19-21.11.2020

GAME OF CITIES: CULTURE, PARTICIPATION, DEMOCRACY

ONLINE CONFERENCE

Interreg
Baltic Sea Region

EUROPEAN UNION

U^c Urb Cultural Planning

EU STRATEGY FOR THE BALTIC SEA REGION
FLAGSHIP

THEMATIC PROGRAMME 19-21/11/2020

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13.00-14.00 Official Openning, Welcome and Conference Intro by Liva Kreislere, Architect and cultural planner & Lia Ghiladi, Cultural Planner

14.30 -16.00: Block 1 - Cities and Citizenship. How do inclusive models for participation offer novel ways to engage citizens in their communities? incl. keynotes b, Christelle Lahoud, UN HABITAT & Marcin Gerwin, PhD, Center for Climate Assemblies

- **16.30 - 17.30: Breakout 1: Is active citizenship prerequisite for sustainable and inclusive development? A Baltic City Perspective.**

- **16.30 - 17.30: Breakout 2: How do you create a participation model for your context and your city?**

- **16.30 - 17.30: Breakout 3: What can we learn from different models of participatory budgeting?**

17.30 -18.00: Plenary round-up with breakout leaders

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9.30 -11.00: Block 2 - **Building Communities and Neighbourhoods**: **Reflecting on engaging, identifying cultural planning as a force in urban capacity building and empowering communities.** How can we change places through 'the local' as the focus? Keynote by Lia Ghilardi, intern. expert in Cultural Planning

- **11.30 - 12.30: Breakout 1: How can we revitalise from the community perspective through arts and culture?**
- **11.30 - 12.30: Breakout 2: How to create sustainable frameworks in local authorities for cultural planning?**
- **11.30 - 12.30: Breakout 3: How to re-enable neighbourhoods within economic and social challenges in the BSR?**
- **11.30 - 12.30: Breakout 4: How can urban civic activism empower citizens?**

14.00 -15.30: Block 3 - **Direct Participation through arts and culture**: How should cultural practices and the arts transform and stimulate direct engagement within cities and neighbourhoods? Keynote by Rebecca Rouse, expert i.a. in Augmented Reality (AR)

- **16.00 - 17.00: Breakout 1: Do it yourself democracy: Urbanism and social change.**
- **16.00 - 17.00: Breakout 2: How to work with place-making and engaging citizens?**
- **16.00 - 17.00: Breakout 3: How to foster social inclusion through arts?**
- **16.00 - 17.00: Breakout 4: How to ensure that public art contributes to shared public life?**

17.30 -18.00: **Plenary round-up with breakout leaders**

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9.30 -11.00: Block 4 - Direct participation through gaming and gamification: How can we use games, gamification and forms of directed play to engage citizens and key communities in urban planning? Keynote by Mattia Thibault, PhD, Expert in Urban Gamification

- **11.30 - 12.30: Breakout 1:** How do we foster citizen engagement through play and playful interactive experiences and environments?
- **11.30 - 12.30: Breakout 2:** Play and placemaking with cultural gaming and minecraft for young citizen engagement
- **11.30 - 12.30: Breakout 3:** How can we support co-created arts/gaming neighbourhood projects with education and community partners?

12.30 -13.30: Plenary round-up with breakout leaders

13.00 - 13.30: Ending session, Round up for the whole conference by UCP partners.

POMORSKIE
VOIVODESHIP

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