

About New Urban Mechanics

We work across departments and communities to explore, experiment, and evaluate new approaches to government and civic life.

Our office was formed in 2010 as the Mayor's civic research and design team (one of the first in the nation). We explore and tackle experiments and prototypes that cover a range of topics. This includes everything from the future of mobility to City infrastructure to collective well-being.

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New Urban Mechanics (NUM)

Stakeholder(s):

Creatives :

Have a creative idea to improve the City? Let us know through email, or schedule an in-person brainstorm during an upcoming office hours. We host 30-minute blocks every Tuesday, from 2 - 5 p.m.

Technologist for the Public Realm :

We are currently looking to add a team member who will focus on issues related to technology in the public realm. The role is open to people with a broad set of backgrounds and experiences and a passion for connecting with communities, unpacking complicated topics, and moving forward an agenda focused on trust and equity. You can apply for The Technologist for the Public Realm position here before August 9, 2021.

The Mechanics :

We are space cadets

NIGEL JACOB :

Co-Chair, Mayor's Office of New Urban Mechanics

KRIS CARTER :

Co-Chair, Mayor's Office of New Urban Mechanics

TAYLOR CAIN :

Director of Housing Innovation Lab

LAURA BALLEK COLE :

Program Director

SABRINA DORSAINVIL :

Director of Civic Design, Mayor's Office of New Urban Mechanics

MICHAEL EVANS :

Program Director, Mayor's Office of New Urban Mechanics

WANDY PASCOAL :

Housing Innovation Design Fellow

NAYELI RODRIGUEZ :

Technologist for the Public Realm

JACOB WESSEL :

Public Realm Director

JACLYN YOUNGBLOOD :

Chief of Staff, Mayor's Office of New Urban Mechanics

Vision

Experiments and prototypes that cover a range of topics

Mission

To explore, experiment, and evaluate new approaches to government and civic life

Values

Exploration

Experimentation

Evaluation

1. Streets

Make Boston's streets safer, more efficient, and more delightful

2. Housing

Test innovative housing models and accelerate the pace of innovation in the housing sector

Stakeholder(s)

Housing Sector

3. Third Spaces

Make Boston's spaces more welcoming, connected, and creative

4. Education

Improve the systems that support learning experiences in Boston

5. Play

Support playfulness

We believe playfulness is a vital part of thriving democracies, caring communities, and resilient cities.

6. Civic Research

Describe our research

A primer on the questions we're asking, the problems that stump us, and the partnerships we need.

7. Digital Trust

Ensure data collection in the public realm inspires resident trust, engagement, and delight.

Administrative Information

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End Date:

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