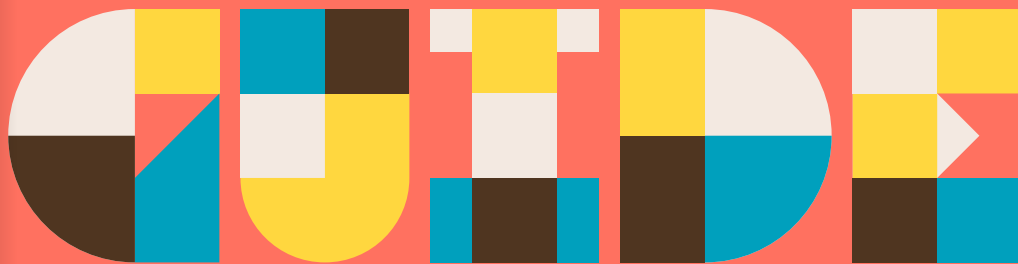
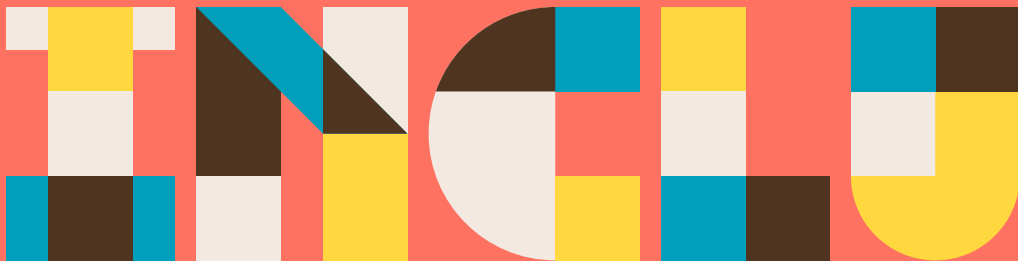
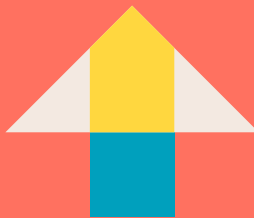


YOUTH 4
BAUHAUS



ON PARTICIPATION IN A CITY BUCHAREST



Collective Jp

Teatro Circo de Braga
EM, S.A.

geye
A new way to connect people

CREATIVE
INDUSTRY
ROȘCĂȚI



Co-funded by the
Erasmus+ Programme
of the European Union



This publication has been written by Liliana Carrillo within the Erasmus + project Youth 4 Bauhaus, project ID: 2021-2-SK02-KA220-YOU-000050748, which aims to build capacity of organizations to use innovative approaches to empower and engage young people to practice their democracy in participatory processes in regards to public space co-creation in the city in a sustainable, greener, and inclusive way- in the spirit of the New European Bauhaus (beautiful, sustainable, and together).

This publication (in English, Slovak, Romanian, Dutch, and Portuguese) and further publications and tools produced in the project can be downloaded free of charge at: <https://www.cike.sk/en/project/youth-4-bauhaus-en/>

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04 INTRODUCTION

06 PARTICIPANTS

08 SUMMARY OF THE LT TA BUCHAREST

016 EVENT RESULTS & SHORTCOMINGS

022 SUGGESTIONS



INTRODUCTION



The guide is a valuable resource that captures the project partners' experiences and learnings from working with diverse groups of youth on city co-creation in the New European Bauhaus (NEB) approach. The guide reflects the opportunities and challenges faced during the project's Learning, Teaching, and training activities (LTTAs) in Bucharest, including the non-accessibility of public spaces and insensitive places for disadvantaged youth and people in general. It provides insights on the project activities, as well as ad-hoc and prepared solutions, and evaluates the decisions made.

Moreover, the guide serves as a comprehensive tool to teach organizations and cities how to be inclusive and involve different groups in decision-making processes. It highlights the project's inclusive activities and provides suggestions for similar organizations or municipalities to build on the project partners' experiences and create beautiful, sustainable, and inclusive cities. Overall, this guide is an essential resource for anyone interested in promoting inclusivity and sustainability in urban environments.



PARTICIPANTS



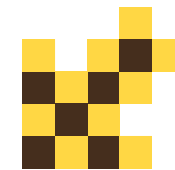
The Youth 4 Bauhaus project aims to bring together participants from a wide range of backgrounds, including diverse cultural and family backgrounds, ethnicities, and disabilities, among other factors. The group shared certain characteristics, such as being high school-aged and having a balanced gender representation, and being interested in the topic of the project. A total of 10 students from Slovakia, Romania, Portugal, and Belgium were selected by their associated schools to participate in the project. Accompanying the students were two teachers from each country, except for Portugal, where only one teacher and an interpreter for the deaf participants were present. In addition, each project partner also sent two staff members to the program to facilitate activities and ensure effective communication throughout the project.



SUMMARY OF THE LTТА BUCHAREST



**Learning, Teaching and Training
Activities – Design Think Your City
Bucharest | 28 February – 2 March.**



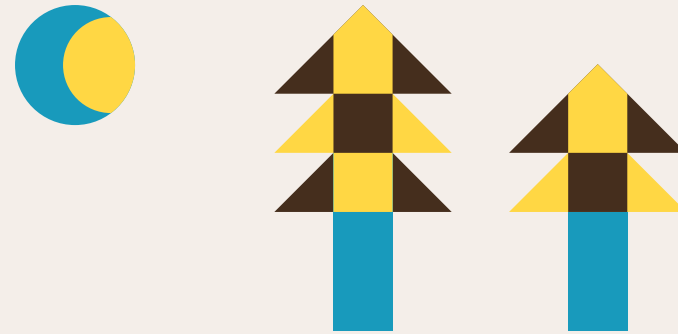
The third Learning, Teaching, Training Activity (LTТА) of the Youth 4 Bauhaus project, named Design Think Your City Bucharest, was organized by the Romanian partner, GEYC, Group of the European Youth for Change. This LTТА played a significant role in achieving one of the primary objectives of the project, which is to enhance the capabilities of project partners, participating teachers, and youth workers, while also involving them in the participatory processes of city co-creation.

Project partners continued working with the high schools that will take part in the learning activity and presented them with the plan for the LTТА 4. The Romanian partner, GEYC, engaged with a new school from Bucharest in order to involve more young people from the city of Bucharest. Project partners conducted several meetings and created communication channels with students and teachers providing them with an overview of the LTТА program, the goals of the event and practical information (travel, accommodation, program, etc.) prior to the event. The hosting organization, GEYC, prepared the overall agenda and took care of accommodation, food, and event management for the participants. GEYC has collaborated with the Saint Sava National College for the design of the program.





A total of 40 young individuals between the ages of 14 and 18 took part in the LTTA, with 10 being local participants and 30 coming from international backgrounds. The event also saw the participation of 16 adults, including two teachers each from Romania, Slovakia, and Belgium, one teacher from Portugal, and an accompanying person for the deaf participants also from Portugal. Additionally, eight representatives from the project partners' organizations were present. During the three-day training period in Bucharest, the group participated in various activities, such as workshops, study visits, discussions, and public presentations, focused on co-creation. The program involved researching different topics, as well as Sustainable Development Goals, New European Bauhaus, European Green Deal, the Paris Agreement and many more.



On the first day of the LTTA, the participants engaged in non-formal educational activities to get to know one another. They shared their expectations, fears, and contributions for the following days. To encourage the participants to take more ownership and become more involved in the program, we created four committees focused on social inclusion, free time, social media, and the „mama” group, with each committee having specific objectives for the week. We also discussed practical aspects such as the program’s logistics, food, and schedule.

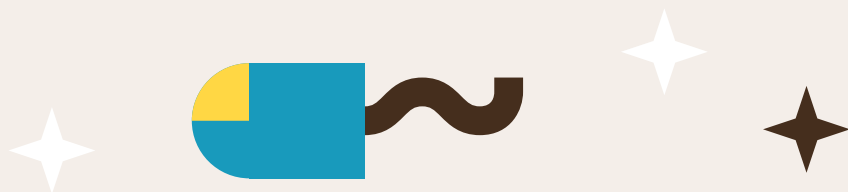




Next, we delved into the concepts that we would be exploring during the LTTA, such as the New European Bauhaus, Erasmus+, sustainability, the Paris Agreement, and the European Green Deal. The participants had a session where they researched each concept and presented it to the others in a creative manner.

After getting to know each other and the concepts, we started exploring our surroundings by walking around Bucharest and discovering the location where we would be co-creating in Minecraft. It was also essential to discover Bucharest's local architecture, so for the remainder of the day, the Romanian team guided the participants around the city center.

During the second day of the LTTA, the participants engaged in co-creation activities. Divided into two groups of 20 young people each, they brainstormed and drew their ideal, inclusive, and sustainable city. The ideas were shared and discussed in a debriefing session. Subsequently, the participants formed 7 teams and co-created the space with an artistic approach.

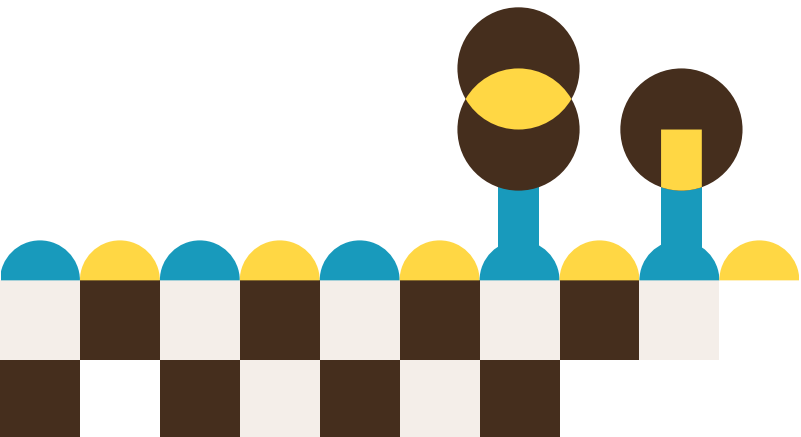




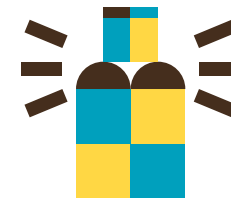
In the afternoon, Liliana Carrillo facilitated a session on using Minecraft Education software for youth education, and how to utilize it to create 3D models of the ideas generated in the morning. The 7 teams worked on their worlds in Minecraft.

To conclude the day, an Intercultural night was held, during which each country had the opportunity to present their traditions and customs. Each country had 10-15 minutes to share and celebrate their unique cultural heritage.

During the final day of the LTTA, the participants continued their collaborative work on the design of their 3D models using Minecraft Education software. They worked in mixed groups, with an emphasis on practicing tolerance, actively listening to others' ideas, and co-creating a shared project. Later in the afternoon, the groups presented the results of their co-creation sessions to the public. The event concluded with the certification ceremony and distribution of Youthpasses to the participants.



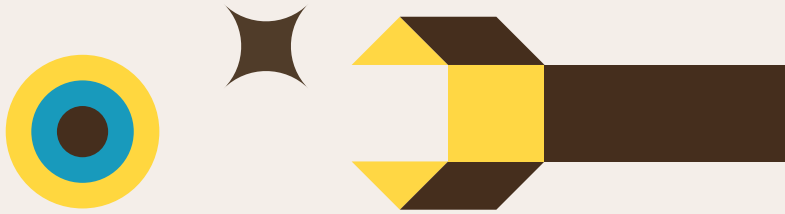
EVENT RESULTS & SHORTCOMINGS



The three-day learning, training, and teaching activity in Bucharest resulted in the achievement of some of the project's objectives. Nonetheless, the event also highlighted certain shortcomings that offered valuable insights for organizing future events within this project and for planning future projects with comparable goals.

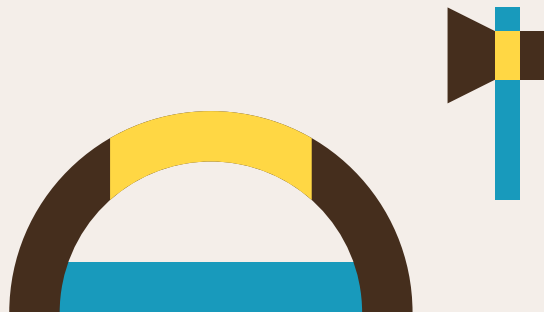
To provide a concise summary, the key highlights of the results are as follows:

- **A total of 56 participants** received training in various topics such as the NEB Initiative, sustainable development goals, the Green Deal, city planning, the Paris agreement, the importance of co-creation, inclusivity, and democratic processes of youth.
- **4 project partners** enhanced their capacities by working with and for youth, including those with limited options.
- **40 young individuals** were consulted regarding issues related to sustainable urban planning, such as the regeneration of brownfield sites and the use of public spaces within the green New European Bauhaus approach in Bucharest.
- **The Cookbook**, which aims to explain the NEBI to young people and teachers/trainers, was tested with over 48 young people and teachers.



- **In an inclusive and co-creative manner**, 40 young people were involved in the production of project results.
- **40 suggestions** for improving public spaces in Bucharest were generated by young people in an inclusive and participatory process.
- **7 advanced versions of the worlds created**, and 7 designs for public spaces presented.

During the event, some shortcomings were identified both through observations by the organizers and feedback from the participants and project partners. While planning the event, diverse needs of the participants, such as special requirements for individuals with disabilities, cultural or personal considerations, and dietary preferences, were taken into account.



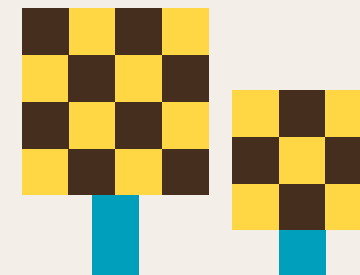
Also, the shortcoming from the LTTA from Kosice and Ghent were taken into consideration:

- **Activity timing:** we organized to have the accommodation, all the meals and the activity room in the same hotel because traveling between venues with a large and diverse group which also includes individuals with special needs can take much longer than anticipated.
- **Accessibility and Inclusion:** we organized a group of young people to be in an inclusive committee in order for the: hearing & visually impaired participants to be involved and for every participant to be aware of it.
- **Sustainability:** the group from Kosice traveled by train to Bucharest as we are considering the more sustainable ways of traveling.

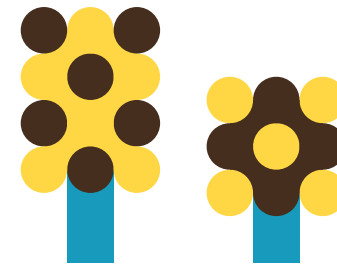


However, despite these considerations, some areas for improvement emerged during the event, which were either easily noticeable by the organizers or suggested by the participants:

- **Inclusivity:** Some participants felt that the activities could be more inclusive, and that the group could have interacted more effectively.
- **Technical support:** A lack of support in the conceptual part of the urban work and in the technical issues was noted by some participants.
- **Preparation:** Some participants suggested doing more homework before each LTTA to ensure that students are familiar with the whole context.
- **Overwhelming Schedule:** The schedule could be organized to be less overwhelming, as some participants were often mentally exhausted and missed out on some activities. Additionally, the balance between free time and work time could be improved.



SUGGESTIONS



1. IMPROVE COMMUNICATION AND EMPATHY:

It is important to foster a culture of communication and empathy among different groups. Future activities should include sessions on team-building, communication and empathy-building exercises, and conflict resolution techniques. This will help participants learn how to work effectively in a team and understand and appreciate different perspectives.

MEASURES:

Include communication and empathy-building exercises in the daily schedule, such as group discussions, role-playing activities, and mindfulness sessions.

Assign group leaders or mentors who will be responsible for fostering open communication among team members and addressing conflicts when they arise.

Encourage active listening by providing opportunities for participants to share their thoughts and feelings in a non-judgmental environment.

Create a safe space for participants to express themselves by establishing ground rules and setting clear expectations for behavior.



2. INCLUSIVE ACTIVITIES: The feedback suggests that future activities should be more inclusive. Organizers can plan activities that involve all participants, regardless of their background or abilities. Inclusive activities such as team-building games, treasure hunts, and cultural exchange sessions can help participants feel more engaged and included.

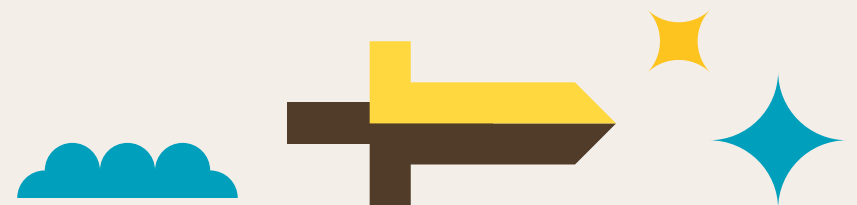
MEASURES:

Plan activities that are accessible to all participants, regardless of their background or abilities. This could include physical activities that are adaptable to different levels of mobility or cultural exchange sessions that celebrate diverse traditions and customs.

Solicit input from participants on which activities they would like to participate in and ensure that there is a balance between structured and unstructured activities.

Provide language support and translation services for participants who may not be fluent in the primary language used during the event.

Ensure that all activities are conducted in an inclusive and respectful manner, with a focus on building connections and understanding among participants.



3. CO-CREATION FACILITATION: Future activities should have more facilitators for the co-creation sessions, both for designing and for Minecraft. Experts in city planning and city representatives should be invited to the co-creation sessions to provide insights into the local context and ensure that the designs are feasible.

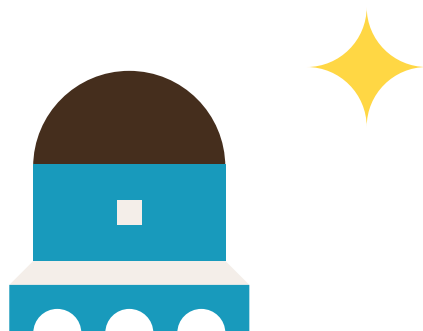
MEASURES:

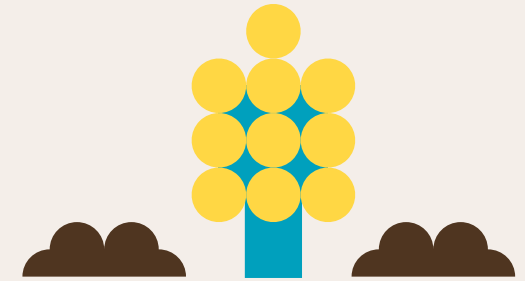
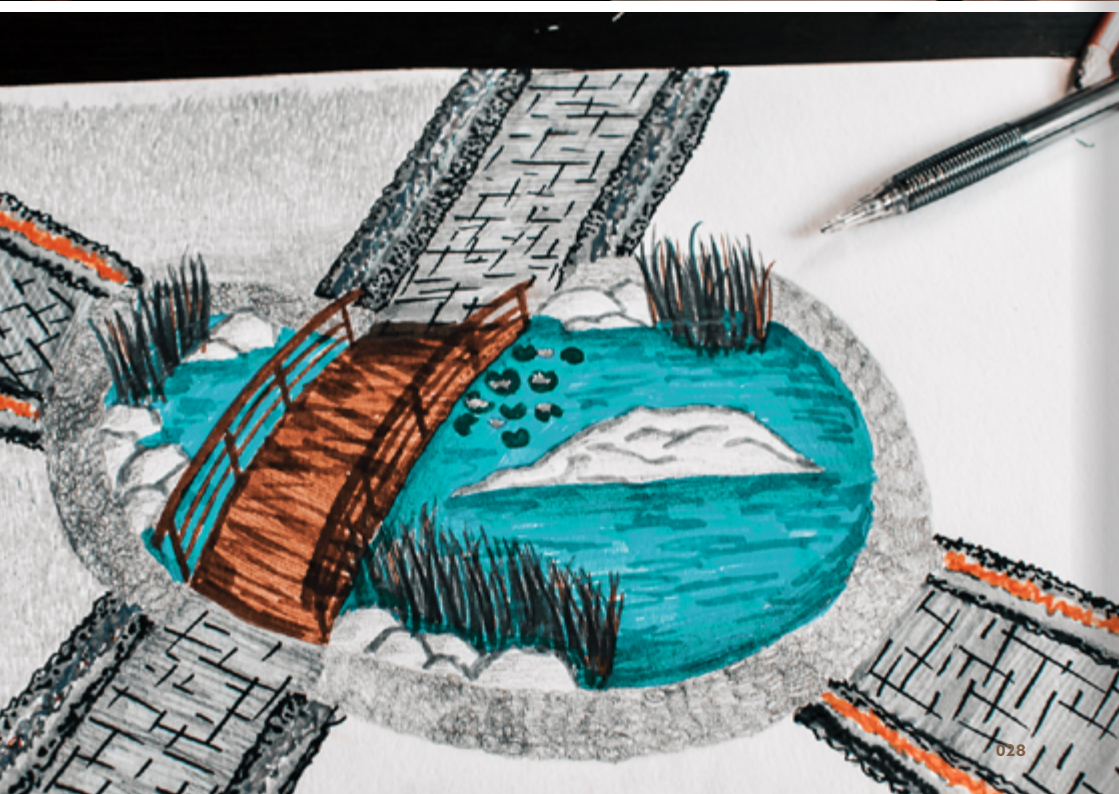
Invite local experts and city representatives to co-creation sessions to provide context and ensure that designs are feasible.

Assign facilitators to each co-creation group to ensure that all participants are included in the design process and that the process remains focused and productive.

Provide training to facilitators on how to effectively manage group dynamics and encourage participation from all members.

Establish clear guidelines for the co-creation process, including timelines, goals, and objectives, to ensure that all groups are working towards the same end goal.





4. MORE VARIETY IN ACTIVITIES: The feedback suggests that future activities could benefit from more variety in activities. Participants would appreciate a mix of activities, such as games, excursions, and cultural exchange sessions. Organizers should also ensure that there is a clear distinction between free time and work time and that participants have enough time to rest and recharge.

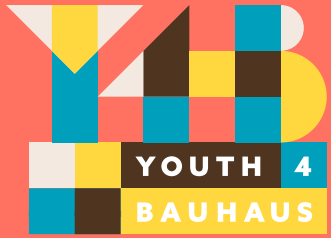
MEASURES:

Create a schedule that includes a mix of structured and unstructured activities, with opportunities for participants to choose how they spend their free time.

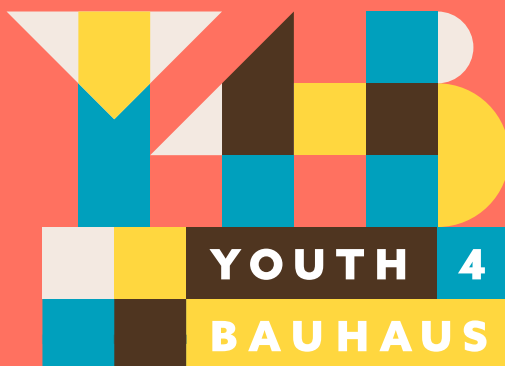
Incorporate activities that are culturally relevant and reflective of the local community, such as cooking classes or music performances.

Provide a range of activities that appeal to different interests and abilities, such as outdoor sports, art workshops, and theater performances.

Ensure that there is enough downtime in the schedule for participants to rest and recharge, and communicate the importance of self-care and pacing oneself throughout the event.



**Design Think Your City
Bucharest, 28 February – 2 March 2023.**



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