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BTME



QUITE

ON
PARTICIPATION
IN A CITY GHEENT



Teatro Circo de Braga
EM, S.A.



A way for a better you!



Co-funded by the
European Union



This publication has been written within the Erasmus + project Youth 4 Bauhaus, project ID: 2021-2-SK02-KA220-YOU-000050748 which aims to build capacity of organisations 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).

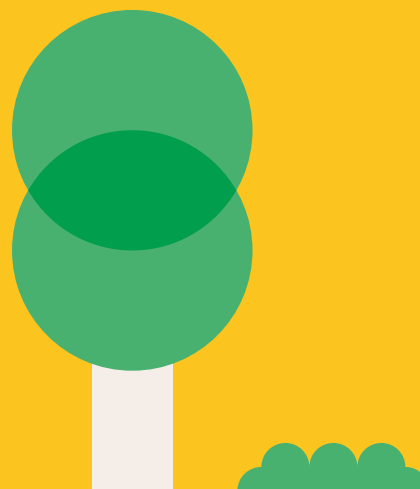
This publication and further publications and tools produced in the project can be downloaded free of charge at: <https://www.cike.sk/en/project/youth-4-bauhaus-en/>

Disclaimer

Youth 4 Bauhaus is a project partnership, co-funded through the European Commission. This publication reflects the views only of the authors, and the European Commission cannot be held responsible for any use which may be made of the information contained therein.



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INTRODUCTION



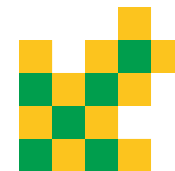
This document is the first version of the Inclusive Guide on Participation in a City that is planned as one of the results of the project Youth 4 Bauhaus.

The guide serves as a reflection of the project partners' learnings while working with diverse groups of youth on city co-creation implementing the principles of the New European Bauhaus. The guide reflects the situations and learnings from organizing 4, three day workshops for 3D creation of sustainable public spaces - pilot workshops where the project participants (project partners, youth workers and participating youth) will meet different challenges for example, non-accessibility of public spaces, not sensitive places for disadvantaged youth and people in general etc. The result will provide insights on the project activities and the challenges brought up, their ad-hoc and/or prepared solutions as it will provide evaluation on those decisions.

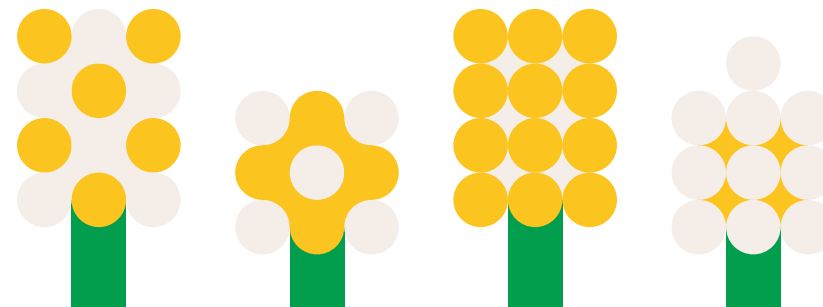
Two out of 4 project partners (Teatro Circo de Braga and CollectiveUP) have the experience applying inclusive approaches in their work - especially in the work with youth with disabilities (physical disabilities, deaf communities and youth with autism), while the other project partners (GEYC and CollectiveUP) has the experience in working with youth of geographical and socio-economic obstacles (Roma children and youth from rural areas).

This deliverable is a reflection of the project partners' learnings from organizing the second event - Design Think Your City Ghent. Its aim is to provide insights on the project activities and the challenges brought up, their ad-hoc and/or prepared solutions and the results for evaluation collected immediately after the event (Five fingers feedback methodology) and online feedback form filled by participants.

PARTICIPANTS



The project Youth 4 Bauhaus aimed to connect as diverse participants as possible (different country's environment, cultural and family background, ethnicity, disability, etc.). The group shared features such as high school age and the gender balance of participants. 10 students were selected by associated schools from Slovakia, Romania and Portugal and 11 local students from Belgium. The project partners decided to keep the group of participants as diverse as possible, so they invited a student who is a war refugee and was not able to travel for other activities abroad because of his asylum status and related legal travel documents. Students were accompanied by 2 teachers for Slovak, Romanian and Portuguese groups and 4 teachers from Belgium to support the youngsters with special needs. One accompanying person was invited for the participant with reduced mobility from Portugal. Project partners were also present: CollectiveUP with 3 representatives, Teatro Circo de Braga and GEYC with 2 representatives, and CIKE with 1 representative. The representatives supported the program and facilitated some of the activities; the working language was English.



SUMMARY OF THE LTTA GHENT



**Learning, training and teaching activity
- Design Think Your City Ghent
7 - 11 November 2022**



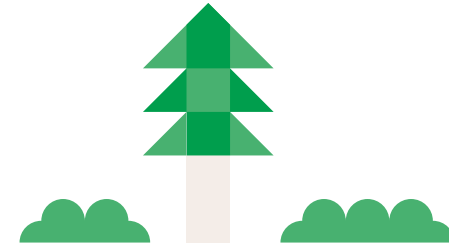
LTTAs contribute to one of the main project objectives - to increase the capacities of project partners, participating teachers, and youth workers while involving them in the participatory processes of city co-creation. Partner CollectiveUP hosted the second Learning, Teaching, Training Activity of Youth 4 Bauhaus project called Design Think Your City Ghent.

Project partners continued working with the high schools that will take part in the learning activity and presented them with the plan for the LTTA 3. Project partners conducted several meetings with students and teachers providing them with an overview of the LTTA program, the goals of the event and practical information (travel, accommodation, program, etc.) prior to the event. The hosting organization, CollectiveUP, prepared the overall agenda and took care of accommodation, food, and event management for the participants. CollectiveUP has collaborated with the local authorities of the city of Ghent and the school Keerpunt for the design of the program.

The event welcomed 41 diverse youth participants - 11 local and 30 international (7 of them with special needs) and 20 adults - 2 teachers per international group, 4 teachers per local group, 1 accompanying person and 9 representatives from project partners' organizations. The group spent 3 working days in the LTTA training in Ghent for a theoretical seminar, panel, workshops, place visits, discussions, public presentations, and multicultural activities.

In its first part, the participants were introduced to the project and the methodology. Short introduction to the theory of urbanism and re-design of public spaces followed, presented by the city authorities of Ghent and their European Youth Capital program (Céline De Conink – Director at Ghent European Youth Capital 2024). The New European Bauhaus concept was also presented to the participants, with the focus on 3 key NEB principles: beautiful, sustainable, inclusive.

After the introduction, a panel took place with local experts on urban re-design with a focus on inclusion. Panel participants/speakers were Esther Schelfhout (artist & artistic employee Minus One), Valérie De Prycker (civil servant at the Department of Environment and Climate of the city of Ghent, collaborator Design For Impact course in LUCA School of Arts), Jolien Nayeart (architect and visual artist), Anyuta Wiazemsky Snauwaert (artist and coordinator of New International Culture Center). The panel was moderated by



Liliana Carrillo from CollectiveUP. In the afternoon, a tourist sightseeing tour was provided to the participants, as well as a site visit which the participants were to re-design later during the workshop. The tour was guided by Ann Agon and Willem Erauw.

On the second day, Alexandra Matiová from Creative Industry Košice held the team building activity using the Miro board. Participants were invited to create their own avatars presenting who they are and how they wanted to be treated. Later, CollectiveUP representatives Liliana Carrillo and Loredana Bucseanu led the co-creation ideation sessions that started with designing the individual propositions by participants and ended up with group propositions and plans for the Ghent sites to be re-designed. The afternoon activities were facilitated by Liliana Carrillo and Frederick Ducatelle, with the focus on how to utilize Minecraft Education software for youth education, and how to use the software to 3D model the re-designing propositions ideated in the morning.

On the 3rd day, the participants continued their work with Minecraft Education and worked further on the design of the 3D models. Young participants worked in mixed groups and were encouraged to practice tolerance, listen to the ideas of others, and co-create a common and shared project. The results of the co-creation sessions and work in groups was presented during the public presentation in the afternoon. The overall event finished with certification and distribution of Youth passes.

EVENT RESULTS & SHORTCOMINGS:



During the 3 day learning, training, and teaching activity in Kosice, a part of overall project objectives were achieved, however there were also shortcomings that provided valuable lessons for the organization of future events within this project as well as lessons learned for future projects of similar nature.

A brief overview of the results includes the following key highlights:

- 61 participants trained in understanding the NEB Initiative, urbanism, and city planning, with a focus on co-creation and inclusivity while strategically thinking of our cities in a democratic and participatory manner.
- 9 representatives from the project partners increased their capacities by working with and for youth including youth with fewer opportunities, and special needs.
- 41 individuals of high school age were involved in recreating the cities' brownfields and unused public spaces based on the New European Bauhaus approach in Ghent and were consulted on issues related to sustainable urban planning.
- The second version of an innovative digital tool enabling the youth to formulate, visualize and present their opinions on spatial planning based on the NEBI was drafted and tested.
- 41 youth participated in an inclusive and co-creative manner in achieving the project results.



- 2 starting and generic Minecraft Education worlds digital tools developed and used.
- 13 advanced versions of the worlds created, and 13 designs for public spaces presented.
- 41 suggestions submitted by young individuals for public space improvement in Ghent.



Shortcomings were realized when the activities were taking place as well as a result of feedback from the participants. The event planning took into consideration the diverse needs of participants including any special needs for individuals with disabilities as well as any cultural or personal considerations such as dietary preferences, individual space, and so forth. Amidst these considerations, areas of improvement presented themselves, and in some instances they were easily noticeable by the organizers and in other instances they were the result of suggestions from the participants.

Some notable shortcomings included:

Pre-advance planning: It is much appreciated to provide as much information about the city, programme and theory as possible.

Inclusion: providing the tools and information about special needs to help everyone in the group understand.

Accommodations: sharing the spaces together is well appreciated and at the same time considered less comfortable.

Sustainability: considering the more sustainable ways of traveling as well as omit food waste within shared activities.

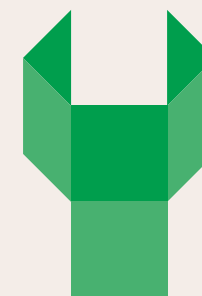
Testing in advance: Testing every digital tool directly at the same space and settings as will be used for event can bring more time for co-creation.

SUGGESTIONS



EVENT PREPARATION

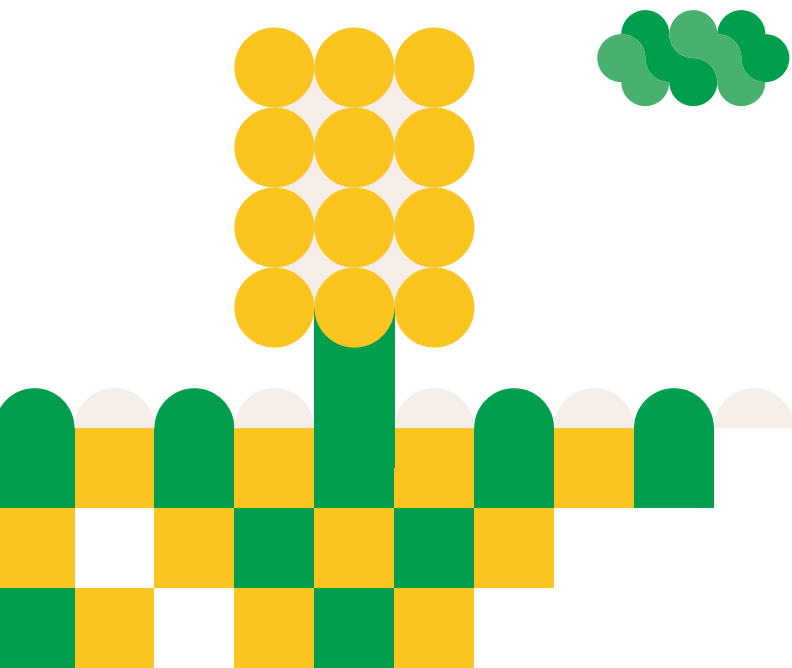
- To extend the event from 3 working days to 5 working days - adding the proper visit of city to understand the background and context, as well as provide more time for getting to know each other.
- To do the proper research of the intercultural aspects before the LTTA done by the students with the help of the teachers and project partners.
- Send all documentation (slides presented by experts, information,...) to the participants before the event as this will help the youngsters, especially those with disabilities.
- Plan enough breaks and free time in the LTTA agenda as people like getting time to get to know each other and rest.
- Prepare the programme so that youngsters can visit the city in the company of their local colleagues and/or on their own.





BASIC NEEDS

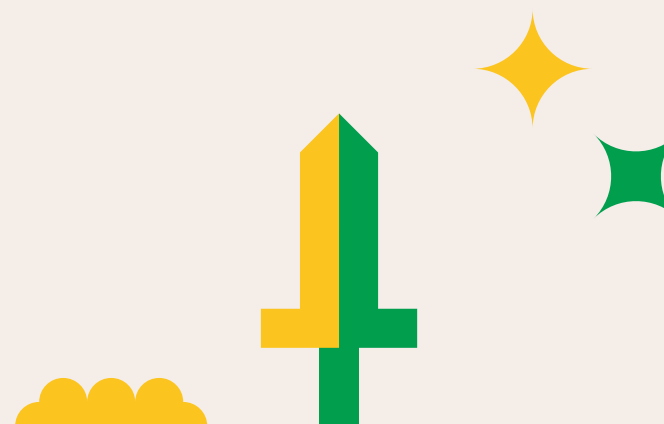
- Cover the basic needs first (rest, hunger, thirst, ...).
- Choose an accommodation with good beds and make sure that people get enough sleep to work the day after.
- To provide enough space for each participant (big rooms work working).
- Plan the activities where youth participants can gather together - walk together, eat together, ...

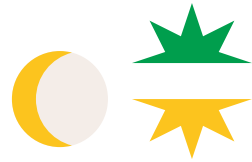




TECHNICAL ISSUES

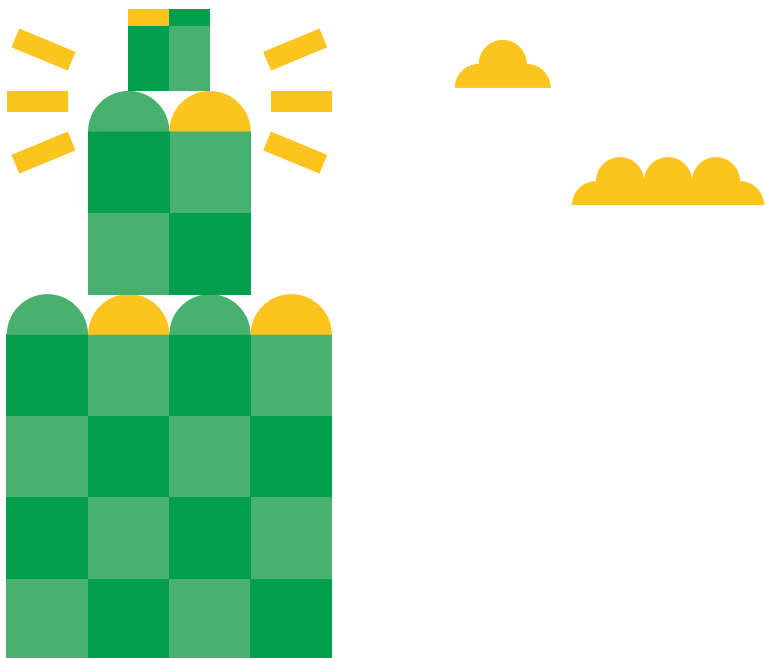
- Ideally have one laptop with Minecraft Education license per student.
- Enough internet bandwidth, good WIFI connection, that allows playing games online, and sharing Minecraft Education worlds.
- Test sharing Minecraft Education worlds in advance at the event venue, to understand if the internet configuration allows sharing worlds.
- In advance, import the starting Minecraft Education world in the working laptops.

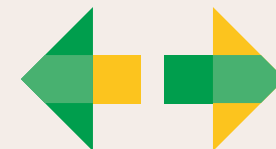




DIVERSITY MINDSET

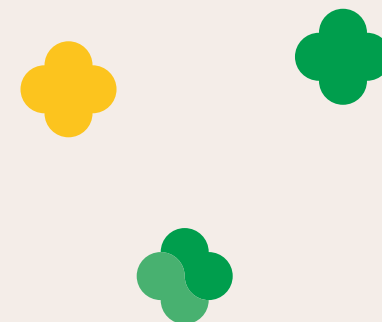
- To plan different types of activities to have a diverse program.
- Focus more on the inclusion aspects.
- Let the special participants feel welcome and helpful (use their superpowers)
- Share information about special needs in advance, for example a video about autism, about needing a wheelchair, being deaf.





SUSTAINABILITY

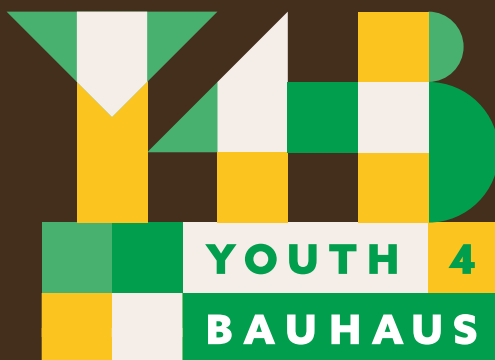
- Fight with the food waste - served on a plate directly from pot, so the participants can ask for less or more.
- To have an option to choose the way of travelling, some people may like to fly and some others may want to travel by train.





Design Think Your City Ghent
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**YOUTH 4
BAUHAUS**