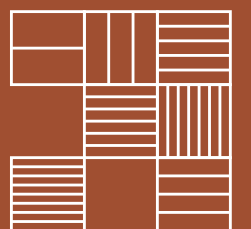


Nettverkssamling

for kommunal og regional planlegging
Oslo 4. desember 2019

Attraktive nordiske byer og byregioner – bærekraft i lokal kontekst

Lin Skaufel, Arkitekt MAA
Everyday Studio



Everyday
Studio

Innhold

1.

2. Gruppe 1: Vaasa, Viborg Lund og Hamar
Fokus og problemstillinger, prosess og verktøy

3. Gruppe 2: Salo, Akranes, Middelfart og Växjö
Fokus og problemstillinger, prosess og verktøy

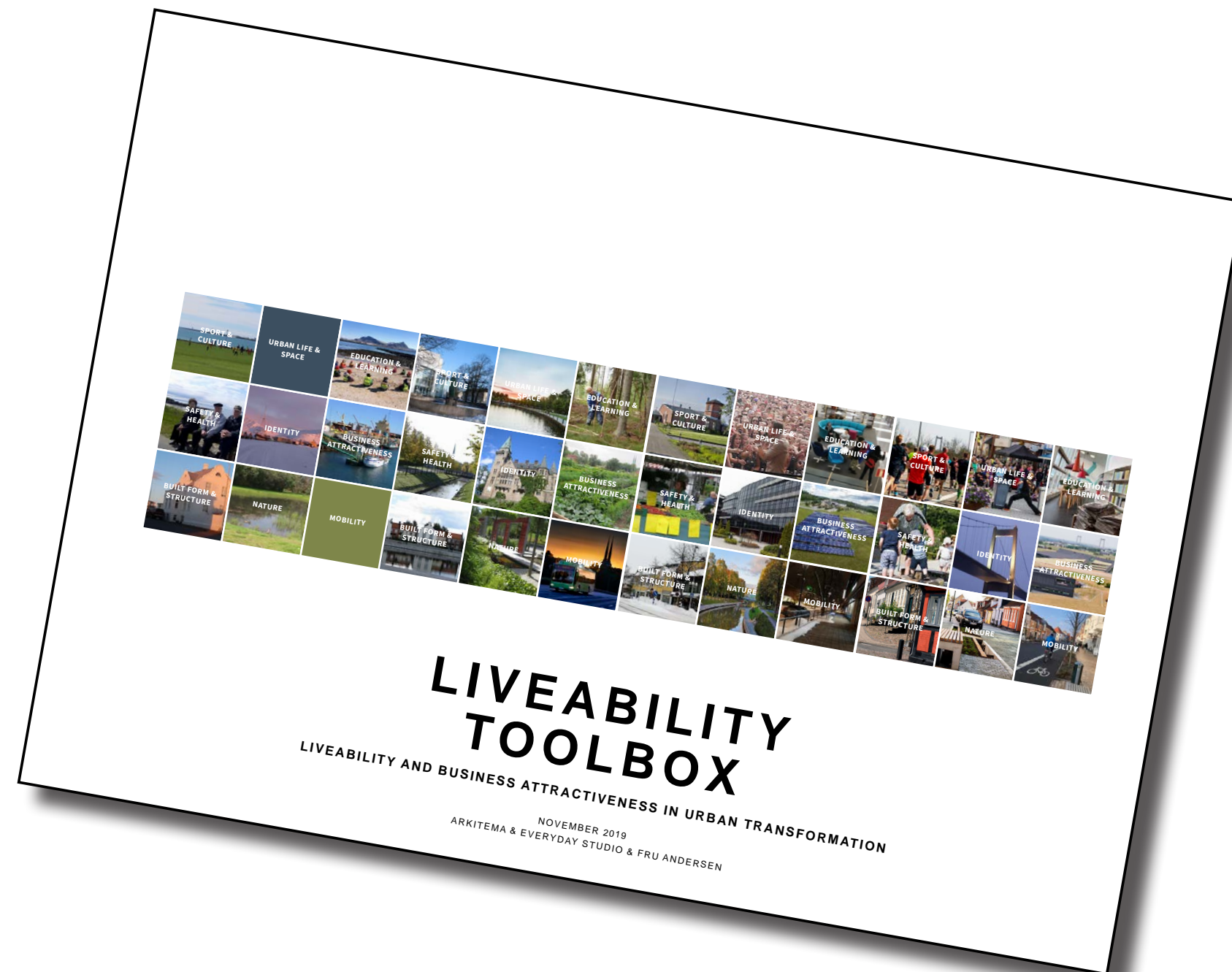
GRUPPE 1:



Verktøj utviklet:

GRUPPE 1:

- Liveability INDEX for nordiske byer
- Prosesst verktøy for å skape Liveability



Deltagere



GROUP COORDINATOR:
Kristin Omholt-Jensen
Senior advisor
The Norwegian Ministry of Local Government
and Modernisation
Kristin.Omholt-Jensen@kmd.dep.no



GROUPLADER:
Mika Mannervesi
Director, City Development Services
kirjaamo@salo.fi
Mika.Mannervesi@salo.fi



**CONSULTANTS TEAM
PROJECTLEADER:**
Sofie Yde
Creative director at Arkitema Architects,
Urban planning
info-danmark@arkitema.dk
sofy@arkitema.dk



**CONSULTANTS TEAM
EXPERT:**
Lin Skaufel
Urban planner and founding partner at Every-
day Studio
lin@skaufel.dk



**CONSULTANTS TEAM
EXPERT:**
Mette Lis Andersen
Director at Fru Andersen
Former CEO at Realdania
mettelis.andersen@gmail.com



GROUPMEMBER: VÄXJÖ
Rebecca Martinsson
Head of planning
info@vaxjo.se
rebecca.Martinsson@vaxjo.se



GROUPMEMBER: MIDDELFART
Kirsten Bruun Plougmand
Urban planner
middelfart@middelfart.dk
kirstenbruun.plougmand@middelfart.dk



GROUPMEMBER: AKRANES
Helena Guttormsdóttir
Lector M.Art.Ed.
<https://www.akranes.is/>
helena@lbhi.is



GROUPMEMBER: SALO
Riikka Nurmi
Special Advisor, City Development
kirjaamo@salo.fi
riikka.Nurmi@salo.fi

Verktøj:Liveability toolbox



Examples of topics under the 9 liveability themes:

SPORT & CULTURE

Music, art, theatres, restaurants, cafés, heritage sites, playgrounds, sports teams and facilities, cultural centers, incubators and exchanges between cities, cultural diversity and dissemination etc.

SAFETY & HEALTH

Traffic safety, crime prevention, extreme weather protection, strong local community, eyes on the street, easy exercise access, local health care, well lit public spaces, nice sensory enviroment, low air, soil, and water pollution, local food supply etc.

BUILT FORM & STRUCTURE

Mixed landuse and attractions, open facades, human scale, well adapted density, good microclimate, inclusive housing policy, quality architecture and unique architectural form, well designed urban fabric, sunexposed urban spaces, wind protected urban spaces etc.

URBAN LIFE & SPACE

Diverse urban life, local engagement, diversity in public spaces, hierarchy in public spaces, events and activities for all-year urban life, retail and services, parks, squares, attractive streets, edge-zone policies, clear public, private and semiprivate design etc.

IDENTITY

Strong community, good urban narrative, unique architecture and landscape, sustainability based identity, clear resident identity, historical pride, preservation of historical traces, strong neighborhood feeling, local amenity use, strong business community, attractive built enviroment etc.

NATURE

Habitat diversity, biodiversity, nature accessibility, visual contact to nature, urban nature, climate adaptive solutions, ecosystem services, green streets, nature reserves, destination development, natureguides, schools and kindergartens in nature etc.

EDUCATION & LEARNING

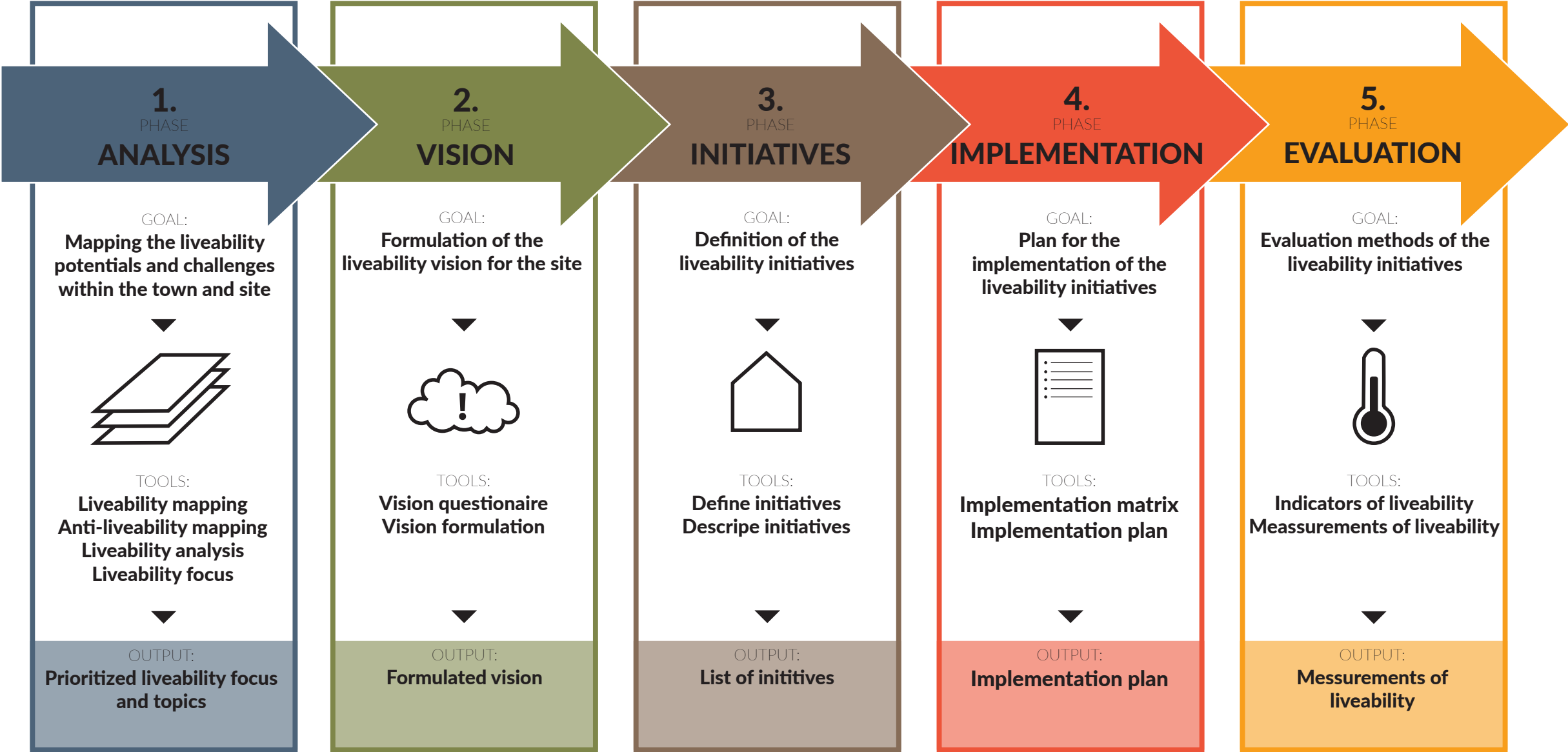
Colleges and universities, schools, day-care and afterschool activities, libraries, crafts, learning networks, urban spaces designed for learning, lifelong learning, knowledge centers, intergenerational transmission etc.

BUSINESS ATTRACTIVENESS

Investors, business strategies, resources and infrastructure, skilled workforce, clusters, entrepreneurial culture, specialised knowledge, business incubators, municipality support, gentrification prevention strategies etc.

MOBILITY

Smooth traffic flow, walkability, bikeability, green parking strategy, intermodality, public transport, accessibility for everyone, recreational routes, well integrated freight routes, mobility sharing economy etc.



Exercise

STAKEHOLDER AND DIALOGUE MAPPING

Knowledge

CO-DECISION

INFLUENCE

DIALOGUE

CONSULTATION

INFORMATION

Degree of influence and involvement

Delegation of responsibility to a board of stakeholders who are selected as individuals instead of through party affiliation. Conduct a deciding vote to delegate decision-making to residents.

Stakeholders/residents can be involved for a longer period of time within an overall theme or topic. Identify needs, develop alternatives, and select schemes, solutions and proposals for

Stakeholders are given the opportunity to meet others and engage in dialogue on issues such as concerns over societal development. There is a possibility to present their opinions, argue, ask, develop and share understandings, to ensure that the stakeholders/citizens' perspective is

Collect responses and feedback from stakeholders e.g. residents, in regards to analysis, suggestions, alternatives etc. Get an overview of the public's views, questions and complaints.

Easily accessible, balanced, objective information that helps create understanding of problems, alternatives, opportunities and solutions is required to ensure that all stakeholders can be involved.

WHY:

The goal is to get an overview of who to involve, when, where and how in the process.

HOW:

First, discuss who to involve in which phase, which communication method should be used with them and their financial resources. Then, draw lines between them. Repeat for every phase on a new sheet.

TIME:

00:30 hours

D

TOOL

Exercise

Name of phase:.....

Stakeholders + their financial resources:

LANDOWNERS

\$ S M L

RESIDENTS

\$ S M L

NEIGHBORS

\$ S M L

CITIZENS

\$ S M L

LOCAL TASK GROUPS

\$ S M L

LOCAL LEADERS

\$ S M L

DEVELOPERS

\$ S M L

POLITICIANS

\$ S M L

MUNICIPALITY

\$ S M L

INTEREST GROUPS

\$ S M L

ASSOCIATIONS

\$ S M L

COMPANIES

\$ S M L

EXPERTS

\$ S M L

CONSULTANTS

\$ S M L

Form:

CO-DECISION

INFLUENCE

DIALOGUE

CONSULTATION

INFORMATION

Methods:

PROTOTYPING

TEST RUN

INTERVIEWS

LOCAL HEARING

CITY CHARRETTE

ROUND TABLE

MEETINGS

WALK N' TALK

QUESTIONNAIRES

CHAT FORUM

INFO STANDS

NEWSPAPERS

.....

*Stakeholders financial resources

Liveability prosess verktøy_DIALOG

Exercise

Summary:

DIALOGUEPLAN

<div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div> <div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div>	<div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div> <div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div>	<div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div> <div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div>	<div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div> <div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div>	<div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div> <div><div>Name of dialogue:</div><div>Purpose:</div><div>Stakeholders:</div><div>Method:</div><div>When:</div><div>Where:</div></div>
---	---	---	---	---

1.
PHASE
ANALYSIS

3.
PHASE
VISION

4.
PHASE
PROJECT

5.
PHASE
IMPLEMENTATION

6.
PHASE
EVALUATION

WHY:

The goal is to get the dialogue activities in the right order, to know who to talk to and why.

HOW:

Write above the process line, name and form of the dialogue, its purpose, stakeholders, communication method, when and where it will take place. Describe as many dialogues as needed for every phase.

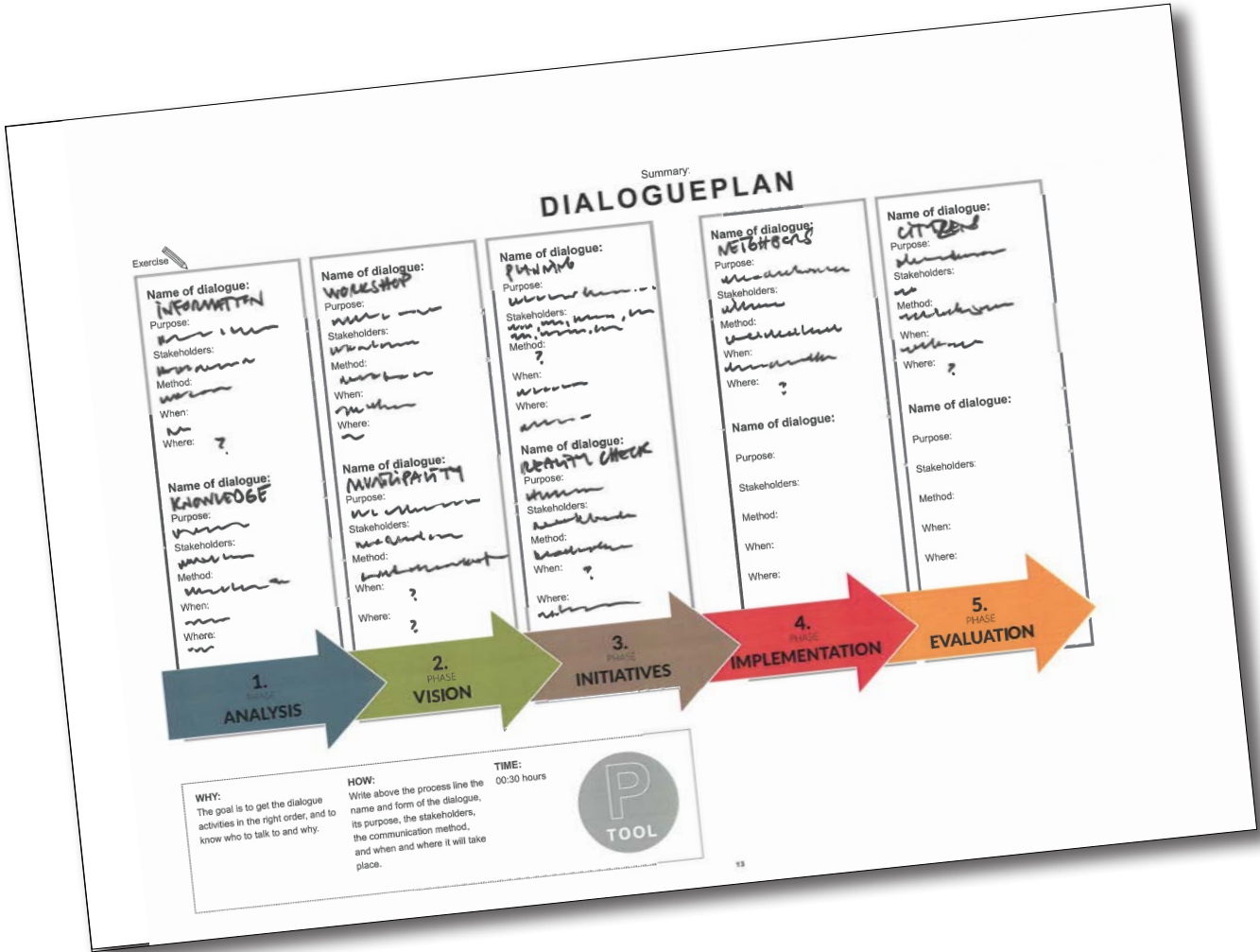
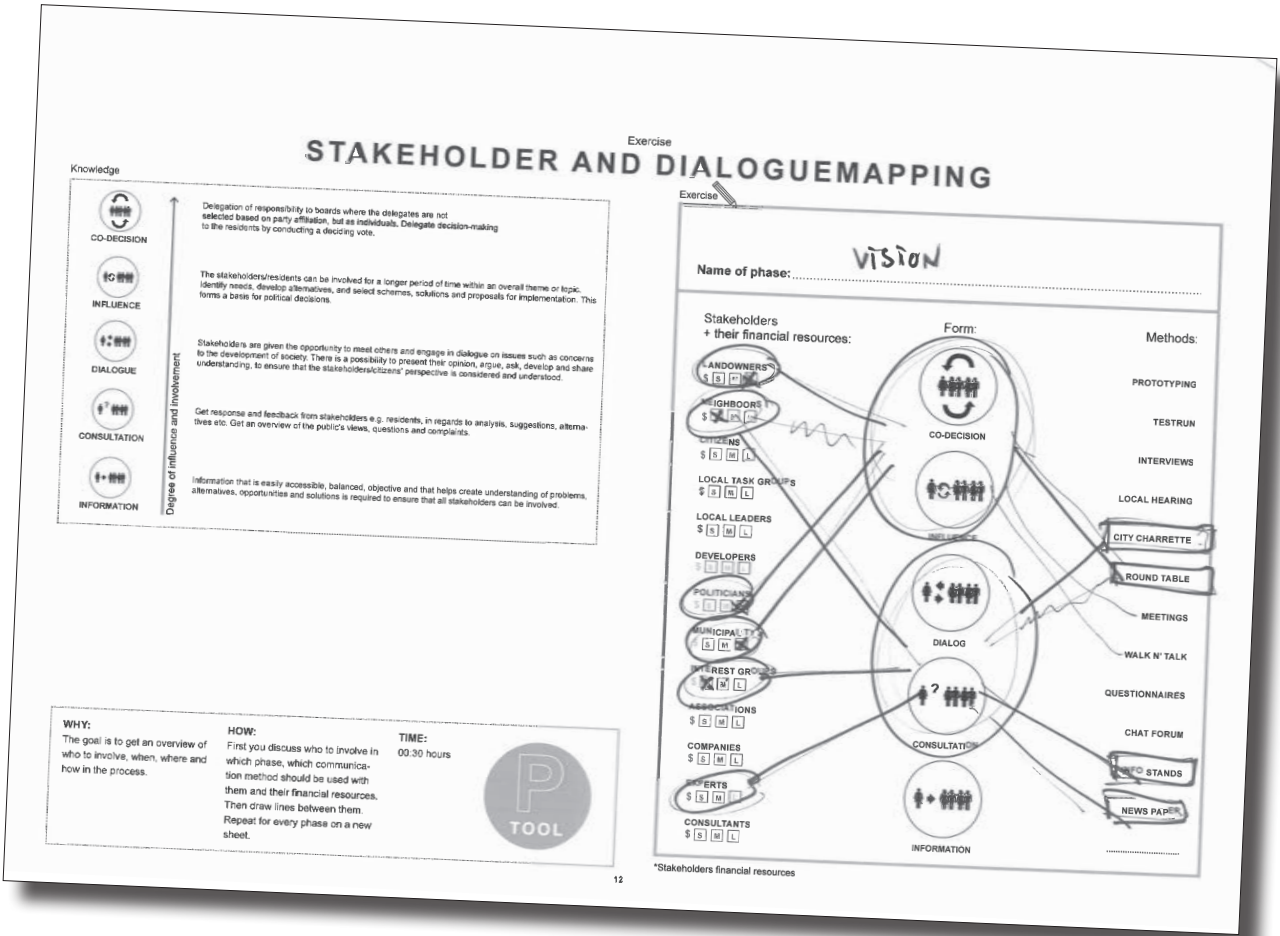
TIME:

00:30 hours

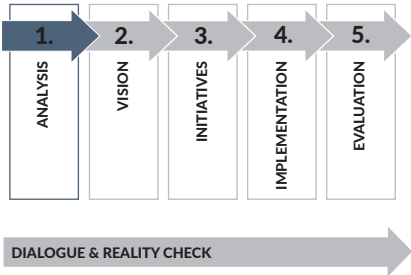
D

TOOL

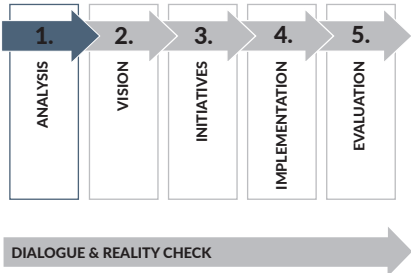
Liveability prosesst verktøy_DIALOG



Liveability prosess verktøy:ANALYSE



Liveability prosess verktøy:ANALYSE



Analysis - Phase 1 - Exercise 5

URBAN LIFE & SPACE

Mark scale of analysis

TOWN

CONTEXT

SITE

Guiding questions ?

Questions to reflect on when filling in the form

What kinds of activities take place in the urban spaces of the town/site? (retail, relaxation, transportation etc.)

Which groups are overrepresented in the activities? Is there diversity?

How does the site/town work as a frame for the everyday life? (shopping, commuting, play, exercise etc.)

How does the site/town work as a frame for special events?

How does the site/town encourage ownership among it's users/citizens?

How does the site/town support multifunctional use of the urban space(s)?

How does the site/town support informal and formal meetings among users/citizens?

How is the site/town designed in relation to human scale?

3

5

11

15

Notes:

What are the 3 most important topics? Prioritize from 1 to 3:

Exercise

Alternative topics:

- Parcs

- Squares

- Attractive streets

- Edgezone policy

- Clear public-, private- and semiprivate zoning

- Spaces and activities for all ages and genders

WHY:

This exercise aims to reveal the liveability conditions in relation to business attractiveness within the town and site.

What is strongly represented on the site/town, and what is missing and what needs to be improved?

HOW:

Discuss the topics and look at the guiding questions to initiate discussion. Write notes on the right. Fill out the circle, ranking your site's/ towns's performance from 1-5 (with 5 as the bestscore). Select the 3 most important topics.

TIME:

00:20 min.

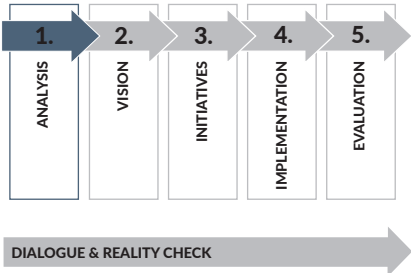
+ : 00:05 min.

to prioritize the topics.

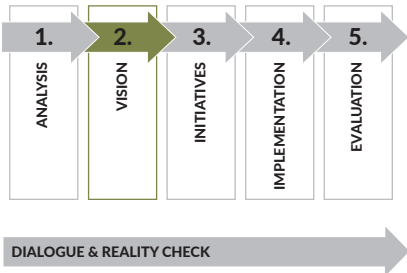
A

PHASE 1

Liveability prosess verktøy:ANALYSE



Liveability prosess verktøy: VISJON



Vision - Phase 2 - Exercise:

VISION QUESTIONNAIRE

Guiding questions ?

The following general questions can be used to uncover thoughts and provide input for the formulation of a main vision and a number of sub-visions for the site / town. When answering each question, a vision and subvisions are formulated by looking across the answers.

1. What role do you want the transformation area to play in the rest of your municipality/ town?

2. Can the development of the site be used in the municipality's overall strategic development - regional position, and/or in competition with other cities?

3. How would you like the area to evolve? (Housing, culture, education, occupation, living life, etc.)

4. Do you have pictures of how you dream of the area would look like? (Balance between new and old, identity, architecture)

5. Do you have regular opinions about some things/something that WILL become part of the site in the future?

6. What would be the most important outcome for the municipality/town in a 5 to 50 years perspective?

7. Which 5 words should characterize the area once the development is well-realized?

8. What do we not want to happen in any case?

9. Others?

Exercise

Answer 1.

Answer 2.

Answer 3.

Answer 4.

Answer 5.

Answer 6.

Answer 7.

Answer 8.

Answer 9.

WHY:

The purpose of this exercise is to start discussions that will help to identify visionary aspects and potentials of the development of the site.

HOW:

Go through the questionnaire and discuss possible answers. Write your answers on the scheme. Use your shared knowledge from the prioritised topics from summary 2.

Time:

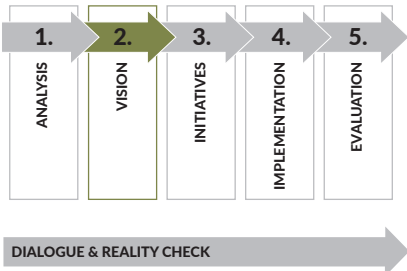
1 hour

V

PHASE 2

34

Liveability proses verktøy: VISJON



Vision - Exercise

VISION QUESTIONNAIRE

Guiding questions ?

The following general questions can be used to uncover thoughts and provide input for the formulation of a main vision and a number of subvisions for the site / town. When answering each question, a vision and subvisions are formulated by looking across the answers.

1. What role do you want the transformation area to play in the rest of your municipality town?

2. Can the development of the site be used in the municipality's overall strategic development - regional position, and/or in competition with other cities?

3. How would you like the area to evolve? (Housing, culture, education, occupation, living life, etc.)

4. Do you have pictures of how you dream of the area would look like? (Balance between new and old, identity, architecture)

5. Do you have regular opinions about some things/something that WILL become part of the site in the future?

6. What would be the most important outcome for the municipality/town in a 5 to 50 years perspective?

7. Which 5 words should characterize the area once the development is well-realized?

8. What do we not want to happen in any case?

9. Others?

WHY:

The purpose of this exercise is to start discussions that will help to identify visionary aspects and potentials of the development of the site.

HOW:

Go through the questionnaire and discuss possible answers. Write your answers on the scheme. Use your shared knowledge from the prioritized topics from summary 2.

Time: 1 hour

V

PHASE 2

Answer 1: **ATTRACTIVE HOUSING AREA**
- **SKUNKCASE** FOR TRANSFORMATION
- **KNOWLEDGE CITY**

Answer 2: **ALTERNATIVE HOUSING**
- **BETTER REPUTATION FOR THE TOWN**

Answer 3: **FROM VILLET BOGSTRØM TO SHAMMUN -**
WIDENING ATTENTION BY

Answer 4: **FULL OF VISUAL EXPERIENCES, TRANSFER-**
MATION OF OLD BUILDINGS, TREES, OPEN
SPACES, EVERYTHING BUT CUTE CITY

Answer 5: **ROADS, EDUCATION, DIVERSITY**

Answer 6: **NOT ON THE BORDERS!**
INTERESTING OVERALL AREA WITH A
DISTINCTIVE ARCHITECTURE AND GOOD TASTE ABOUT
THE TRANSFORMATION

Answer 7: **NICE, SHARED, DIVERSE, HUMAN SCALE,**
OPENNESS TO COMMUNITY

Answer 8: **TO SPEND A LOT OF MONEY WITHOUT**
THINKING ABOUT IT!

Answer 9:

Vision - Summary:

VISION FORMULATION

General vision:

MODERNISTISKE IDEALER TRANSFORMERES
TIL OPLEVELSESRIK BULVARTER ---!

OPLEVELSESRIK BULVARTER MED
FÆLLESSKABER, UDENSKYNDLIGHED
OM VOKSER FRA BYNATUR
FRANKFURT

EKSPERIMENTELLE TRANSFORMATION
AF EN MODERNISTISK MODERNISTISK
BEGREBELSE.

WHY:

This exercise will encourage you to formulate a structured vision, divided into a general vision that is supported by up to four subvisions, that unfolds different parts of the general vision.

HOW:

Formulate the overall vision based on your answers on the previous page. Give it a working title based on the keywords in the vision. Prioritise the elements of the vision in subvisions.

Time: 00:30 mins.

V

PHASE 2

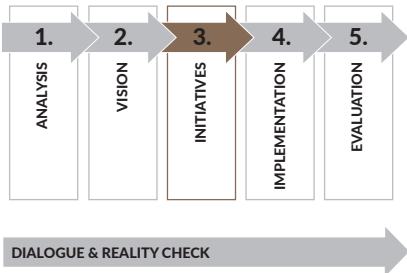
1. subvision: **EKSPERIMENTELLE TRANSFORMATION**

2. subvision: **UDENSKYNDLIGHED IDEALER FRA**
FORFOLLE
MODERNISMEN

3. subvision: **FÆLLESSKABER OM UDENSKYNDLIGHED**
OM BYNATUR

4. subvision: **OPLEVELSESRIK BULVARTER**

Liveability prosess verktøy: INITIATIVES



Initiatives - Phase 3 - Summary:

DESCRIBE INITIATIVES

Exercise

Name of initiative:.....

Purpose of the initiative:.....

Possible stakeholders:

How will the initiative help to realise the vision?.....

Name of initiative:.....

Purpose of the initiative:.....

Possible stakeholders:

How will the initiative help to realise the vision?.....

Map of site, context and/or town

WHY:

Choose the essential initiatives and describe them.

HOW:

Point out the most important and powerful initiatives and write their titles on the summary page.
Place them on the map.
Go through each initiative on the summary page and describe it.

TIME:

1-1.5 hours depending on the amount of initiatives.

IN

PHASE 3

Name of initiative:.....

Purpose of the initiative:.....

Possible stakeholders:

How will the initiative help to realise the vision?.....

Name of initiative:.....

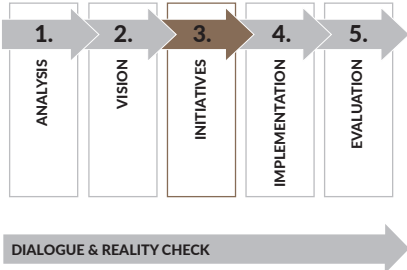
Purpose of the initiative:.....

Possible stakeholders:

How will the initiative help to realise the vision?.....

39

Liveability prosess verktøy: INITIATIVES



Exercise - filled in

Initiatives - Exercise

DEFINE INITIATIVES

General vision - Initiatives needed for realizing the general vision:

- VOPENSIVE DEVE
- BE PLANE : MASTER OF GREEN OG
- DESIGN OF PHASE
- FORECAST !!!

Subvision 1 - Initiatives needed for realizing the subvision: **EXPERIMENTAL TRANSFORMATION**

- DEFINE EXPERIMENTAL TRANSFORMATION
- HAVE PHASE AND TRANSFORMATION ?
- FIRST EXPERIMENTAL !
- WHO GIVE MEANING ? MEASURE ?

Subvision 2 - Initiatives needed for realizing the subvision: **OPLEVELSST BILKATTE**

- GIVNETH IN ADVENTURE
- BE EXHIBITION
- AND IN HOUSING
- STRATEGY FOR SUBEXPERIMENTAL
- DIVERSITY & MEANING IN URBAN SPACE

Subvision 3 - Initiatives needed for realizing the subvision: **PRELIMINARY ON WORKINGSTRATEGY OF BUILDING**

- PRELIMINARY ON WORKINGSTRATEGY OF BUILDING
- PRELIMINARY IN URBAN SPACE
- CLUSTER AROUND SCHOOL / CAMPUS

Subvision 4 - Initiatives needed for realizing the subvision: **WORKINGSTRATEGY FOR MODERNISATION**

- FULL MODERNISATION
- BEHAVE EXPERIMENTAL
- INITIALISE DEM.

Guiding questions:

- What is needed to create public attention and support for the vision?
- Which initiatives and legal framework are necessary to prepare the site for development?
- Which initiatives will ensure a positive sensory experience/human scale of the future site?
- Which initiatives can kickstart the future culture on the site?
- Which initiatives can preserve and develop the characteristics, identity and history of the site?
- What is needed for inspiring the 'anti-liveability' and reinforce the liveability aspects of the site?
- Which initiatives are important to map the site's preconditions?
- Which initiatives will ensure a sound and stable economy for the project?

WHY: To do a overall list of initiatives that are needed to realise the vision and subvisions.

HOW: Go through the vision and subvisions, one by one, and discuss which initiatives are needed to realise the goal. Write all ideas down. Go through the guiding questions to initiate the discussion.

TIME: 1 hour

IN PHASE 2

Sum up - filled in

INITIATIVES

Name of initiative: **FORUMSSTRATEGY**

Purpose of the initiative: **COMMUNITY MEETING, PEOPLE IN PUBLIC SPACES**

Possible stakeholders: **SAMMUNE**

How will the initiative help to realise the vision? **ATTENTION, OPLEVELSST**

Name of initiative: **STRATEGY FOR HOUSING EXPERIMENTS**

Purpose of the initiative: **UNOBRIGOLE**

Possible stakeholders: **ANVS**

How will the initiative help to realise the vision? **REPRESENTATION**

Name of initiative: **TRANSFORMATION**

Purpose of the initiative: **BEHAVE OF MODERNISATION**

Possible stakeholders: **ANVS**

How will the initiative help to realise the vision? **FORUMSSTRATEGY, MEETING, MEETING, MEETING, MEETING**

Purpose of the initiative: **FORUMSSTRATEGY**

Possible stakeholders: **ANVS**

How will the initiative help to realise the vision? **FORUMSSTRATEGY, MEETING, MEETING, MEETING, MEETING**

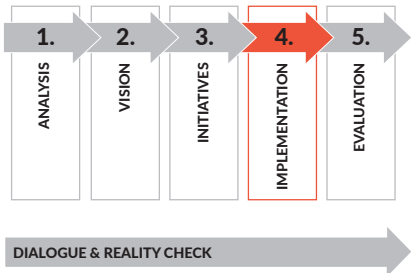
WHY: Choose the essential initiatives and describe them.

HOW: Point out the most important and powerful initiatives and write their titles on the summary page. Place them on the map. Go through each initiative on the summary page and describe it.

TIME: 1-1.5 hours depending on the amount of initiatives.

IN PHASE 3

Liveability prosess verktøy: IMPLEMENTATION



Implementation - Phase 4 - Exercise:

IMPLEMENTATION MATRIX

Exercise

High-cost

Low-cost

Low liveability impact

High liveability impact

WHY:
To map the cost and impact of the different initiatives, as preparation to describe the right order in which to launch them.

HOW:
Go through each initiative and place them in the matrix with an X and their title. Go through the guiding questions to initiate the discussion.

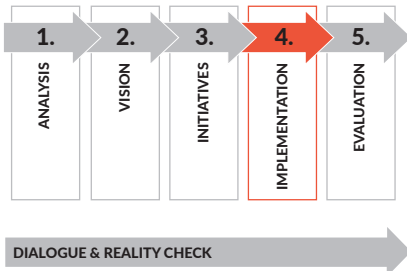
TIME:
00:30 mins.

Guiding questions

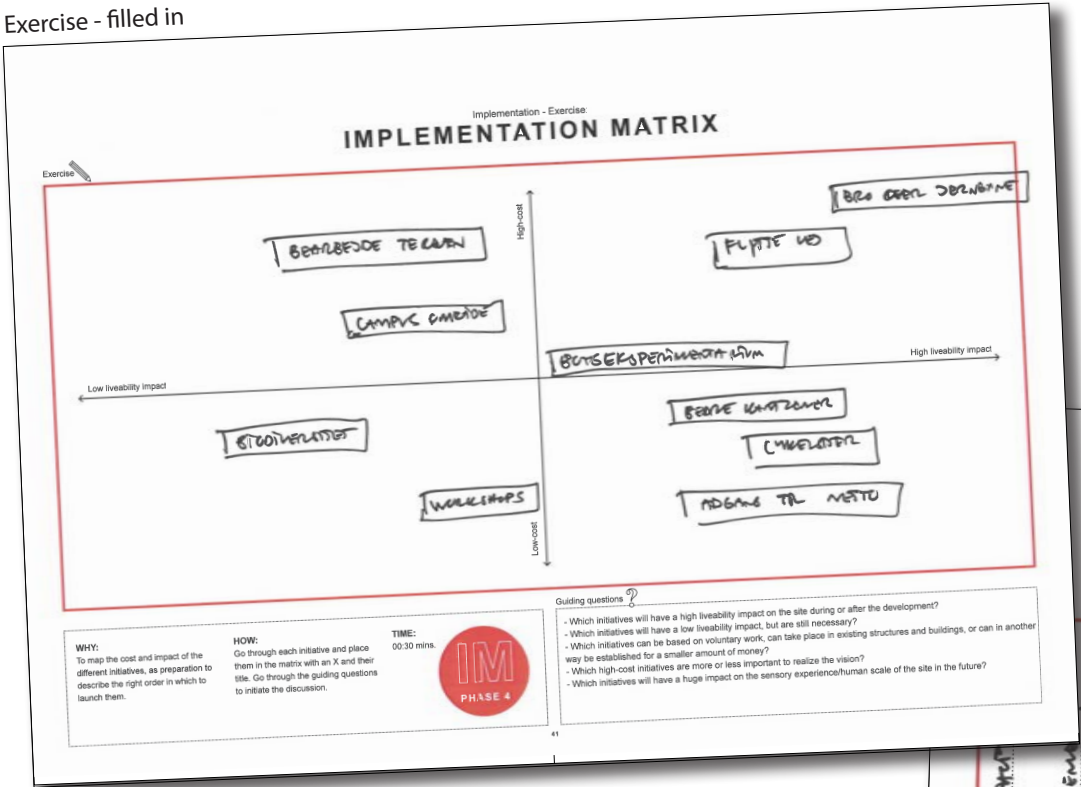
- Which initiatives will have a high liveability impact on the site during or after the development?
- Which initiatives will have a low liveability impact, but are still necessary?
- Which initiatives can be based on voluntary work, can take place in existing structures and buildings, or can in another way be established for a smaller amount of money?
- Which high-cost initiatives are more or less important to realize the vision?
- Which initiatives will have a huge impact on the sensory experience/human scale of the site in the future?

42

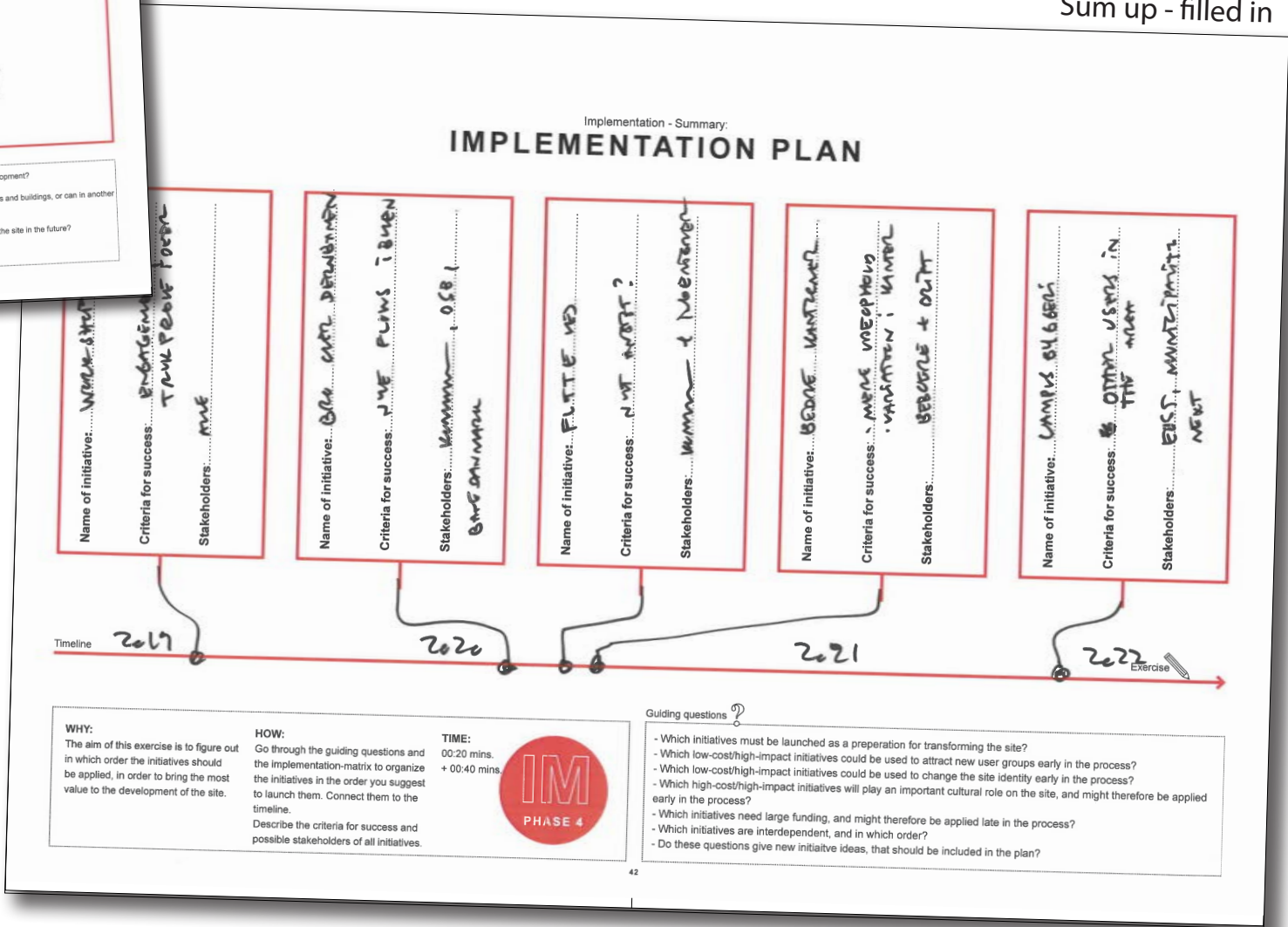
Liveability proess verktøy: IMPLEMENTATION



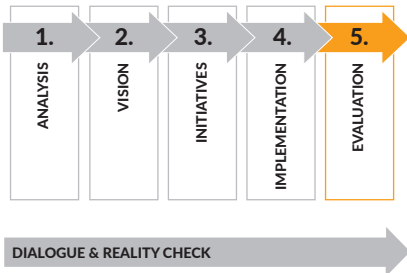
Exercise - filled in



Sum up - filled in



Liveability prosess verktøy: MEASURING



Exercise 

Summary - Phase 5:

MEASUREMENTS OF LIVEABILITY

<p>Name of initiative:.....</p> <p>What do we want to measure?</p> <p>How can it be measured?</p> <p>Is quality or quantity the best measurement?</p> <p>Can existing data collections be used?</p> <p>Are there any uncertainties in the measurement?.....</p> <p>Who can measure it?</p> <p>When should it be measured?</p>	<p>Name of initiative:.....</p> <p>What do we want to measure?</p> <p>How can it be measured?</p> <p>Is quality or quantity the best measurement?</p> <p>Can existing data collections be used?</p> <p>Are there any uncertainties in the measurement?.....</p> <p>Who can measure it?</p> <p>When should it be measured?</p>	<p>Name of initiative:.....</p> <p>What do we want to measure?</p> <p>How can it be measured?</p> <p>Is quality or quantity the best measurement?</p> <p>Can existing data collections be used?</p> <p>Are there any uncertainties in the measurement?.....</p> <p>Who can measure it?</p> <p>When should it be measured?</p>	<p>Name of initiative:.....</p> <p>What do we want to measure?</p> <p>How can it be measured?</p> <p>Is quality or quantity the best measurement?</p> <p>Can existing data collections be used?</p> <p>Are there any uncertainties in the measurement?.....</p> <p>Who can measure it?</p> <p>When should it be measured?</p>
--	--	--	--

WHY:

To select and describe the best liveability measurement for each initiative, in order to evaluate on the success of the initiative and the realisation of the vision during or after the development proces.

HOW:

Go through each initiative and discuss the most relevant indicators of the effects of the initiative. Check the examples of quality- and quantity measurements. Go through the guiding questions to initiate the discussion.

TIME:

00:10 mins. per initiative.



Examples of quality measures

- Media coverage
- Rankings on various charts
- Vox pop
- Interview
- Polls
- etc.

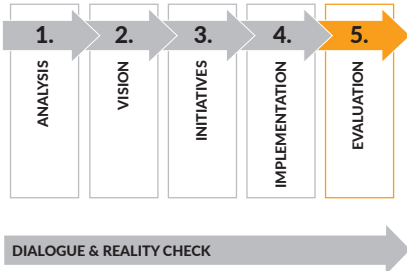


Examples of quatity measures

- Measurements of e.g. air quality, water quality
- Number of e.g. people in one place
- Occurrence of wildlife
- Distribution of bicycles and cars
- Use of sports and cultural facilities
- Green factor/Biofactor
- etc.



Liveability prosess verktøy: MEASURING



Exercise - filled in

Exercise: **INDICATORS OF LIVEABILITY**

Name of initiative: <u>BRO</u>	Name of initiative: <u>FLYTTJE VED</u>	Name of initiative: <u>BEDEL KANTZ</u>	Name of initiative: <u>CAMPUSBYG</u>
Criteria for success: <u>STIMULERE BEDEL OG</u>	Criteria for success: <u>NØT AJUST OG DAMPE</u>	Criteria for success: <u>BEDEL OG BEDEL OG</u>	Criteria for success: <u>STIMULERE VEST</u>
Liveability indicators: <ul style="list-style-type: none">• NØT PLANS• BEDEL TID• PLANS BEDEL TID• BEDEL	Liveability indicators: <ul style="list-style-type: none">• TILS MED• HASTIG MED• FODGANG OG• LUKT FODOR	Liveability indicators: <ul style="list-style-type: none">• ATTAKT BEDEL• MINDE TILS MED• MINDE BEDEL• BEDEL• BEDEL	Liveability indicators: <ul style="list-style-type: none">• BEDEL OG BEDEL• BEDEL• TILS MED• BEDEL• BEDEL

WHY: To describe the liveability indicators for each initiative.

HOW: Brainstorm which indicators are suitable for measuring how you experience liveability. Write an overall list of possible indicators for liveability on each initiative. Go through the guiding questions to initiate the discussion.

TIME: 00:10 per initiative.

PHASE 5

Guiding questions

- Which themes and topics on liveability did we aim to strengthen?
- Did the initiative evolve during the process?
- What is the most important indicator of liveability?
- Are there indicators that will be experienced by the citizens?
- What kind of indicators are perceived at eyelevel or at walking speed?
- What kind of indicators are easy to communicate?
- Should the indicators be given equal weight?

Sum up - filled in

Summary: **MEASUREMENTS OF LIVEABILITY**

Name of initiative: <u>FLYTTJE VED</u>	Name of initiative: <u>BEDEL KANTZ</u>	Name of initiative: <u>CAMPUSBYG</u>
What do we want to measure? <u>BEDEL TID</u>	What do we want to measure? <u>BEDEL TID</u>	What do we want to measure? <u>BEDEL TID</u>
How can it be measured? <u>BEDEL TID</u>	How can it be measured? <u>BEDEL TID</u>	How can it be measured? <u>BEDEL TID</u>
Is quality or quantity the best measurement? <u>BEDEL TID</u>	Is quality or quantity the best measurement? <u>BEDEL TID</u>	Is quality or quantity the best measurement? <u>BEDEL TID</u>
Can existing data collections be used? <u>BEDEL TID</u>	Can existing data collections be used? <u>BEDEL TID</u>	Can existing data collections be used? <u>BEDEL TID</u>
Are there any uncertainties in the measurement? <u>BEDEL TID</u>	Are there any uncertainties in the measurement? <u>BEDEL TID</u>	Are there any uncertainties in the measurement? <u>BEDEL TID</u>
Who can measure it? <u>BEDEL TID</u>	Who can measure it? <u>BEDEL TID</u>	Who can measure it? <u>BEDEL TID</u>
When should it be measured? <u>BEDEL TID</u>	When should it be measured? <u>BEDEL TID</u>	When should it be measured? <u>BEDEL TID</u>

WHY: To select and describe the best liveability measurement for each initiative. In order to evaluate on the success of the initiative and the realization of the vision during or after the development process.

HOW: Go through each initiative and discuss the most relevant indicators of the effects of the initiative. Check the examples of quality and quantity measurements. Go through the guiding questions to initiate the discussion.

TIME: 00:10 min per initiative.

PHASE 5

Examples of quality measures

- Med a coverage
- Rankings on various charts
- Vox pop
- Interview
- Polls
- etc.

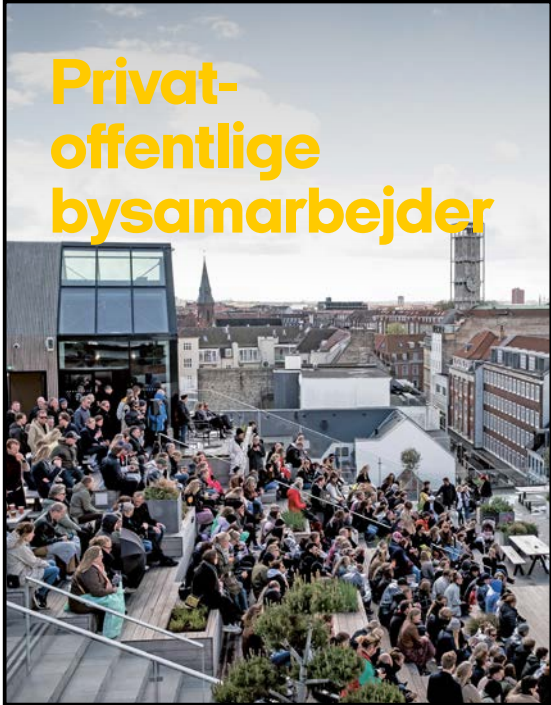
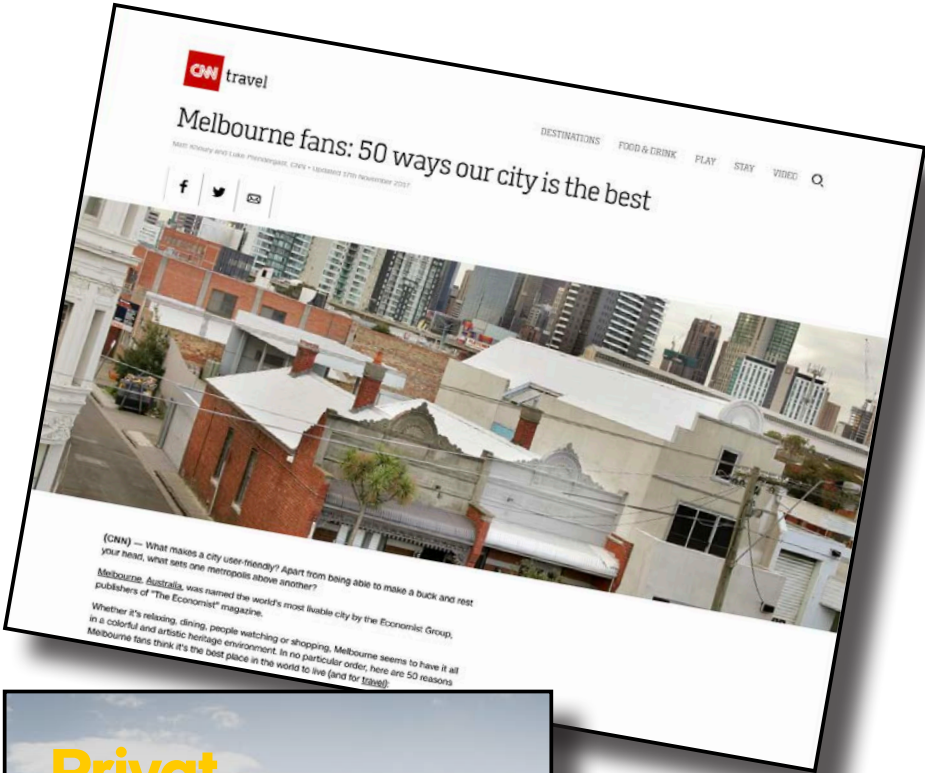
Examples of quality measures

- Measurements of e.g. air quality, water quality
- Number of e.g. people in one place
- Occurrence of wildlife
- Distribution of bicycles and cars
- Use of sports and cultural facilities
- Green factor/Biofactor
- etc.



Fokus og problemstillinger

- Liveability oplevet fra øyehøyde
- Liveability og co-creation



Developed by and Contact info

Viborg:

Contact person:
Anette Vinther
anp@viborg.dk

Anja Lena Jensen
alj@viborg.dk

Helle Gravesen
heg@viborg.dk

Lund:

Mats Hagberg
matz.hagberg@lund.se

Hamar :

Helge Prestrud
Helge.Prestrud@hamar.kommune.no

Kari Nilssen
Kari.Nilssen@hamar.kommune.no

Vaasa

Ilonen Annukka
annukka.ilonen@vaasa.fi

Linna Juha-Matti
juha-matti.linna@vaasa.fi

Consultants

Everyday Studio

Lin Skaufel, urbanist and architect MAA
lin@skaufel.dk
www.everydaystudio.dk

LivingCities

Julie Holck, urban philosopher, Ph.D.
julieholck@livingcities.dk
www.livingcities.dk

CASE COLLECTION:
EXPERIENCES WITH CO-CREATION

HAMAR



**Method 1/Method 3 :
Citizen proposal for a new railway in Hamar**
Citizens have used the Citylab to discuss and exhibit their own proposal for a new path for the railway through Hamar. They used the Citylab to involve public authorities as well as engage the general public.

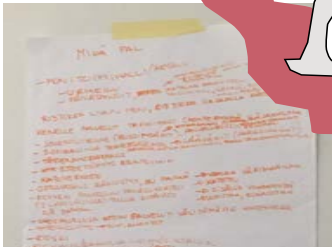


**Method 3:
Bylab Hamar**
Hamar municipality created a Citylab (Bylab Hamar) in 2018 as a space that supports co-creation and dialogue between public and private actors. The Citylab is an arena for democratic urban development with a goal of co-creating an even better Hamar for everyone.



**Method 7:
A partnership**
- between the municipality, property owners and tenants in the city center. For two years there has been a partnership between Hamar municipality, The Hamar property owner association and the Hamar city center association. The three key stakeholders co-finance a coordinator who facilitate cooperation and dialogue between stakeholders in the city center in Hamar.

VAASA



**Method 6:
Influencer cafe**
What would make Ristinummi an even better place to live and work? Residents gathered for an event and answered three questions. The answers were gathered, and residents could ask additional questions to the planners. The idea is to solve the location-specific challenge in cooperation with the residents.



**Method 1:
Innovative serviced housing**
A group of residents of Ristinummi has proposed a new kind of serviced housing in Vaasa: Well-off elderly people live in a lightly serviced house and act as pairs that are responsible to one another. This concept will be further developed in cooperation with the various city authorities, such as planning and elder care.

LUND



**Method 3:
Future by Lund**
Future by Lund is an innovation platform designed to create smart, sustainable solutions for towns and communities in the region. The City of Lund, the university and several businesses are the main drivers behind the platform that includes 70 organizations, 300 people as well as national and international contacts.



**Method 6:
Actively developing of smaller communities**
City of Lund invited the residents, organizations and local businesses to participate in the creation of a development plan (2014-16) for the small town of Veberöd. The knowledge from the process of dialogue has been central in the planning process afterwards and led to further participation projects.



**Method 7:
Västerbro - from an industrial past towards a thriving, sustainable future**
Västerbro is Lund's most important development area. The area hosts 25 property owners with the municipality only owning streets and park. The development is being driven as a partnership by the municipality in a close collaboration with property owners and major stakeholders.

VIBORG



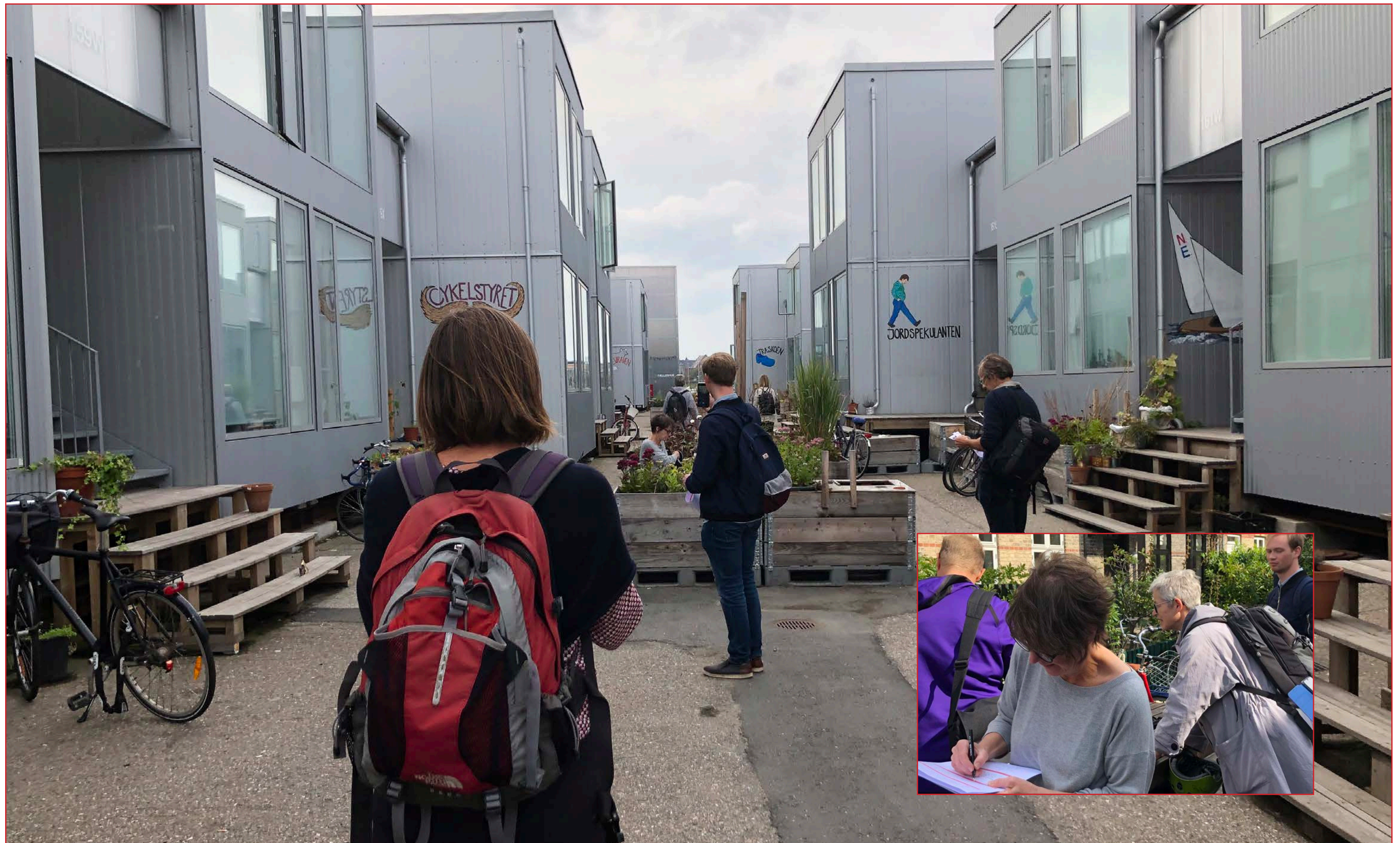
**Method 2:
The Bjerringbro councils**
In Viborg, citizens involved in urban development often have a strong say in urban development. In Bjerringbro, a town within the Viborg municipality, two citizen councils played an important in the allocation of municipal funds reserved for an urban development plan.



**Method 3/Method 5:
Citizens and nature**
The development of the residential area Arnbjerg within a beloved natural park caused concern among Viborg's citizens. Co-creation helped ease the process. The citizens, the municipality and a private adviser cooperated in the making of a guide for the future residents of Arnbjerg to help them preserve nature in residential gardens and common areas.



**Method 6:
LUP - Masterplans for smaller towns and villages in rural areas**
The planning department of Viborg Municipality carries out a plan review in 80 small towns and villages. The reviews are carried out as a dialogue between a local development board for each village and the municipality. The local board prioritizes the tasks and discuss what they can do themselves.






3 Verktøy utviklet:

GRUPPE 2:





TOOL NO. 1: "THE 4 PLARERS"



A burning platform


Being involved in a partnership with the aim of improving a place requires an engagement, time, work and money. In order to make business, property owners, residents etc. participate and invest in it, there needs to be a "burning platform" - a sign and urgent problems that nobody can solve alone. Identify and agree on the Real Deal there is, such a problem and that it can only be solved in teams, in the first step towards a partnership and a solution.


<p>What will your burning platform?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	<p>What will happen if you don't react?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	<p>How urgent is the situation?</p> <div style="text-align: center;">  </div> <p style="text-align: center;">URGENT</p>
---	---	---



Resources


Resources are inevitably crucial in order to make anything happen. Resources are not only money, but also time, knowledge, skills, contacts, space that can be used for activities etc. Involutions, ideas etc. The classic way of generating resources is to ask members to save the ball & can be very useful to make people to contribute in whatever way they can and want. It's all about unleashing as many resources as possible.


<p>What's stopping you from getting the needed resources?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	<p>What are your present resources?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	<p>What kind of resources do you need?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>
<p style="text-align: center;">Before your present level of resources (it is very inadequate), it is very adequate</p> <div style="text-align: center;">  </div>		



Trust


Building trust is decisive when wanting to make a long lasting joint partnership. Partnerships can be more or less formalised but mutual trust is the soul from which every relation is built and every co-creation and change. If there is no tradition at all for example property owners participating in place improvements, it will likely take a lot of time and money to build the needed confidence in the project and the trust to the other stakeholders. Likewise, if the past is filled with many conflicts and the trust is broken, it's time to build a necessary trust.

<p>Define the main stakeholders</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	<p>How would you define the Level of Trust between the stakeholders?</p> <div style="text-align: center;">  </div>
---	--



Organization

Organizing the co-creation process is critical. Without the right kind of organization and governance, the partnership will eventually get out of control or stall. There must be something connecting people, time, and resources, something to gather the threads, to manage the communication, to take care of the important details as well as leading the group in the right track. It is often a highly complex and multidimensional job, and though much can be done on an ad-hoc basis, in the long run it is wise to pay seriously to doing this.

<p>What are your experiences with setting up organizations. Frame for co-creation?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	<p>What's your proposed organization in this case?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>
<p style="text-align: center;">Before your present level of resources (it is very inadequate), it is very adequate</p> <div style="text-align: center;">  </div>	

- 4 PILLARS FOR CO-CREATION

[illegible]

- GO HOLISTIC!
AN INDICATOR TOOL

TOOL NO. 3 : GO HOLISTIC!

The diagram illustrates a holistic approach to project evaluation across four scales:

- Project**: Represented by a green box with horizontal lines for notes.
- Individual/Relational**: Represented by a green icon of two people. It asks: "How does your project affect individuals and the way they fit together/relate to each other and collectivity?" Below this are five horizontal lines for notes.
- Neighbourhood**: Represented by a green icon of a group of people. It asks: "How does your project affect the neighbourhood as a whole?" Below this are five horizontal lines for notes.
- World**: Represented by a green icon of a globe. It asks: "How does your project affect society/the world in general?" Below this are five horizontal lines for notes.

A large green arrow points from the **Project** scale down to the **Quantitative indicators** section, which is divided into two parts:

- Qualitative indicators**: Represented by a green icon of two overlapping hearts. It states: "Can be measured with interviews and dialogues." Below this are five horizontal lines for notes.
- Quantitative indicators**: Represented by a green icon of a person with a pulse line. It states: "Can be measured by statistical, physical, precise measuring tools." Below this are five horizontal lines for notes.


- PLACE QUALITY TOOL

Verktøy 1: The 4 Pillars

GRUPPE 2:

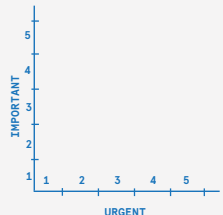



TOOL NO.1: "THE 4 PILARS"



A burning platform


Being involved in a partnership with the aim of improving a place necessitates engagement, time, work and money. In order to make businesses, property owners, residents etc. participate and invest in it, there needs to be a 'burning platform' – a big and urgent problem that nobody can solve alone. To identify and agree on the fact that there is such a problem and that it can only be solved in unison, is the first step towards a partnership and a solution.


What is your burning platform?	What will happen if you don't react?	How urgent is the situation? 
--	--	---



Resources


Resources are, inevitably, crucial in order to make anything happen. Resources are not only money, but also time, knowledge, skills, contacts, spaces (that can be used for activities etc.), materials, ideas etc. The classic way of generating resources is to ask members to pay a fee, but it can be very valuable to invite people to contribute in whatever way they can and want. It's all about unleashing as many resources as possible.


What's stopping you from gaining the needed resources?	What are your present resources?	What kind of resources do you need?
Define your present level of resources (1 is very inadequate, 5 is very adequate) 		



Trust


Building trust is decisive when wanting to create a long lasting urban partnership. Partnerships can be more or less formalized but mutual trust is the soil from which every relation is nurtured and every co-creation act begins. If there is no tradition of for example property owners participating in place improvements, it'll most likely take a lot of time and coffee meetings to build the needed confidence in the project and the trust to the other stakeholders. Likewise, if the past is filled with intern conflicts between retailers and the municipality, it'll take time to build the necessary trust.

Define the main stakeholders	How would you define the level of trust between the stakeholders? 
--	--



Organization

Organizing the co-creation processes is crucial. Without the right kind of organization and governance, the partnership will eventually peter out sooner or later. There must be somebody connecting people, ideas, and resources, somebody to gather the threads, to manage the communication, to take care of the important details as well as keeping the group on right track. It is often a highly complex and multidisciplinary job, and though much can be done on a voluntary basis, in the long run it is wise to pay somebody to do it.

What are your experiences with setting up organizational frames for co-creation?	What's your proposed organization in this case?	Define your present level of resources (1 is very inadequate, 5 is very adequate) 
--	---	--

Verktøy 2: Place quality

GRUPPE 2:



TOOL NO.2: THE PLACE QUALITY TOOL

PAGE 19

E

Public spaces and facilities

The sum and quality of different spaces that the neighbourhood has to offer. Is there a variety of available and accessible public spaces that improve everyday life? Are there public facilities such as playgrounds, gyms, libraries etc. that would be beneficial?

F

Uses and activities

The variety of different uses present in the neighbourhood, such as housing, shops and services, private and public. In addition, the existence or absence of frequent community-oriented and community-organized activities and events that answer to a variety of needs and interests.

Attractive public spaces

Are public spaces available and accessible to everyone? Are public spaces attractive? Do public spaces offer varied and pleasurable experiences that invite people to come back?

Comfortable sitting

Are there different kinds of seating available that can accommodate people in different numbers and with different abilities? Is there suitable seating for groups of people and individuals, young and old?

Everyday services

The existence of helpful everyday facilities. They might include access to the playground, the library, schools, daycare institutions, public transportation etc.

Urban furnitures

The sum of the furniture found in public spaces such as benches, exercise equipment, lamps, fountains etc. Do all or some of these elements exist in the neighbourhood? How is the quality and availability?

Frequency of community events/activities

Are there events in the neighbourhood? Do they interest different groups of people? This might include anything from street parties to communal pottery classes.

Mix of stores and services

Are there local stores and services in the area? This should include retailers and restaurants, but also workshops, community houses and public schools.

Vibrancy

The overall feeling of ongoing activities and new events sprouting up with the support and involvement of the community.

Economic vitality

Do businesses flourish and expand? Are new businesses moving in? Do people have money for goods and services?

YOUR OWN REFLECTIONS AND/OR INTERVIEW WITH RESIDENTS OR SHOPOWNERS/USERS

1. What would you do to improve it on a short term basis? List things that could be done right away without costing a lot.
2. What would you do to improve it on a long term basis? List things that you believe would have the biggest impact.
3. Do a quick 'interview' with one or two people in the street/the place: What do they like about it and what would they do to improve it?
4. Do you know about any local organisations, partnerships, institutions or individuals that could help implement some of your proposed improvements?

TOOL NO.2: THE PLACE QUALITY TOOL

PAGE 17

C

Social and lively

Do people interact with each other? Are social interactions visible in the public sphere? Shared and individual activities in the communal and visible spaces of the neighbourhood influence the social character. The permanent and temporary activities add to the levels of liveliness in the neighbourhood.

D

Buildings and built environment

The physical elements in the neighbourhood and their relation to each other. The way the buildings were constructed in relation to the street and the environment surrounding them. This is the physical framework of the neighbourhood.

People

Do people engage in public activities - anything from playing sports in public spaces to simply using public benches and pausing in their walk to greet each other. Are there different groups of people in the public space socializing and participating in common activities?

Safety/Feeling of safety

The real and perceived safety in public spaces. Do people feel secure accessing the public space at all hours? Elements that increase both are adequate lighting, wide streets that are not too wide, proximity to busy areas etc.

Social infrastructure

Social infrastructure indicates meeting places of any kind: bus stops, playgrounds, libraries, shops, parks, a well-placed bench etc. That strengthen the social capital of a place. Are there many good and popular meeting places? Is the social infrastructure strong?

Invitations

Is the atmosphere inviting? Welcoming facades, shops, sidewalks, places to stop and sit, talk, watch the world pass by, eat a sandwich, read a book, sit on the grass. A wish to stay longer in a place, linger and interact with the place. A sense that the neighbourhood promises pleasurable experiences.

Protection/Pollution

The use of the built environment to facilitate human movement by offering protection from the elements (wind, rain, sun etc.). Creating barriers to shield polluted areas or pathways and safeguard access to resources.

Mixed housing typologies

A combination of different housing formats such as rowhouses, multi-story buildings, single houses etc.

Positive climate aspects

The use of the built environment to positively impact the environment by using green energy, passive heating and cooling systems etc.

Scale

Is there a correlation between the human body and the built environment? An overall feeling of comfort when entering the public space or a feeling of being out of place? Are there interesting physical and visual elements at eye-level?

YOUR OWN REFLECTIONS AND/OR INTERVIEW WITH RESIDENTS OR SHOPOWNERS/USERS

1. Do you see many people around?
2. Do people hang out in groups?
3. Do you leave your bike unlocked?

Elderly and children

Adequate consideration and opportunities for more vulnerable and dependent members of the community to access social life and activities in the public sphere. Are both groups present and visible in the public sphere?

Evidence of trust/familiarity

Physical manifestations of safety, security and trust. Would people leave their belongings without a fear of them being stolen? Would they ask a favour from a neighbor?

YOUR OWN REFLECTIONS AND/OR INTERVIEW WITH RESIDENTS OR SHOPOWNERS/USERS

1. Do you feel protected?
2. Do you feel inspired?
3. Are there spots in which you can enjoy the sun?
4. Does the scale feel human?

Interesting views and scenography

The combination of the built environment and surrounding nature. The result is a variety of pleasing and inspiring urban sceneries.

TOOL NO.2: THE PLACE QUALITY TOOL

PAGE 18

A

Sense of place

'Sense of place' covers the special characteristics that makes the place unique. It's the 'soul' of the place. A sense of place can differ depending on a person's personal relationship to a specific place. A well-defined sense of place amplifies the sense of belonging.

B

Connected

A well connected place is a place where it is easy, comfortable and attractive to move from place to place through a variety of mediums. There is accessibility for all kinds of people. Access to walking and biking routes are particularly important.

Does it feel local?

Does the neighbourhood contain elements that are found only here? Do you experience a 'local spirit' - reflected in the physical and immaterial atmosphere? Is there a shared feeling of community?

'Slow' city qualities

Do residents share a feeling of responsibility and local pride? Would they be willing to get involved to fix or improve a certain element in the neighbourhood? Would they privately give a tour of their neighbourhood? Are there any details that demonstrates that people love their street?

Sense of ownership and pride

Is there a sense of harmony and pride that can be felt throughout the neighbourhood? An overall atmosphere that people find pleasing and enjoyable? This can involve anything from beautiful buildings to lively coffee shops and busy public squares. A 'slow' city invites residents to live in harmony with their senses and feelings.

Strong identity/image

Specific characteristics that define the neighbourhood, important and memorable elements or characteristics specific to this neighbourhood, that people will refer to in order to describe and explain it to others.

Walkability

Can people easily walk to reach their destination? Walkability depends on the availability, safety and connection of walking paths in the neighbourhood.

Bikability

The availability, quality, connection and safety of bike lanes and paths. These influence people's ability to use their bikes for everyday routines, as well as for recreation. Accessibility to good biking infrastructure determines if biking becomes a dominant mode of transport.

Access to amenities

The existence of important services and their accessibility. These services may include parks, shops, gyms, government buildings, cinemas, theaters etc.

Access to nature

Proximity and easy transport from the neighbourhood to quality nature areas, that may be inside the neighbourhood or further away. Access to nature in different scales: From local pocket garden to surrounding hiking routes.

Connected to neighbouring areas

Can people easily access neighbouring areas using different means of transportation such as walking, biking, public transport or car?

YOUR OWN REFLECTIONS AND/OR INTERVIEW WITH RESIDENTS OR SHOPOWNERS/USERS

1. What are the biggest qualities of this place? What do you like best about it?
2. How would you describe your neighbourhood to a visitor?
3. Do you feel 'at home' here?
4. Would locals help fix something if they see it is broken?

YOUR OWN REFLECTIONS AND/OR INTERVIEW WITH RESIDENTS OR SHOPOWNERS/USERS

1. Do you enjoy walking here?
2. Do you bike often?
3. Are there any nature areas close by?
4. Is it easy to access neighbouring areas?

Verktøy 3: Go Holistic!

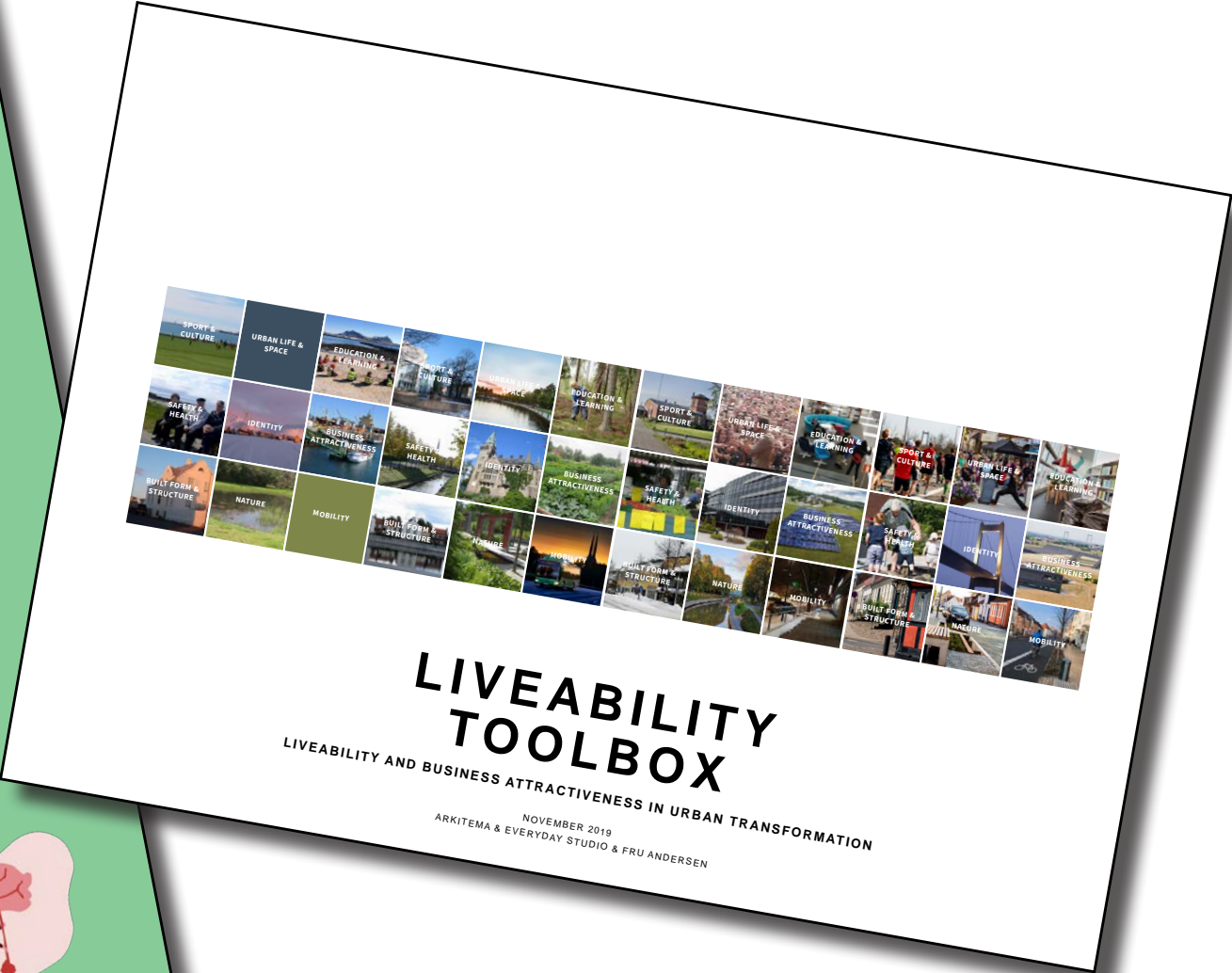


TOOL NO.3: GO HOLISTIC!

PAGE 23

Project	Individual/ Relational	Neighbourhood	World
	How does your project affect individuals and the way they act together/relate to each other and act collectively?	How does your project affect the neighbourhood as a whole?	How does your project affect society/the world in general?
<div><p>Qualitative indicators</p><p>- can be measured with interviews and dialogues.</p></div> <div><p>Quantitative indicators</p><p>- can be measured by mathematical, physical, precise measuring tools.</p></div>			

Oppsummering:

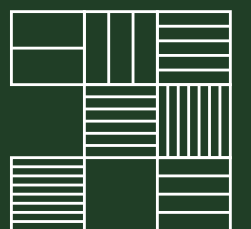


Nettverkssamling

for kommunal og regional planlegging
Oslo 4. desember 2019

Attraktive nordiske byer og byregioner – bærekraft i lokal kontekst

Lin Skaufel, Arkitekt MAA
Everyday Studio



Everyday
Studio