



YOUTH 4
BAUHAUS

INCL STIVE GUIDE ON PARTICIPATION IN A CITY KOŠICE



CollectiveJP

Teatro Circo de Braga
EM, S.A.

geyc
A way for a better you!

CREATIVE
INDUSTRY
KOŠICE //



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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

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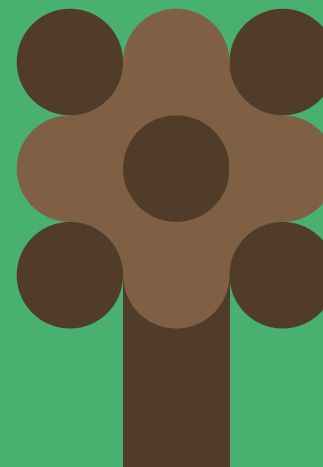
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INTRODUCTION

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



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 New European Bauhaus. The guide reflects the situations and learnings from the organization of 4 LTTAs in 4 EU cities consisting of three days workshops for 3D creation of sustainable public spaces where the project participants (project partners, youth workers and participating youth) meet different challenges such as 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.

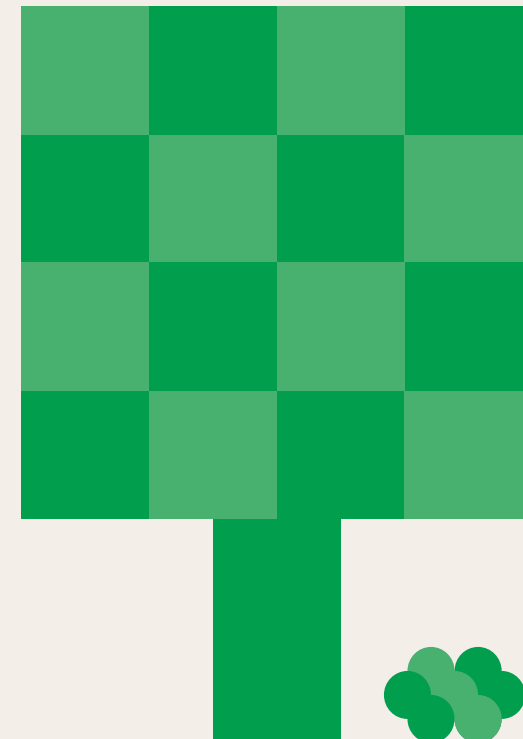
Two out of 4 project partners (Teatro Circo de Braga and CollectiveUP) have the experience applying inclusive approaches in their work - especially in the work with youth with disabilities (physical disabilities, deaf communities and the youth with autism), while the other project partners (GEYC and 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 first event - Design Think Your City Košice. 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 wishes to connect as diverse participants as possible (different country's environment, cultural and family background, ethnicity, disability, etc.) – yet, with shared features such as high school age and the gender balance of participants. There were 10 youth representatives from each country (Slovakia, Belgium, Portugal, Romania) participating in all activities of the event. They were accompanied by two or three youth workers, teachers or assistants and two project partners.



SUMMARY OF THE LTТА KOSICE



Learning, training and teaching activities (LTТАs) stem from one of the main objectives of the project - to increase the capacities of project partners, participating teachers and youth workers while involving them in the participatory processes of city co-creation.

In the preparatory phase, each partner chose a high school to participate in the LTТА. The program was presented and the school selected 10 students and 2 teachers to participate in the LTТА. Each partner hosted several meetings with the selected groups and presented key concepts of the project including practical information. CIKE, the host of the event, prepared the overall agenda of the LTТА, in collaboration with CollectiveUP for the co-creation sessions.

The training in Košice welcomed 40 diverse youth participants – 10 local and 30 international (5 of them with special needs). The young participants were accompanied by 2 adults per city for GEYC (Bucharest) and CollectiveUP (Ghent). 3 adults were required from Teatro Circo de Braga (Braga) due to special needs of the participants. Two representatives per project partner were present as well to help the facilitation and language obstacles, as the training's working language was English.

The group spent 3 working days in Košice for a theoretical seminar, workshops, place visit, discussion, and public presentation. In its first part, the participants were introduced to the theory of urbanism, public spaces, NEB, and its key concepts – beautiful, sustainable, inclusive. The online part was presented by the expert Mária Beňačková Rišková, who is a member of the NEB round table, the Year of Climate Care

**Learning, training and teaching activity
- Design Think Your City Kosice
12 – 16 September**

curator, and the member of informal circle of advisors to the President of European Commission in NEBI. Michal Hladký, the director of Creative Industry Košice and expert in urbanism, followed-up with a NEB presentation.

Two expert facilitators, Mišo Hudák and Tereza Sejková, have prepared 3-stop route – visit of the places near the river, so participants have experienced the real urban locations, that were later discussed, designed, and worked in digital representation - Minecraft. Mišo is an urbanist and Tereza is an experienced professional working with individuals with special were responsible for the participatory workshops.

A co-creation workshop followed, led by the two above-mentioned facilitators. The results were 40 drawings of possible suggestions for the use of the visited venues. Students were put into groups to co-design together the



sustainable solutions for the locations on the draft maps. Young participants worked in mixed groups to promote the principles of tolerance and inclusivity. The 5 results of the co-creation task were presented, with one voted as the winner.

In the afternoon, the representative of the City of Košice from the department of the chief architect, Martin Jerguš presented the city's agenda for urban planning and presented the actual plan for the riverside revitalization project.

The following day, the workshop made use of Minecraft for the co-creation of spaces. This activity was coordinated by CollectiveUP's leader, Liliana Carrillo, using the methodology prepared as part of the Project Result 1, as well as the technical guide and 3D model representation of the city. The workshop was mainly dedicated to translating the previously created drawings into 3D digital formats, Minecraft Education worlds. At the end of the event, participants presented their final co-created solutions to the public including the newly learned knowledge from the workshop.

EVENT RESULTS & SHORTCOMINGS:



During the 3 day LTTA event in Kosice, numerous 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:

- 57 individuals were trained on the principles and insights of the NEB initiative, urban planning, the value of co-creation and inclusivity in city life and the importance of democratic processes for the youth.
- 6 project partners increased their capacity to work with and for youth including those of socially disadvantaged communities
- 40 high school individuals were involved in consulting on issues related to sustainable urban planning, recreating urban brownfield and unused public space in Kosice based on the principles of the NEB
- The first version of the cookbook outlining the NEBI for the youth and teachers/educators was drafted and tested.
- The first 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.
- 40 youth participated in an inclusive and co-creative manner in achieving the project results.
- Feedback consisting of 40 suggestions from the youth on means for improving public space resulting from the Kosice event.

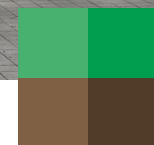
Shortcomings were realized when the activities were taking place or as a result of some feedback from the participants.

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, religion 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:

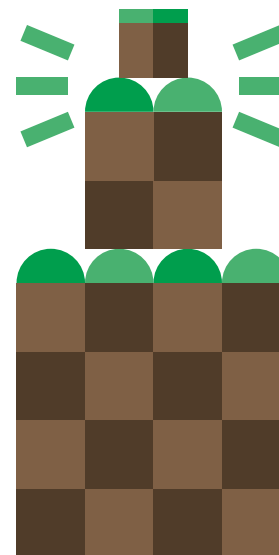


Activity timing: traveling between venues with a large and diverse group which also includes individuals with special needs can take much longer than anticipated.

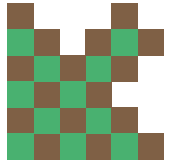


Accommodations: proximity to participants with special needs.

Accessibility: hearing & visually impaired participants can face challenges with increased ambient noise or lack of visual aids during presentations.



SUGGESTIONS



1. PROPER PLANNING

The Youth 4 Bauhaus project consortium organizes events for the group of high school students, accompanied by their teachers, interpreter or accompanying person. To date, there were 4 groups from 4 countries participating in the events with one hosting country at a time (group of 10 students, 2 teachers and 2 project partners). The group of 57 participants was diverse. The activity included people with disabilities such as ASD, hearing impaired, visually impaired and physically disabled as well as young people with different backgrounds and experiences.

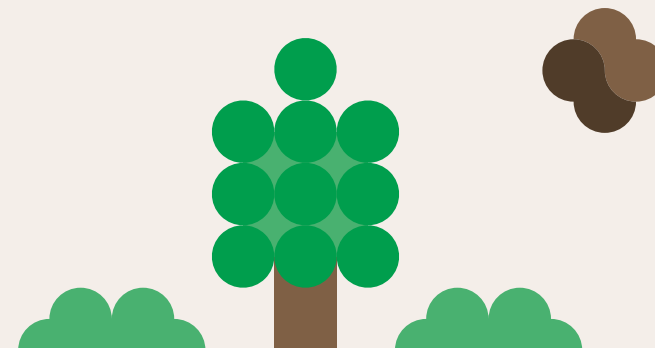
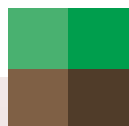
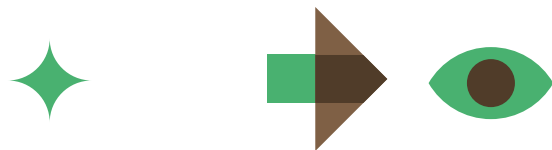
Measures:

Before the event, it is crucial to determine the **right dates** (outside of the school exams time, holidays, vacation season, etc.) relevant for each country involved. Each project partner (country group coordinator) has to check **regulations and rules** for traveling abroad (COVID pandemic rules, traveling with underaged participants, signed consents, embassies, insurances, etc.).

The hosting country prepares the suggestions for **accommodation and local travel arrangements** (if a bigger group is accommodated in one hotel, the group can receive a discount) that meets all the requirements of the group with special needs. Pay attention to **room distribution** and all the special needs of participants (bathroom, if there are hearing impaired participants, their room needs to be in close proximity to the room of the interpreter, gender of the participants, etc.).



There is a need for a **clear and detailed agenda** to be provided **at least one month** before the event in order to let everyone accommodate the details, get ready for the activity and take into consideration the specific needs of each participant (including food restrictions, transportation, etc.). Make sure that the information is also provided to the parents of **underaged participants**. The consortium requests feedback on the agenda and adjusts the time schedule accordingly.



2. SCHEDULING

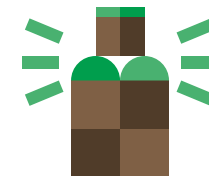
Youth 4 Bauhaus activities are designed for young people (high school age). The consortium needs to consider adequate time for rest and provide breaks that will enable the group to maintain focus.

Measures:

Each day starts with an **energizer / icebreaker activity** which allows the group to begin the working day with games and fun with the intent to lighten the mood. It is used before each activity to energize the group and remove any barriers amongst the participants. The non-formal approach allowed participants to freely express themselves in an intercultural context, ensuring the widest participation possible.

The theoretical parts (seminars, lectures) do not **exceed 90 minutes** (two school lessons) so the students are able to follow the content.

The overall event is introduced, the **objectives are explained** and the schedule is presented at the very beginning. The consortium suggests assigning one dedicated person - a host, who will shortly introduce each activity, cover the objectives and explain why the group is doing this activity.



3. SAFE ENVIRONMENT

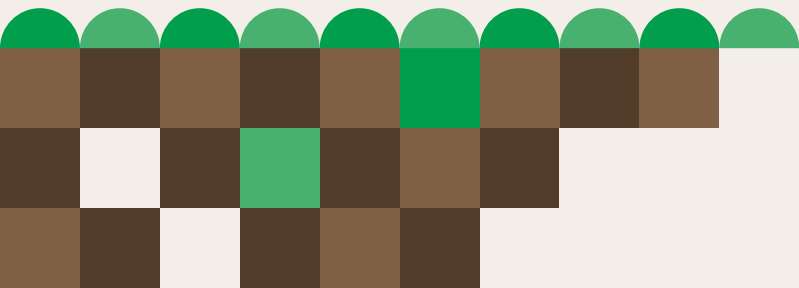
The Youth 4 Bauhaus group consists of diverse participants that vary in age. There are differences in social backgrounds, language level, professional experience and different religions. The challenge is to create a physically and mentally safe environment, where everyone can freely express themselves in order to allow room for all opinions on the co-creation.

Measures:

Youth 4 Bauhaus consortium sees the safety of participants as the top priority. The first step is to **inform them about the [European Health Insurance Card](#)**, which can be obtained for free in each European country as well as about the travel insurance. At the beginning of the event, participants have the opportunity to **express their expectations and fears**.



Breaks and coffee breaks are an inevitable part of the inclusive events. The consortium has dedicated one break in the morning, lunch break and an afternoon break with **refreshments** (water, coffee, tea, pastry, fruits,..). This time is not used only for raising the energy level of the participants, but also for networking between the participants. Taking into consideration the age of the group, it is good to plan free time and different off-program activities, so that the young participants can just hang out together in groups. Do the best to be on time with a scheduled programme.



The suggestion is to ask in advance how each participant **wants to be treated** (how they would like to be called, if anyone wants to talk about their own special needs, etc.) and how they would like **to inform others about their requirements**. The project's participants include individuals with ASD, hearing problems, visually impaired and physically disabled. Therefore, the **venue** needs to be accessible by wheelchair, have a proper sound system and suitable light conditions. It also needs to have adequate toilets with easy access. **Visually impaired** participants appreciate having their own tablet, where they can follow the presentation while adjusting the size of the text (it is necessary to send them all the presentations in advance). A **sign language interpreter** should be invited by the consortium if there are hearing impaired participants. Each country has its own sign language, so if there are deaf participants from different countries, take into consideration one interpreter for each country. Participating in activities in such large groups can easily become overwhelming for participants with ASD. Having available an **empty space/room** with less furniture can help them calm down quickly.



4. EQUALITY

The Youth 4 Bauhaus consortium consists of 4 partners with different experience working with different groups of participants. Partners with expertise on working with people with special needs support those with less experience. To be inclusive means to provide equal conditions to all participants so no one feels excluded from the activities. The biggest challenge is to find the balance between good quality of activities and the right format. The goal of Design Think Your City activities within the Youth 4 Bauhaus project is to bring together the diverse group of young participants and provide them with relevant tools to co-design selected unused public space in their city. This means that the differences between the participants are welcomed as they provide different perspectives on the subject.





Measures:

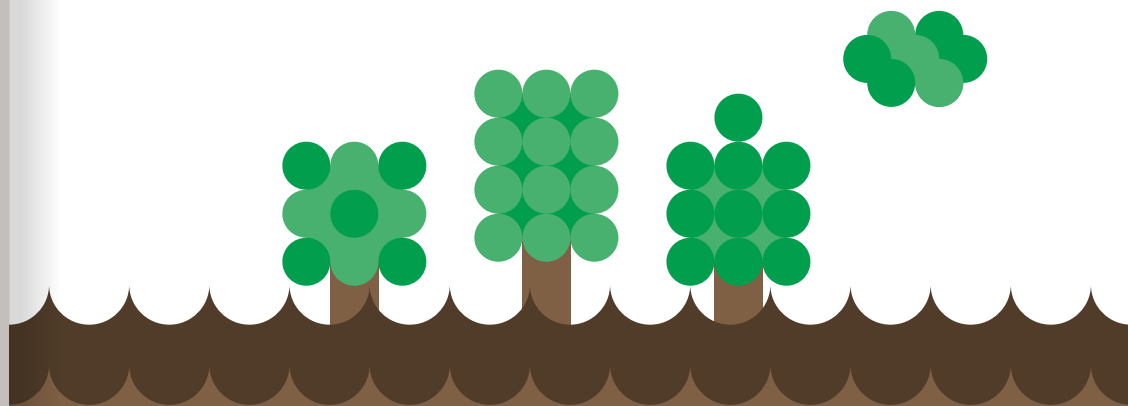
In order to ensure equality, **participants with similar special needs from each participating country** should have the chance to work together, so they can freely discuss and compare their local challenges with those of the hosting country. The consortium suggests preparing a short **sign language workshop** presenting the basic signs in order to lower the barriers between the deaf participant and the rest of the group.

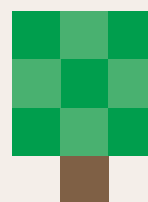
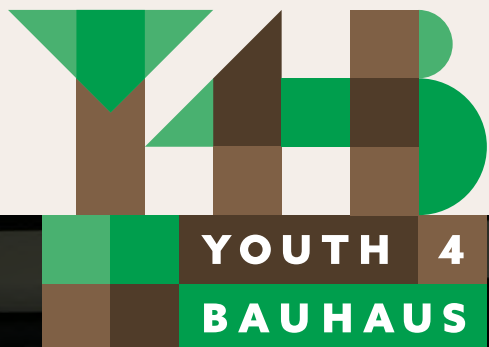
Such a diverse group also appreciates if they can get **as much information as possible before the event**, so they can prepare in advance (not only the agenda, but also relevant information about the hosting city, technical information, theoretical background, etc.).

The group of participants had a tour of the specific spaces nearby the river Hornád in Košice. The individual stops were not within the walking distance, so the **barrier-free** bus was used for the tour. While planning the route, it is necessary to think how the group will move after getting off the bus, how to form the group so everyone can hear what the guide is talking about (take into account ambient noise, such as the river) while presenting the place. If there are more stops, more time needs to be dedicated to moving from one place to another. The consortium also recommends including **the city tour** (not only to select unused public spaces) in order to have an overview and feel of the city itself.

The group of students from the **hosting country should be involved and invited to as many activities as possible** (including dinners, free time programmes and evening activities). If it is possible, the organizers should provide the same services to each participant in the group.

One of the most attractive activities during Design Think Your City Košice was visualizing the co-created designs in Minecraft. There were also differences between the level of digital skills among the participants. Therefore, there is a need **to provide as many computers as possible with access to Minecraft**, so those who are beginners can at least try, train and learn from the skilled participants.





Design Think Your City Kosice
12 - 16 September

