DAY1 - 15/09/21

* All times are in EEST
* Location - Viskaļi (Viskaļu 36a, Riga)

10:00 Registration and coffee

10:30 INTRODUCTION
Inese Andsone  Member of Riga City Council, Chair of the Committee on City Development
Simon Drewsen Holmberg  Danish Cultural Institute in Estonia, Latvia and Lithuania

UCP ACTIONS

11:15 ARTIST RESIDENCIES - REFLECTIONS ON THE PROCESS
Magdalena Zakrzewska - Duda  The Baltic Sea Cultural Centre
Aleksandra Grzonkowska  Chmura Visual Culture Foundation

12:10 GAMIFICATION AND CP. TESTING URBAN GAMING APPROACHES
Lissa-Holloway Attaway and Björn Berg Marklund  University of Skövde

12:30 Lunch

13:30 BSR DEMONSTRATOR PROJECTS
Līva Kreislere  Copenhagen International Theatre

KEYNOTE

13:55 (RE)FORMING COMMUNITIES. REFLECTIONS ON PRACTICES OF PLACEMAKING AND THE NEIGHBOURHOOD SCALE.
Christian Pagh  Oslo Architecture Triennale

RIGA DEMONSTRATOR PROJECT FIELD VISITS

15:00 - 18:00

SARKANDAUGAVA
Led by NGO Free Riga activists

BOLDERĀJA & DAUGAVGRĪVA FORTRESS
Led by festival Komēta activists

GAMIFICATION STUDIO

15:00 - 18:00

Workshop for Riga youth:
MINECRAFT SCAVENGER HUNT
Organised by University of Skövde, produced by Esporta skola.

INFORMAL EVENING

18:00 Opening event of urban garden and community project SPORTA PILS DARZI.
(Tērbatas 78)

12:00 - 21:00 Homo Novus contemporary theatre festival performance WHEN I WALK IN BOOTS I FOUND, (Vidzemes Farmer’s Market)
DAY 2 - 16/09/21

9:30 Registration and coffee

10:00 BSR DEMONSTRATOR PROJECTS & MUNICIPALITIES I

**Sarkandaugava: Matching empty properties with community resources**
Kaspars Lielgaļs, NGO Free Riga

**Bolderāja: Komēta festival as neighborhood cultural enabler**
Madara Enzele & Kaspars Kondratjuks, Festival Komēta

**Šnīpiškēs: University, students and children as cultural planners**
Jekaterina Lavrinčiuc, Vilnius Tech University, NGO Laimikis.lt

**Visaginas: Activist-led revisioning of a former nuclear town**
Oksana Denisenko, Vilnius Tech University, NGO Urban Stories
+ Guntars Ruskuls, Riga City Council Development Department
Vilnius municipality representative
Visaginas municipality representative

11:20 Break

11:40 BSR DEMONSTRATOR PROJECTS & MUNICIPALITIES II

**Kaliningrad: Art institution as cultural developer of Kronprinz barracks**
Yulia Bardun, Baltic Branch of the National Centre for Contemporary Arts

**Nowy Port: neighbourhood DNA and district vision**
Kasia Werner, social animator, activist, civil servant
+ Gdańsk municipality representative
Kaliningrad municipality representative

13:00 Lunch

14:00 BSR DEMONSTRATOR PROJECTS & MUNICIPALITIES III

**Gaarden: GAARDENECKENENTDECKEN project – activation and engagement of different social groups**
Lea Leukemeier, district management Kiel-Gaarden

**Guldborgsund - HERE WHERE WE LIVE – art and culture project giving insight into the everyday life of local children**
Diana Gerlach, Municipality of Guldborgsund

**Pori: THE EXPERIMENTAL CITY – Co-operation model for creative urban development**
Kati Fager & Harri Sippola, City of Pori
+ Annette Wiese- Krukowska, Head of the department Creative City Kiel
Guldborgsund municipality representative
Pori municipality representative

15:15 Break

INFORMAL EVENING

15:40 Tour of Viskalj space and gamification studio

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GAMIFICATION STUDIO

ALL DAY:

Drop-in exploration of gamification environments from **Kiel, Gdańsk, Karlskrona and Riga**
+

**Engame CITY BUILDERS**
Sarkandaugava board game-play
Organised by University of Skövde, produced by Esporta skola.

14:00 - 15:30

Session: MINECRAFT RIGA - BUILDING A STRATEGIC ROAD MAP FOR RIGA

Moderator: Justine Pantelējeva, Member of Riga City Council, Vice Chair of Committee on City Development
DAY3 - 17/09/21

9:30 Registration and coffee

HUBS OF CULTURAL PLANNING

10:00 HOW WILL WE GROW THE USE OF CULTURAL PLANNING METHOD IN THE BALTIC SEA REGION
A panel session moderated by Jekaterina Lavrinec Vilnius Tech University, NGO Laimikis.lt and Olaf Gerlach-Hansen, Danish Cultural Institute

UCP PRODUCED TOOLS

11:20 URBAN TOOLKIT FOR CULTURAL PLANNING
Natalia Bryłowska City Culture Institute

11:45 Lunch

12:45 CULTURAL PLANNING POLICY ROADMAP – TOWARD IMPLEMENTATION OF INCLUSIVE, AGILE AND PLACE-BASED APPROACH TO URBAN TRANSFORMATION
Dorota Kamrowska- Zaluska architect and urban planner, Gdańsk University of Technology, Society of Polish Town Planners, BSCC, CCI
Hanna Obracht-Prondzyńska architect and urban planner, assistant professor University of Gdańsk, Society of Polish Town Planners, BSCC

13:15 TRANSGLOBAL GAMIFICATION PLATFORM + RECAP OF GAMIFICATION STUDIO
Lissa-Holloway Attaway and Björn Berg Marklund University of Skövde
Kerstin Lilliedahl, Sunscale Studios

13:45 SUM-UP DISCUSSION
1 hr panel discussion moderated by Trevor Davies Copenhagen International Theatre

Rapporteurs:
Anastasiya Matyushkina sociologist, phd candidate at the Dortmund University
Renāte Lagzdīna arts manager and curator, Riga City Council’s Culture Division, Founder and Executive Director of the urban garden and community project Spotta pils darzi.
Christian Pagh - Director and Chief curator of the Oslo Architecture Triennale. Former partner and cultural director in the Danish strategic design office Urgent Agency.
Lucyna Kolendo – Gdańsk based artist, assistant educator at the Academy of Fine Arts in Gdańsk.

These sessions are streamed online
UCP UrbCulturalPlanning
CP Cultural Planning
BSR Baltic Sea Region

Organised by: