Safe and Sound Cities

Placemaking

Shaping cities with and for Young People
Key points

1. Why – The relation between security and the built environment
2. What – Creating places people care about
3. How – Implementing the S²cities methodology to help you shape your city
Why Safe Spaces

- Urban safety issues often have a *spatial component* that amplifies issues, if not causes them directly.
- Therefore we can use the spatial aspect to tackle problems using *Placemaking* as a methodology.
Young people feel unsafe in their cities

Submissions of photos by young people to the Global Youth Challenge, as well as the surveys among youth in Bandung and Envigado show great concern for traffic safety, environment and social security.

Submissions to the ICLEI photo challenge

Photo: S M Al Amin
Photo: Moshiur Rahman Akash
Photo: Rachel Emeka
WHY

Urban Safety Challenges

• Identifying health and safety issues can offer a starting point for Placemaking initiatives
What is Placemaking

- Placemaking is the democratic process that facilitates the interventions necessary to turn a space into a place.
- It draws from the ability to empathize with and create value for others.
- Citizens, including young people, play a crucial role in this process.
- Houses, roads or parking lots are all spaces. We want to create places people care about, like being there, and build society, civic trust and relationships.
What Makes a Great Place?

Project for Public Spaces

www.pps.org/article/grplacefeat
Tried and Tested

- The City at Eye Level (with publications about Placemaking in Asia)
  www.thecityateyelevel.com

- Project for Public Spaces (rich source for info and guides on Placemaking)
  www.pps.org/places

- Global Designing Cities Initiative (guides to Placemaking including best practices)
  www.globaldesigningcities.org
How The S²Cities Methodology

1. Understanding Systems
   - Place Identification
   - Spatial Analysis
   - Understanding Stakeholder Mapping

2. Building Capacities
   - Activation
     - Initiating Dialogues
     - Physical Interventions

3. Catalysing Innovation
   - Co-producing
   - Place Based Programming
   - Measuring Results

4. Scaling Systems
   - Consolidation
     - City Wide Investment Program
     - Sharing Knowledge
     - Permanent Activities

HOW
1 Understanding Systems

- Data collection and analysis
- Stakeholder Analysis
- Analogue and online mapping
- Survey of young people and their community
- Identification of typologies and trajectories of unsafe environments
- Walks and other events to gain shared understanding and knowledge
2 Building Capacities

- Connect actors, build networks
- Define objectives together in focus groups
- Enable participation in the design and creation of pilots and labs
- Provide time and space for local authorities and youth to learn how to dialogue and understand their capacities, their priorities and concerns.
Catalysing Innovation

- Challenging the status quo by bringing together all the ingredients in design solutions and spatial programming
- Choosing places and programs that are a potential lever for structural change
- Universal design thinking, to solve not one issue and target one audience, but to have a holistic approach that is good for all
- Identifying funding and resources from partners
- Choosing quality of materials, needed skills and technologies
Park(ing) Day evolved from a simple art project temporarily re-using a parking spot into a recurring, world wide event, as a call for investment in car-low, healthy urban mobility.

4 Scaling Systems

- Mutual improvement by sharing knowledge
- Measure impact, document the process
- Influence policy to upscale: urban planning policy, environmental policy, youth policy, ...
- Ensure public and private funding (participatory budgeting, crowdsourcing, sponsorships)
- Empower youth and the key partners, invest in training and knowledge sharing further
- Expand and adapt to new contexts and cities
Readings and Resources

- IFRC, PASSA Youth Manual and Toolkit with concrete youth engagement guidelines (also available in Spanish)
- Project for Public Spaces, non-profit experts, promoters and producers of knowledge around Placemaking
- The City at Eye Level, vast collection of successful cases of Placemaking
- Designing Streets for Kids, Guide by Global Designing Cities Organisation
- Open Streets Project, many tools and resources for Placemaking
- Urban95 initiative, Bernard van Leer Foundation, also a good source for tools and guides
- Article about the role of infrastructures and placemaking in the transition towards a circular economy
- Podcast episode from the series of Urban Insight (UI is Sweco’s knowledge platform)
- Toolbox to explore the best practices and initiatives related to urban planning guided by women