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Summary of EIT Community Capitalising Activities in 2021

✓ **Capitalising on existing public realm solutions – EIT UM**

<https://www.eiturbanmobility.eu/launch-of-cross-kic-new-european-bauhaus-call-for-regions-cities-or-affiliated-entities-capitalising-on-existing-public-realm-solutions/>

- ✓ **Capitalising on existing citizen engagement activities in re-designing the public – EIT Climate** https://www.climate-kic.org/wp-content/uploads/2021/06/EIT-Climate-KIC-Call-Guidelines-X-KIC-NEB-Citizen-Engagement_V3-final.pdf

✓ **Capitalise on existing EIT Food consumer engagement projects – EIT Food**

<https://www.eitfood.eu/news/post/cross-kic-new-european-bauhaus-call-for-citizen-engagement-labs-in-cities-and-regions>

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RAPID 3D model of Dudullu Metro Station (Istanbul, Turkey)

Consortia partners: Istanbul Metropolitan Municipality (IMM) [Lead partner], PixelMill
Fund by EIT Community: 29 250 EUR

Main goal of the project: The new Istanbul Mobility Lab within the Dudullu Metro Station specialized on the theme of future mobility to design and create solutions to the city's existing transportation and mobility problems with citizens and entrepreneurs.



Main achievements: The construction of Dudullu Metro Station was planned to be finished in December 2021 and the Mobility Lab would be opened to the public after the opening of the station. This timeline provided a good fit for the implementation of RAPID. The project was able to create a RAPID 3D model of part of Dudullu Metro Station and the Mobility Lab that could then be accessed virtually in 2021 before it can be accessed physically in the real world in 2022. The Mobility laboratory is located at an important junction of the newly built metro station in Dudullu. The RAPID approach places the 3D model at the center of engagement. Citizens were able to experience the station and Mobility Lab before they can experience it in real life – presenting opportunities to gather citizen feedback to support collaborative development, and to promote usage of the station and Mobility Lab when they open. Under-represented groups such as people with accessibility problems, people with different transportation preferences, women with children, people with disabilities, urban refugees, and others were represented in the 3D visual imagery and supplemented with subtitles in different languages.

Potential next steps: The main outcome of the project is the RAPID 3D model of the Mobility Lab within Dudullu Metro Station; available in a cloud hosted service with built in guides and instructions to support demonstration and replication purposes. The methodology deployed in this project could be replicated or scaled at other cities too.

FURNISH – Let's Protect the Schools (Barcelona, Spain)

Consortia partners: Barcelona City Council [Lead partner], CARNET
Fund by EIT Community: 30 000 EUR

Main goal of the project: Connecting the urban and school environments in a creative way, promoting longer stays before and after school hours, and enabling its use as extensions of classrooms and playgrounds, engaging children to play, be active and learn. Providing interesting and instigating interactive prototypes to stimulate permanence in these areas.



Main achievements: This project improved cohesion in the public realm through new urban designed elements resulting from a co-creation process with schooling environments involving several stakeholders. The urban elements prototypes specifically designed and constructed within the project, that were implemented in the public space and tested to ensure their replicability. Two mobile urban elements were placed in two sites in front of schools: Entença School in the district of Eixample; public kindergarten and primary school; and at Antoni Brusí School, in the district of Sant Martí; public kindergarten and primary school. The activity transformed the surrounding streets into a pacified area promoting of places to stay and play.

Potential next steps: The project outcomes generated documentation to replicate the activity. The documents to replicate the two prototypes are publicly available and can be downloaded at [Escola Entença](#) and at [Escola Antoni Brusí](#). The methodology deployed in this project could be replicated or scaled at other districts or cities.

Zejtun Public Space (Zejtun, Malta)

Consortia partners: Zejtun Local Council [Lead partner], ModelMe3D

Fund by EIT Community: 30 000 EUR

Main goal of the project: Start public consultation and involve residents and commuters to design and implement a Play street on December 13th Square and Misrah Gregorio Bonici Street in Zejtun. The main square has been for centuries considered as the main space for the community members to meet up, to socialize, to do daily errands and participate in NGOs and practice the active citizenship aspect of the locality.



Main achievements: The selected space was solely used for a parking area, and due to the project a two-way communication and consultation between the residents and the Zejtun Local Council had been launched. A co-design and planning of public space offering real-life transition experiments had been carried out in combination with alternative mobility concepts. The activities promoted health and neighbourliness in the public area, through Play Streets. Through the digital ModelMe3D Co-Design Tool, two-way communication between the residents and the Local Council had been fostered including local stakeholders. Unfortunately the cooperation level was not as intensive as it planned, which led to lower citizen participation level than it is planned originally.

Potential next steps: The digital ModelMe3D Co-Design Tool could be replicated or scaled in other urban environment.

Building a green gastronomic city (San Sebastián, Spain)

Consortia partners: Basque Culinary Center Innovation [Lead partner]

Fund by EIT Community: 30 000 EUR

Main goal of the project: Finding solutions to challenges related to sustainability and gastronomic identity in the urban agri-food community through initiatives such as Gastronomic Journeys. BCCI understands Gastronomic Journey as an opportunity to discover the flavour and the culture of the city and bring awareness to citizens about challenges of the food system through chef-prepared dishes.



Main achievements: Series of workshops, open round table, educative actions and an immersive gastronomic experience had been carried out successfully. Three-folded objectives were achieved: 1) Identify through co-creation activities sustainability challenges and solutions associated with the city's food system. 2) Validate an initiative proposed by BCCI based on the concept of Gastronomic Journeys, named "GastroKultur" as a potential solution to the identified challenges through a co-creation process with the different agents. The initiative took place in LABe, the digital gastronomy and living lab located in San Sebastián. 3) The knowledge acquired in the co-creation activities was transferred to the public through an event based on the validated initiative in the previous objective (2).

Potential next steps: The results (including the identified challenges and possible solutions) sent to the municipality of San Sebastián in order to take action in the future and improve the sustainability of the food system. Based on the methodology the further transformation of the gastronomy sector via replication or scale-up of the project could be possible in other cities.

Community Garden App Feasibility Study (Paris, France and Brussels, Belgium)

Consortia partners: E-SENIORS [Lead partner], European Food Information Resource (EuroFIR AISBL)

Fund by EIT Community: 30 000 EUR

Main goal of the project: Creating an open dialogue about the impressions of and needs for information about community gardens to understand how this (location, responsible persons, activities) might be best delivered.



Main achievements: The outcomes of the activity included responses to questionnaires, opinions collected using focus groups, and comments from policymakers and local authorities obtained by interviews. The project identified there is an appetite for community gardens activities amongst the various groups, but those with higher qualifications (graduate and above) are concerned about time to participate, whilst those with low educational status (high school) do not know how to access the information, in both cases despite the desire to participate/ engage with such initiatives. Thus, information about community gardens – regardless of how it is delivered (i.e., website or app) – needs to be accessible and engage citizens from different socioeconomic groups, and participation needs to be flexible and inclusive.

Potential next steps: This project could be upscaled to include local authorities and NGOs, as well as a technical partner to try to gather available resources and information to centralise them into one app available to citizens of both cities. This app should be user and age friendly, as well as offer additional features such as some identified in the final report. This project could also be extended to other cities in Europe to gather information about the community gardens of Europe, in order to contrast the information gathered here and list best practises. Such a project could benefit the development of an app available across major European cities relating to urban gardening and its future in our cities.

Container gardening project – Garden@SME (Turin, Italy)

Consortia partners: University of Turin [Lead partner], City of Turin

Fund by EIT Community: 30 000 EUR

Main goal of the project: Aesthetic and functional redevelopment of a part of the University of Turin that has been unused and abandoned for years, including as a waste dump. The project was oriented to two specific communities. The first, called a university citizenry community, composed by all those frequenting the university area (students, professors, technical and administrative staff), that is one of the main campuses in Turin of the University of Turin (the School of Management and Economics, acronym SME).



Main achievements: The activities led to the co-creation of the garden, and over the months have seen the active involvement of more than 60 people. A short video is available about the [Opening day at the SME Garden, University of Turin, 17 Dec 2021](#). The project also created a community thanks to the use of communication tools also social, with weekly updates on the state of the art of the work, and on the initiatives conducted. This type of public engagement has been fundamental and, in this project, one of the researchers involved has experience in environmental communication, and in this sense, this has facilitated the conveyance of communications and engagement.

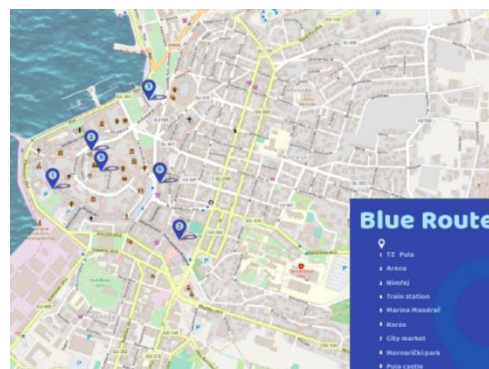
Potential next steps: The collaboration with the City of Turin was fundamental, since the specific area identified through one-to-one meetings and inspections made it possible to identify exactly where it was most appropriate to act, also at the regulatory level. It should be noted that the area in question was identified as the most suitable, especially in view of the fact that the City of Turin has an investment plan for the surrounding areas through the Recovery fund. This also makes it possible to scale up the project in other adjacent areas. The activity has a great potential for future replication or further upscaling.

CLIME - transgenerational climate voyage through time and space via AR technology (Pula, Croatia)

Consortia partners: Impact House [Lead partner], City of Pula, Terra Hub, Gamechuck

Fund by EIT Community: 30 000 EUR

Main goal of the project: The CLIME project was designed in order to optimize heritage experiences to climate resilience and the recent experience of climate and connected cultural change and adaptation and inclusivity and to revive 'Councils of Elders' connection with Youth. In so, the purpose is inverting the relationships between city and nature by conceptualising cities in the natural environment by providing a gamified AR mobile app for youth where they can "clime" both physically through nature and culturally as experienced by our elders.



Main achievements: The public space of Pula was created in a different - innovative way - through AR technology. Anthropological research and analysis of the culture of living has identified climate change and adaptation to life over 90 years. Stories from the past told by the elderly had been collected through interviews; a video recording of a semi-structured interview among 12 elderly citizens of Pula was conducted for 3 days. The major outcome of the project is the "Clime" AR mobile app that connect generations and give us educational content about life in the past, life before plastic, before significant climate change, about the self-sufficient life of our elders. With this mobile application users able to take a tour of Pula, generate a physical map of the city of Pula based on stories and create an open database based on research.

Potential next steps: The AR mobile application has great potential to be upscaled within the City of Pula, by expanding a wider city scale. The solution has a good replication potential in other Cities as well, based on the research carried out by the partners.

Stories from both sides: towards a collective narrative and vision for the Neiva River mouth (Esposende and Viana do Castelo, Portugal)

Consortia partners: Rio Neiva [Lead partner], Municipality of Esposende, & Viana do Castelo

Fund by EIT Community: 30 000 EUR

Main goal of the project: Build-up a collective narrative and vision for the Neiva River mouth, in the Northern littoral coast of Portugal, for the re-design of the local population interaction with the natural surrounding protected areas.

Main achievements: The project contributed to a collective response, fostering new conversations grounded in the Neiva river mouth social, cultural, and environmental fabrics. The project outcomes are openly available on the project website, and listed here as follows:



- [Outdoor Photo Exhibition](#): This exhibition is a collection of photos of all those that participated in the interviews, providing them a respectful visibility, interlaced with photos from different territory locations, and photos from the analogic cameras by local students. The exhibition was physically available between December 2021 and March 2022.

- [Narrative and Photo Book](#): The narrative and photo book documents the interviews, providing direct quotes relevant to the project scope. Moreover, this output narrates, written by the team, the main findings according to a past, present, and future storyline. Two participants also provided their own authored poems for the book, one specifically written for the project.

- [Video Documentary](#): The video documentary is based on all conducted interviews, curated bearing in mind the project goal and ensuring a narrative which cover the diversity of perspectives touching climate and environmental sensibilities grounded in the territory reality.

Potential next steps: The project is developed in a way to be used as working guidelines for possible replication and/or upscaling. The project has also a good potential to be upscaled on a larger territory or on a wider scale.

VegetART-ing Schools (Madrid, Spain)

Consortia partners: Universidad Politécnica de Madrid [Lead partner], Ayuntamiento de Madrid, Instituto Mutante de Narrativas Ambientales IMNA, Plataforma Motor Nave Boetticher
Fund by EIT Community: 30 000 EUR

Main goal of the project: Enhance citizen participation through the collaborative ideation and design of artistic prototypes of nature-based solutions to achieve climate resilience. It is founded upon a rich social ecosystem and pilot initiative Cyborg Garden. The Cyborg Garden aims to naturate the outdoor spaces at the Centre of Contemporary Creation Matadero Madrid and its surrounding neighbourhoods and to collectively formulate a climate change adaptation strategy that can contribute to transform Matadero into a desirable space: a cyborg garden for trialling forms of co-existence between humans and non-humans.



Main achievements: The experiment integrated art as a pedagogical tool to involve youngsters in a climate resilient program and to build upon the network of the Madrid Deep Demonstrations and the Young Innovation program at UPM to create a local ecosystem of collaboration of art, science, and society, enabling a platform for designing innovative solutions in which citizen participation is ensured, improving community cohesion along the way.

One of the most powerful workshops was carried out by BASURAMA, in which children were encouraged to use old materials and professional woodworking tools to build a flowerpot, using old school desks, and decorate them with paints and sprays. After the development of the workshops, youngsters were able to identify the most accurate Nature Based Solutions among many other concepts that were explained during the activities such as leadership, creativity, or how to mobilise others.

A compilation of these testimonies from one of the pilot schools who received the artistic approach can be seen on this [video](#), where students are asked to share some insights on what they have been doing and learned along the sessions.

Potential next steps: The teacher's manual had been created for future scalability; to explain insightfully the activities that had been carried out in each of the workshops, so this can be replicated in other schools, no matter the location.