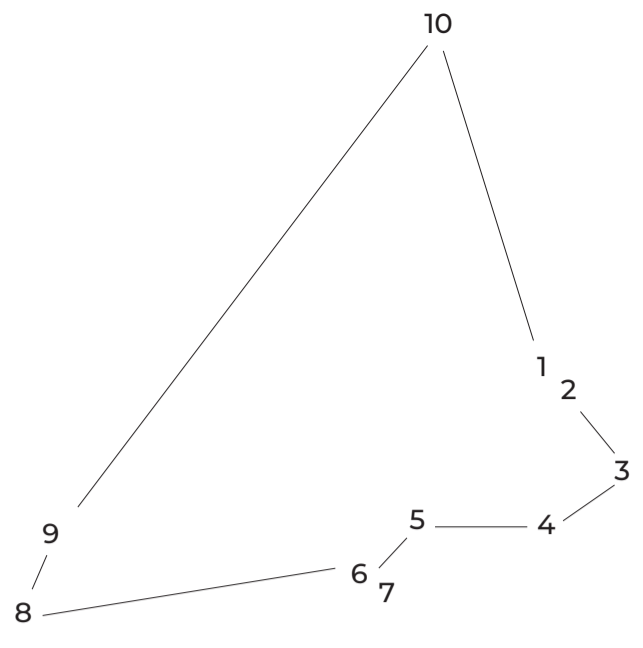# U^C

Urb Cultural Planning

CITIES IN FLOW

## PRELIMINARY PROGRAM

15/09/21 10:00 - 18:00 (EEST)

* SETTING THE SCENE
UCP project introduction - aims, actions and outcomes
Keynote by **Christian Pagh** (Oslo Architecture Triennale)

* REFLECTING UPON UCP ACTIONS
BSR demonstrator projects (KIT, DK)
Artist residencies (Baltic Sea Cultural Centre, PL)
Gamification (University of Skovde + Inland Norway University of Applied Sciences)

* RIGA BSR DEMONSTRATOR PROJECT TOURS

Sarkandaugava
& NGO Free Riga

Daugavgrīva fortress
& festival Komēta
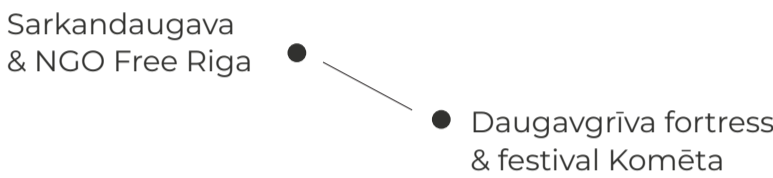
GAMIFICATION STUDIO (parallel)

Workshop: **Minecraft Scavenger Hunt**

16/09/21 10:00-15:30 (EEST)

*** DEMONSTRATOR PROJECTS AND MUNICIPAL CULTURAL POLICY**
BSR demonstrator project presentations in conversation with respective municipal representatives

Sarkandaugava, Rīga, LV (NGO Free Riga)
Bolderāja, Rīga, LV (Festival Komēta)
Visaginas, LT (Oksana Denisenko)
Šnipiskes, Vilnius, LT (Vilnius Gediminas Technical University & NGO Laimikis.lt)
+
Visaginas municipality
Vilnius municipality
Riga City Council City Development Department

Nowy Port, Gdańsk, PL (City Culture Institute)
Stare Przedmieście, Gdańsk,PL (City Culture Institute)
Kaliningrad, RU (The Pushkin State Museum of Fine Arts)
+
Gdańsk municipality
Kaliningrad city architects office

Gaarden, Kiel, DE (Kiel-Gaarden GmbH)
Guldborgsund, DK (Diana Gerlach)
Pori, FI (Cultural Unit, City of Pori)
+
Creative City Department of Kiel
Gulborgsund municipality
City of Pori
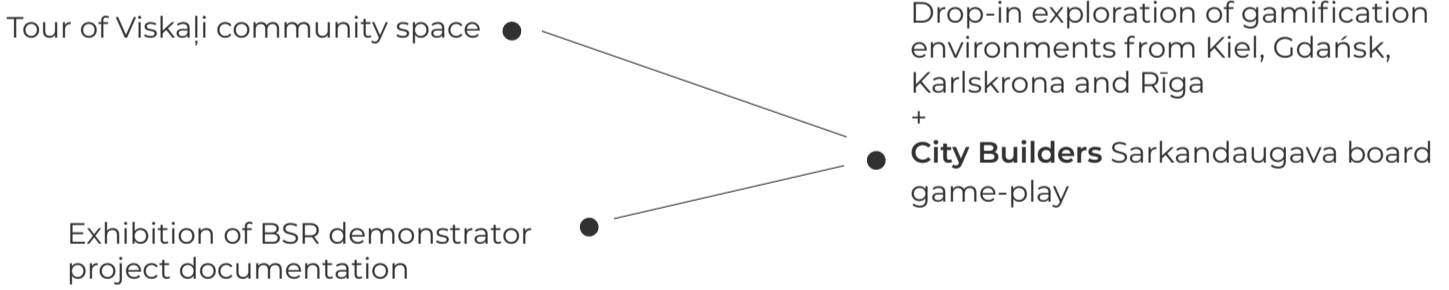
GAMIFICATION STUDIO (parallel)

Drop-in exploration of gamification environments from Kiel, Gdańsk, Karlskrona and Rīga
+
City Builders Sarkandaugava board game-play

Workshop: **Minecraft Riga - building a strategic road map for Riga** (moderated by Justīne Panteļējeva, LV)
NB: session is in Latvian

15:30 - 17:30 (EEST)

Tour of Viskaļi community space

Exhibition of BSR demonstrator project documentation

Drop-in exploration of gamification environments from Kiel, Gdańsk, Karlskrona and Rīga
+
City Builders Sarkandaugava board game-play

17/09/21 10:00 - 15:00 (EEST)

* HUBS OF CULTURAL PLANNING
How will we grow the use of the cultural planning method in the Baltic Sea Region?
Presentation and discussion curated by Jekaterina Lavrinec (Laimikis.lt), invloving stakeholders across BSR

* PRESENTING DEVELOPED TOOLS TO FURTHER CP IN BSR
Urban Toolkit (City Culture Institute, PL)

Policy Road Map (Baltic Sea Cultural Centre, PL)

Transnational digital platform of gamification
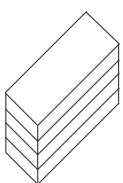(University of Skovde + Inland Norway University of Applied Sciences)

* SUM-UP
Reflections from conference rapporteurs and discussion (moderated by Trevor Davies (KIT))

* - Sessions streamed online

UCP - UrbCulturalPlanning
CP - cultural planning
BSR - Baltic Sea Region

**Location -
Viskaļu street 36a**

RIGA CITY COUNCIL
CITY DEVELOPMENT
DEPARTMENT

Interreg
Baltic Sea Region

EUROPEAN UNION
EUROPEAN REGIONAL DEVELOPMENT FUND