. Furthermore, the Business Model Canvas [40] illustrates the project's technical and economic feasibility, regarding its temporal evolution, serving as a roadmap for long-term development.

Additionally, the exhibition generated valuable feedback on the process, confirming—through dialogue with local stakeholders—the importance of an impact-oriented approach that integrates diverse knowledge and disciplinary perspectives. It highlighted the effectiveness of the design-evaluation process in developing integrated, time-based strategies. The outcomes of the project's four phases represent an important milestone in the ongoing research on confiscated assets in Naples, providing a solid foundation to retrace the iterative and dynamic process, and to identify further refinements for the proposed strategies (Fig. 8).

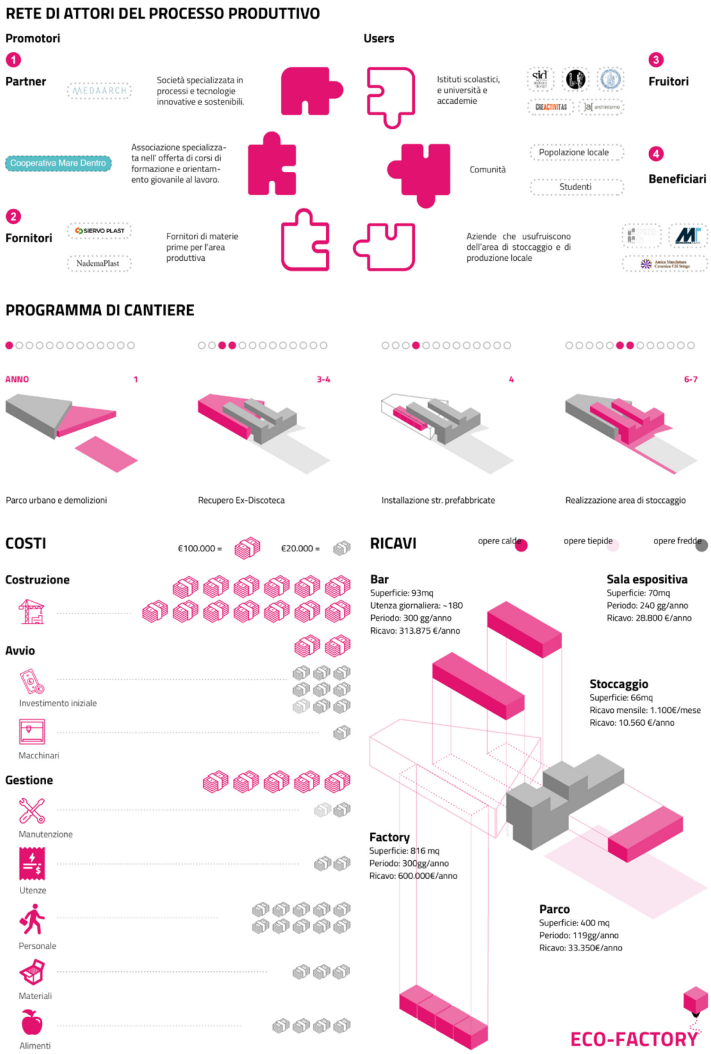


Fig. 8. An example of a project manifesto summarising the design concept, the functional organisation, and the main dimensions of impact generated. Authors: M.C. Piccolo, N. Russo Spena, S. Vecchione.

5 Conclusions

The research and educational activities conducted within the framework of the PRIN PNRR 2022 project underscore the critical role of integrated approaches in addressing the multifaceted challenges of urban regeneration in fragile contexts. Confiscated assets, often situated at the intersection of socio-economic marginalisation and urban decay, represent both a symbolic and practical opportunity to reimagine the relationship between space, community, and governance.

The exploration of these spaces through the laboratory "Architecture for the Circular and Inclusive City" demonstrated the potential of a design-evaluation process to generate innovative strategies that are not only technically and functionally sound but also socially and culturally meaningful. By adopting a transdisciplinary perspective, the research emphasised the importance of engaging with diverse stakeholders as co-creators of knowledge. This participatory framework allowed for the identification of latent values within confiscated properties, facilitating their reactivation as inclusive and circular urban spaces.

From a methodological standpoint, the integration of impact evaluation into the design process proved essential in addressing the complex and layered nature of these contexts. The laboratory's approach, structured around phases of exploration, immersion, and projection, enabled participants to critically assess the existing conditions, uncover hidden dynamics, and envision sustainable and resilient futures. This iterative process bridged qualitative and quantitative dimensions, merging spatial analysis with socio-cultural insights to produce a comprehensive understanding of the challenges and opportunities of regeneration projects.

One of the most significant contributions of the study lies in its ability to frame confiscated assets not merely as physical structures to be rehabilitated but as arenas for the negotiation of new social values. The reactivation of these spaces involves the redefinition of their symbolic and functional roles within the urban fabric, transforming them into drivers for positive social changes.

Moreover, the cross-scalar approach adopted in the study allowed for a nuanced understanding of the interactions between local dynamics and broader socio-political frameworks. This perspective was particularly evident in the analysis of impact dimensions, which extended beyond immediate functional outcomes to include relational, temporal, and symbolic aspects. By situating confiscated assets within larger narratives of urban transformation and social innovation, the research highlighted their potential to act as catalysts for systemic change.

In conclusion, this work affirms the relevance of integrated design-evaluation methodologies in addressing the complexities of urban regeneration, particularly in contexts characterised by socio-spatial vulnerability. It calls for the establishment of hybrid spaces of experimentation, where academic, institutional, and community actors can collaboratively develop and implement transformative strategies. The findings advocate for a paradigm shift in the management and reactivation of confiscated assets, moving towards models that prioritise inclusivity, resilience, and long-term impact.

By framing confiscated assets as resources for circular and inclusive urban futures, the study contributes to a broader discourse on the role of architecture and urbanism in promoting social and spatial justice. It challenges conventional approaches to urban regeneration, proposing instead a holistic framework that values the interconnections between space and community as fundamental to the pursuit of equitable and sustainable urban development.

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