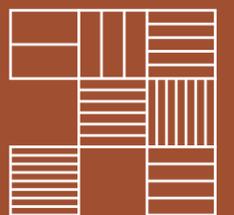


Nettverkssamling

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:



Fokus og problemstillinger

- Liveability i den nordiske regionen
- Liveability and business attractiveness in urban transformation

1950
The concept of livability took hold as a powerful linguistic tool in Vancouver with The Electors Action Movement (TEAM)

1981
Donald Appleyard's book *Livable Streets* brought livability to planners and urban designers, particularly as it related to streetscapes and transportation

1999
Livability usage in planning-related media saw a surge with the Gore/Clinton Livability Agenda, a framework for coordinating and adding billions of dollars of funding for "new tools and resources to preserve green space, ease traffic congestion, and pursue regional "smart growth" strategies".

2000
The AARP has been developing guidance on livability since their first Community Evaluation Guideline and continues to offer tools and guidance to communities around livability

2009
In the United States, the concept of livability gained significant traction as a set of guiding principles from the new Partnership for Sustainable Communities (PSC), a collaboration between the U.S. Department of Housing and Urban Development (HUD), U.S. Department of Transportation (DOT), and the U.S. Environmental Protection Agency (EPA)

2013
"... if you think about it, there is no such a thing as livability. Livability is an artificial construct calculated by experts based on normative ideals according to some philosophical system."
- Adam Okulicz-Kozaryn

QUALITY OF LIFE SURVEY 2018

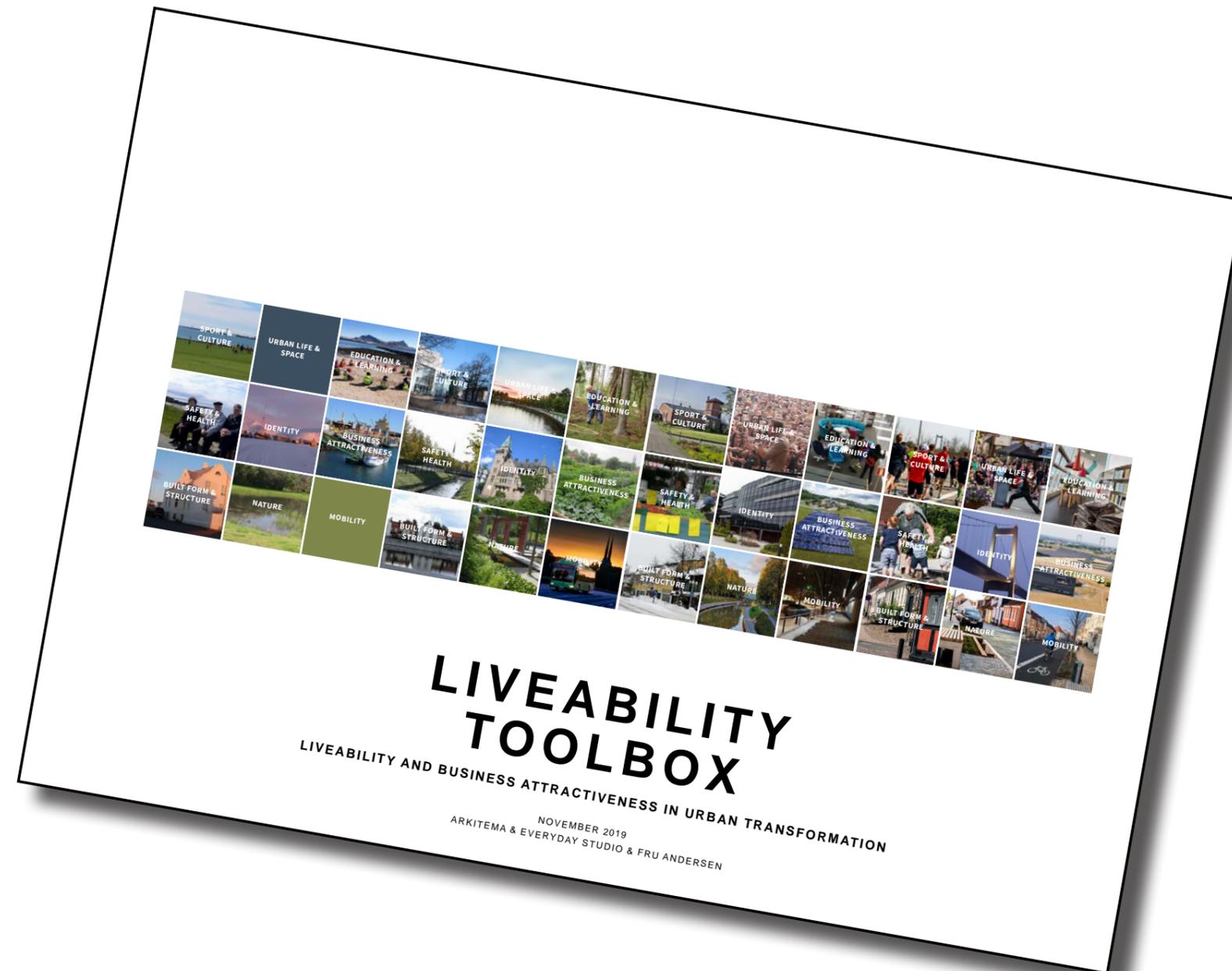
Mini-guide til DGNB
LEED v4 for NEIGHBORHOOD DEVELOPMENT
Includes: LEED ND, Plan, LEED ND, Build Project



“Liveability – an assessment of what a place is like to live in, using particular criteria, for example, environmental quality, crime and safety, education and health provision, access to shops and services, recreational facilities and cultural activities ”

Verktøj utviklet:

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



Deltagere



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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 environment, 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 environment 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

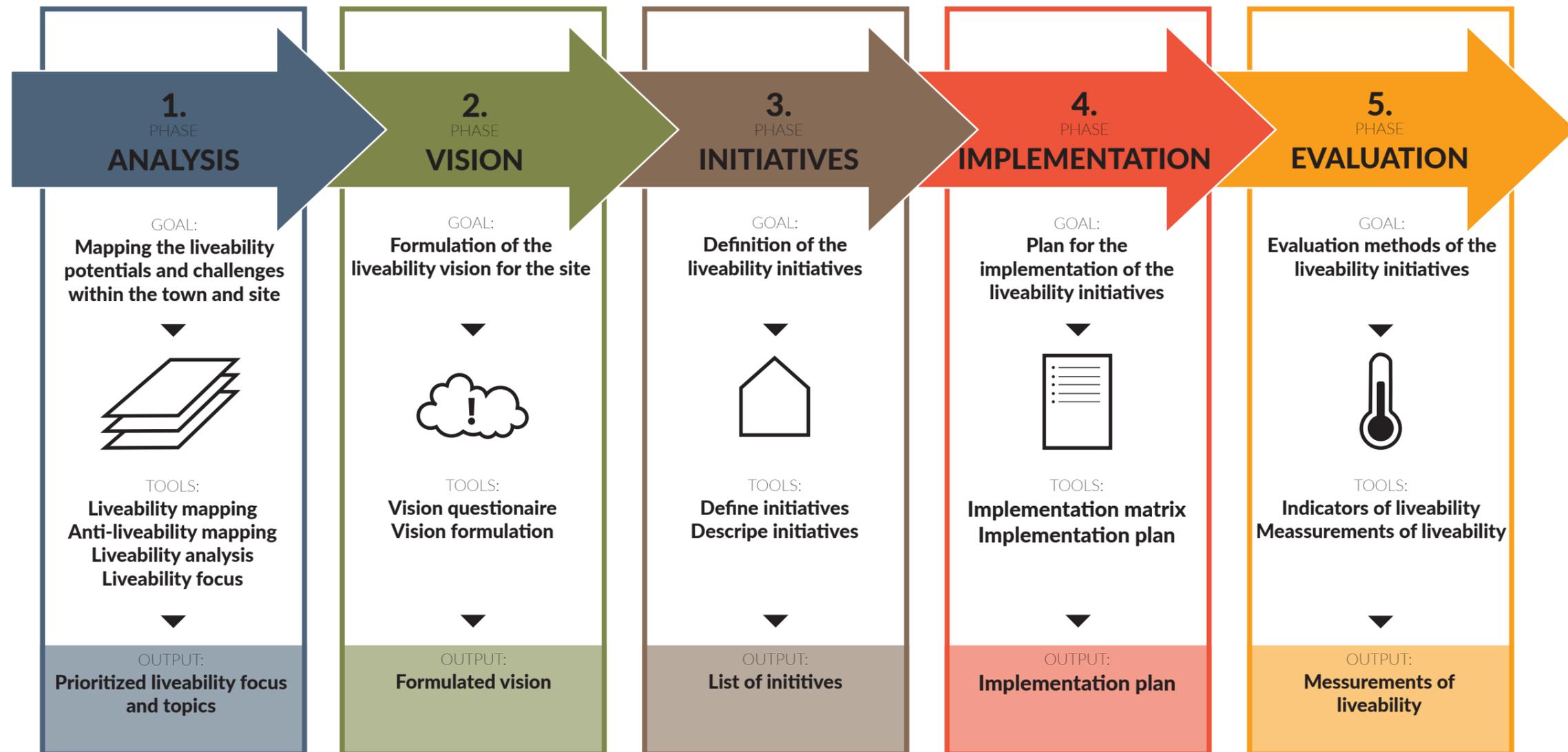
Colleges and universities, schools, day-care and afterschool activities, libraries, crafts, learning networks, urban spaces designed for learning, lifelong learning, knowledge centers, intergenerational transmission etc.

BUSINESS ATTRACTIVENESS

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

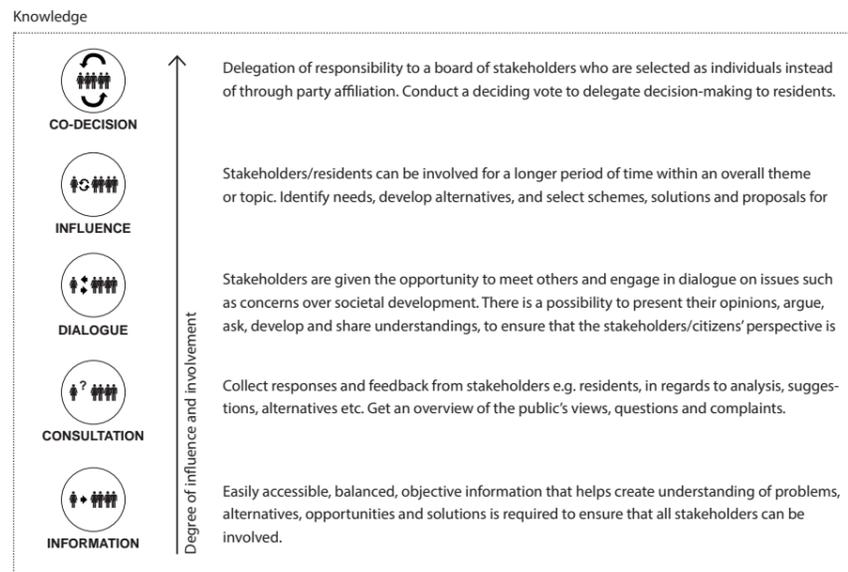
MOBILITY

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



Liveability prossess verktøy_DIALOG

Exercise STAKEHOLDER AND DIALOGUE MAPPING



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



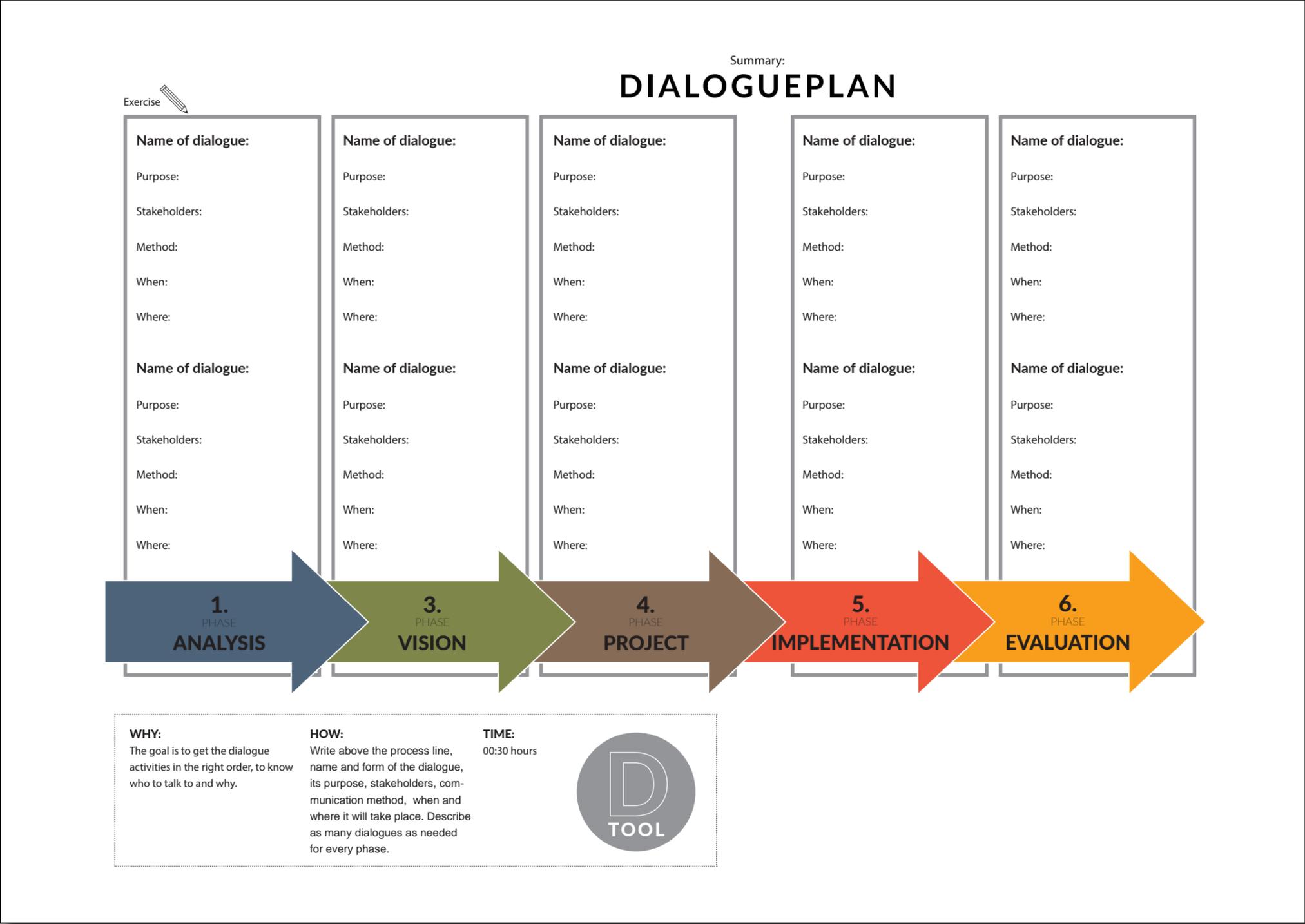
Exercise

Name of phase:.....

Stakeholders + their financial resources:	Form:	Methods:
LANDOWNERS \$ S M L		PROTOTYPING
RESIDENTS \$ S M L		TEST RUN
NEIGHBORS \$ S M L		INTERVIEWS
CITIZENS \$ S M L		LOCAL HEARING
LOCAL TASK GROUPS \$ S M L		CITY CHARRETTE
LOCAL LEADERS \$ S M L		ROUND TABLE
DEVELOPERS \$ S M L		MEETINGS
POLITICIANS \$ S M L		WALK N' TALK
MUNICIPALITY \$ S M L		QUESTIONNAIRES
INTEREST GROUPS \$ S M L		CHAT FORUM
ASSOCIATIONS \$ S M L		INFO STANDS
COMPANIES \$ S M L		NEWSPAPERS
EXPERTS \$ S M L	
CONSULTANTS \$ S M L		

*Stakeholders financial resources

Liveability process verktøy_DIALOG



Liveability prossess verktøy_DIALOG

STAKEHOLDER AND DIALOGUE MAPPING

Exercise

Knowledge

CO-DECISION
Delegation of responsibility to boards where the delegates are not selected based on party affiliation, but as individuals. Delegate decision-making to the residents by conducting a deciding vote.

INFLUENCE
The 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 implementation. This forms a base for political decisions.

DIALOGUE
Stakeholders are given the opportunity to meet others and engage in dialogue on issues such as concerns to the development of assets. There is a possibility to present their opinion, argue, ask, develop and share understanding, to ensure that the stakeholders/residents' perspective is considered and understood.

CONSULTATION
Get response 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.

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

Exercise

Name of phase: **VISION**

Stakeholders + their financial resources:

- LANDOWNERS
- HIGHBOORS
- LOCAL TASK GROUPS
- LOCAL LEADERS
- DEVELOPERS
- POLITICIANS
- MUNICIPALITY
- INTEREST GROUPS
- ASSOCIATIONS
- COMPANIES
- ARTISTS
- CONSULTANTS

Form:

CO-DECISION

DIALOGUE

CONSULTATION

INFORMATION

Methods:

PROTOTYPING

TESTRUN

INTERVIEWS

LOCAL HEARING

CITY CHARRETTE

ROUND TABLE

MEETINGS

WALK N' TALK

QUESTIONNAIRES

CHAT FORUM

STANDS

NEWS PAPER

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

HOW: First you discuss who to involve in which phase, which communication method should be used with them and their financial resources. Then draw lines between them.

TIME: 00:30 hours

DIALOGUEPLAN

Summary

1. ANALYSIS

Name of dialogue: **INFORMATION**

Purpose: *...*

Stakeholders: *...*

Method: *...*

When: *...*

Where: *...*

2. VISION

Name of dialogue: **WORKSHOP**

Purpose: *...*

Stakeholders: *...*

Method: *...*

When: *...*

Where: *...*

3. INITIATIVES

Name of dialogue: **PLANNING**

Purpose: *...*

Stakeholders: *...*

Method: *...*

When: *...*

Where: *...*

4. IMPLEMENTATION

Name of dialogue: **NEIGHBORS**

Purpose: *...*

Stakeholders: *...*

Method: *...*

When: *...*

Where: *...*

5. EVALUATION

Name of dialogue: **CITIZEN**

Purpose: *...*

Stakeholders: *...*

Method: *...*

When: *...*

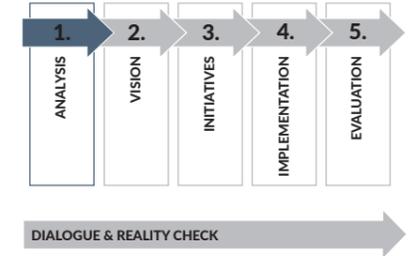
Where: *...*

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

HOW: Write above the process line the name and form of the dialogue, its purpose, the stakeholders, the communication method, and when and where it will take place.

TIME: 00:30 hours

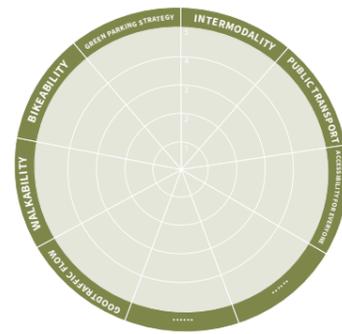
Liveability process verktøy: ANALYSE



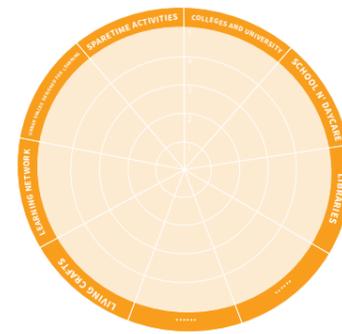
Analysis - Phase 1 - Overview 9 THEMES



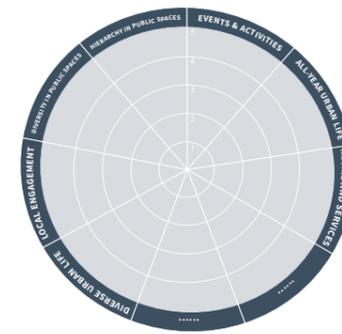
SPORT & CULTURE



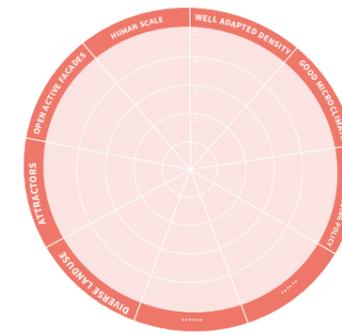
MOBILITY



EDUCATION & LEARNING



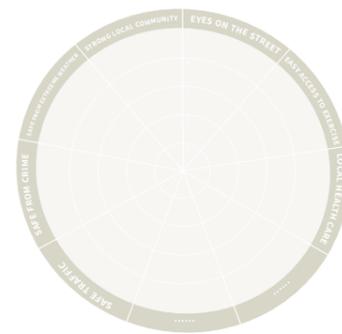
URBAN LIFE AND SPACE



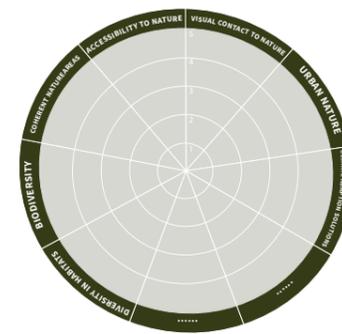
BUILT FORM & STRUCTURE



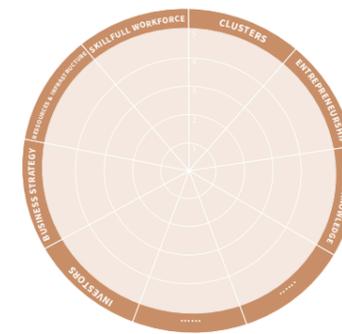
IDENTITY



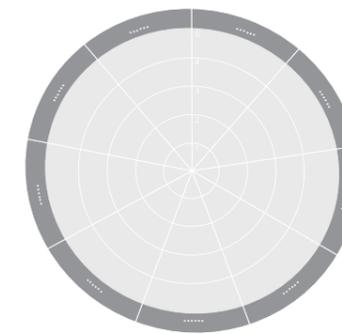
SAFETY & HEALTH



NATURE

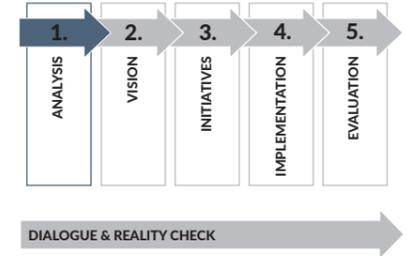


BUSINESS ATTRACTIVENESS



.....

Liveability process verktøy: ANALYSE



Analysis - Phase 1 - Exercise 5

URBAN LIFE & SPACE

Mark scale of analysis

Exercise

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?

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' 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.

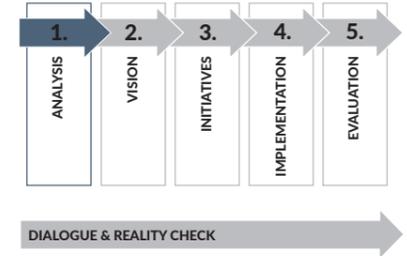
PHASE 1

Notes:

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

-
-
-

Liveability process verktøy: ANALYSE



Exercise - filled in

SPORT & CULTURE

- Do we include the "BORG"?
- THE "BORG" PART?
- THE "BORG" PART?
- THE "BORG" PART?

MOBILITY

- HOW "ACTIVE" ARE WE?
- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?
- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?

EDUCATION & LEARNING

- THE "BORG" PART?
- THE "BORG" PART?
- THE "BORG" PART?

URBAN LIFE & SPACE

- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?
- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?

BUILT FORM & STRUCTURE

- IT'S "ACTIVE" OR "PASSIVE"?
- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?

IDENTITY

- IDENTITY "ACTIVE" OR "PASSIVE"?
- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?

SAFETY & HEALTH

- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?
- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?

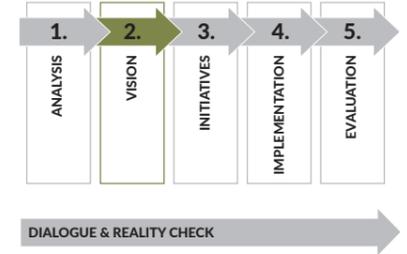
NATURE

- HOW "ACTIVE" ARE WE?
- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?

BUSINESS ATTRACTIVENESS

- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?
- CONSIDER TO BE "ACTIVE" OR "PASSIVE"?

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? | 5. Do you have regular opinions about some things/something that WILL become part of the site in the future? |
| 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? | 6. What would be the most important outcome for the municipality/town in a 5 to 50 years perspective? |
| 3. How would you like the area to evolve? (Housing, culture, education, occupation, living life, etc.) | 7. Which 5 words should characterize the area once the development is well-realized? |
| 4. Do you have pictures of how you dream of the area would look like? (Balance between new and old, identity, architecture) | 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.

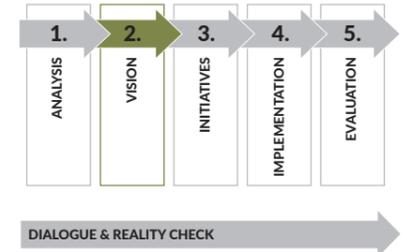
HOW:

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



Liveability process 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 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?
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 summary 2.

Time: 1 hour

V
PHASE 2

Answers:

Answer 1: **ATTRACTIVE HOUSING AREA**
- **SKANNING FOR TRANSPORTATION**
- **KNOWLEDGE CITY**

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

Answer 3: **FROM VILDT BOKSTAVER TIL SAMMENHENG**
- **ATTENTION BY**

Answer 4: **FULL OF VISUAL EXPERIENCES, TRANSPARENT AND OLD BUILDINGS, TREES, GREEN SPACES, EVOLVING BUT CUSTIC GROUP.**

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

Answer 6: **NOT ON THE BUDGETS!**
INTERESTING DESIGN AND WITH A DISTINCTIVE ARCHITECTURE AND GOOD TRAFFIC ABOUT THE TRANSFORMATION

Answer 7: **NICE, SHARED, DIVERSE, HUMAN SCALE, OPLEVELSELT OG COMMUNITY**

Answer 8: **TO SPEND A LOT OF MONEY WITHOUT THESE WILD ALIENS!**

Answer 9:

Vision - Summary
VISION FORMULATION

MODERNISTISKE IDEER TIL TRANSFORMASJON TIL OPLEVELSELT BYKVALITET ---!

General vision:

OPLEVELSELT BYKVALITET MED FÆLLESSKAPER, OG BYNATUR SOM VOKSER FRA GJENNEM EN ~~FRANKFURT~~ MODERNE EKSPERIMENTELLE TRANSFORMASJON PÅ EN MODERNISTISK MODERNISTISK BEHOVET.

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. Prioritize the elements of the vision in subvisions.

Time: 00:30 mins.

V
PHASE 2

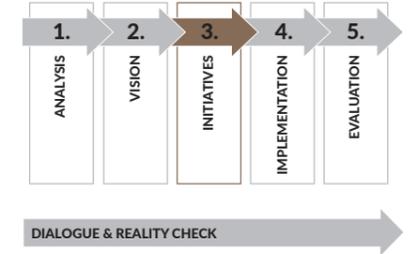
1. subvision: **EKSPERIMENTELLE TRANSFORMASJON**

2. subvision: **VIDEREFØRE IDEERNE FRA FORFØLGE MODERNISMEN**

3. subvision: **FÆLLESSKAPER OG VIDENSGIVNING OG BYNATUR**

4. subvision: **OPLEVELSELT BYKVALITET**

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

Name of initiative:.....

Purpose of the initiative:.....

Possible stakeholders:

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

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.



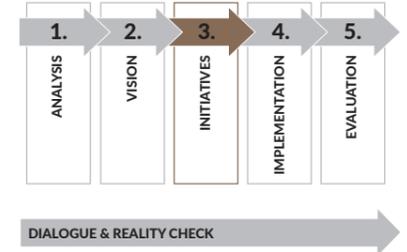
Name of initiative:.....

Purpose of the initiative:.....

Possible stakeholders:

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

Liveability process verktøy: INITIATIVES



Exercise - filled in

Initiatives - Exercise

DEFINE INITIATIVES

General vision - Initiatives needed for realizing the general vision:

- VOPENSJE DEVE
- DE PLANE : MATERIALE GEBEG OG REGIONER AF PLANEN
- FOREBEMPE !!!

Subvision 1 - Initiatives needed for realizing the subvision: **ERPERIMENTELLE TRANSFORMASJONER**

- BEHOLDE OG GJENOPLEVE
- HVAO PASSE MED TRANSFORMASJONER?
- HVAO OVERBLOGSBAR?
- HVAO GJER MENING I ANBEF?

Subvision 2 - Initiatives needed for realizing the subvision: **OPLEVELSESGJEST BILKARER**

- BIVESTI IN ANBEF
- BE BIVESTI I
- HVAO IN HVAO LOSTER
- STRATEGI FOR BIVESTI
- DIVERSTI I HVAO LOSTER

Subvision 3 - Initiatives needed for realizing the subvision: **FRJELSTHET OG BIVESTI**

- HVAO LOSTER
- HVAO LOSTER
- HVAO LOSTER

Subvision 4 - Initiatives needed for realizing the subvision: **VORPERING I HVAO LOSTER**

- HVAO LOSTER
- HVAO LOSTER
- HVAO LOSTER

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?
- Which initiatives can preserve and reinforce the liveability aspects of the site?
- What is needed for ensuring 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 source and stable economy for the project?

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

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

TIME: 1 hour

IN PHASE 3

Sum up - filled in

INITIATIVES

Name of initiative: **FRJELSTHET**

Purpose of the initiative: **KOMMUNIKASJON, PEOPLE IN PUBLIC SPACES**

Possible stakeholders: **SAMMEN**

How will the initiative help to realise the vision? **ATTENTIVITET, OPLEVELSE**

Name of initiative: **STRATEGI FOR HUSING ERPERIMENTER**

Purpose of the initiative: **UNDRERHOLGE**

Possible stakeholders: **AVG**

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

Name of initiative: **TRANSFORMASJON**

Purpose of the initiative: **BEHOLDE OG GJENOPLEVE HVAO LOSTER**

Possible stakeholders: **AVG**

How will the initiative help to realise the vision? **FORANKRETE SAKER I IDENTITET, HVAO LOSTER, IDENTITET**



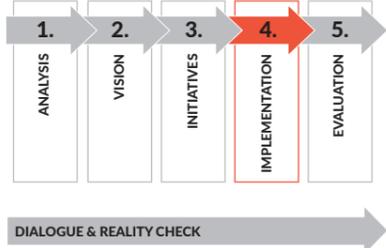
WHY: Choose the essential initiatives and describe them.

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 process verktøy: IMPLEMENTATION



Implementation - Phase 4 - Exercise:

IMPLEMENTATION MATRIX

Exercise

High-cost

↑

← Low liveability impact

→ High liveability impact

↓

Low-cost

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.

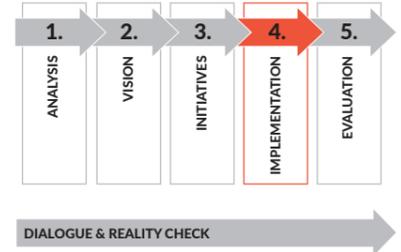
TIME:
00:30 mins.

Guiding questions

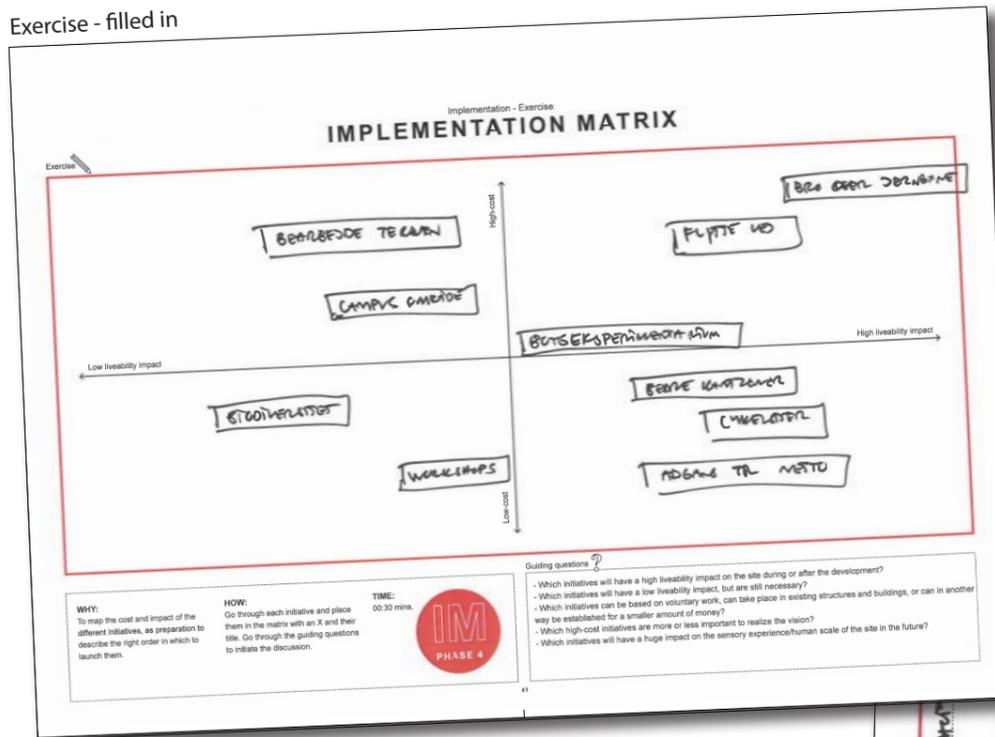
- Which initiatives will have a high liveability impact on the site during or after the development?
- Which initiatives will have a low liveability impact, but are still necessary?
- Which initiatives can be based on voluntary work, can take place in existing structures and buildings, or can in another 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

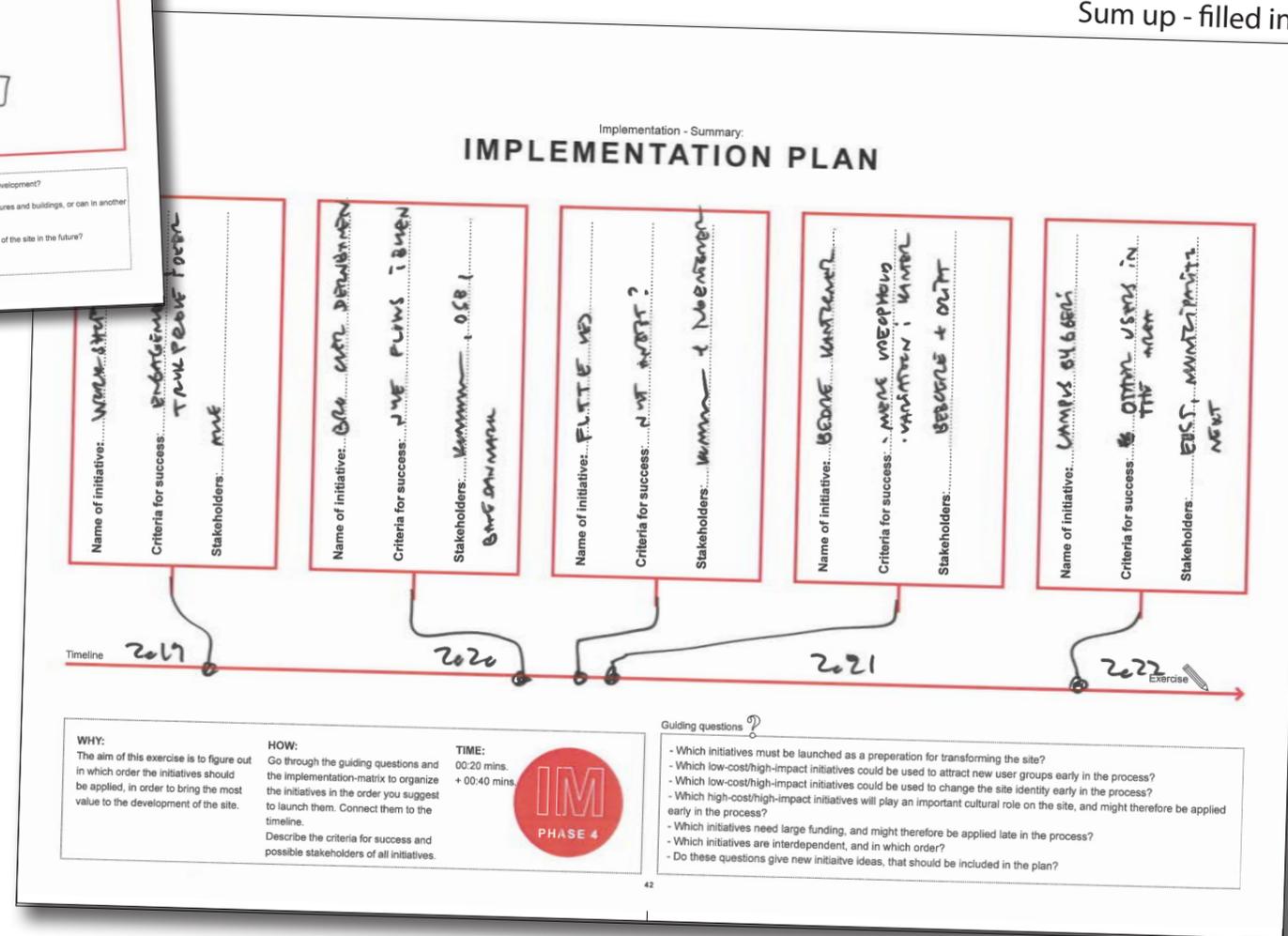
Liveability process verktøy: IMPLEMENTATION



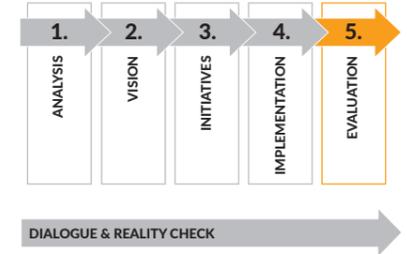
Exercise - filled in



Sum up - filled in



Liveability process verktøy: MEASURING



Summary - Phase 5:

MEASUREMENTS OF LIVEABILITY

Exercise

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

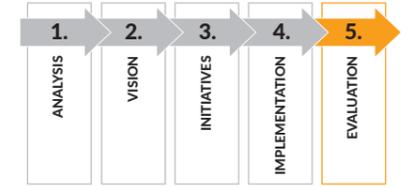


Examples of quantity measures

- 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 process verktøy: MEASURING



DIALOGUE & REALITY CHECK

Exercise - filled in

Exercise:
INDICATORS OF LIVEABILITY

<p>Name of initiative: <u>BRO</u></p> <p>Criteria for success: <u>STAMMEN HVER BENSIDE 0.1</u></p> <p>Liveability indicators:</p> <ul style="list-style-type: none"> • NAF PLANS • PENSJON TBS • PUNG SIMOTTEL SIKT T BT • CILKULATEN 	<p>Name of initiative: <u>FLYTTET UD</u></p> <p>Criteria for success: <u>NAT AUSTET + DAMPT TAPPE</u></p> <p>Liveability indicators:</p> <ul style="list-style-type: none"> • TILS MED • HASTIG MED • FODGEBER UD • LUKT FODJEL 	<p>Name of initiative: <u>BEDRE KANTZONER</u></p> <p>Criteria for success: <u>GDNE NI GROEN + OPLAEN</u></p> <p>Liveability indicators:</p> <ul style="list-style-type: none"> • ATTRAKTIV GAMMELTID • MINNE TILS MED • MINNE BARNMILJØ • FLEK SIDE • BONE NABORHOL 	<p>Name of initiative: <u>CAMPUSBYG.</u></p> <p>Criteria for success: <u>UTTER V. STRE</u></p> <p>Liveability indicators:</p> <ul style="list-style-type: none"> • MERE LIDEN OM UTMIDET • MERE LV • TILS MED • FLEK T. UD. • BRUG AF BILAVN • GRUNNLAG FOR NEDAR • FENOST PM
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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.

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

<p>Name of initiative: <u>FLYTTET UD</u></p> <p>What do we want to measure? <u>ATTRAKTIV T. UD</u></p> <p>How can it be measured? <u>STAMMEN HVER BENSIDE</u></p> <p>Is quality or quantity the best measurement? <u>QUALITY</u></p> <p>Can existing data collections be used? <u>NO</u></p> <p>Are there any uncertainties in the measurement? <u>NO</u></p> <p>Who can measure it? <u>MAN</u></p> <p>When should it be measured? <u>FOR T. UD</u></p>	<p>Name of initiative: <u>BEDRE KANTZONER</u></p> <p>What do we want to measure? <u>ATTRAKTIV T. UD</u></p> <p>How can it be measured? <u>STAMMEN HVER BENSIDE</u></p> <p>Is quality or quantity the best measurement? <u>QUALITY</u></p> <p>Can existing data collections be used? <u>NO</u></p> <p>Are there any uncertainties in the measurement? <u>NO</u></p> <p>Who can measure it? <u>MAN</u></p> <p>When should it be measured? <u>FOR T. UD</u></p>	<p>Name of initiative: <u>CAMPUSBYG.</u></p> <p>What do we want to measure? <u>UTTER V. STRE</u></p> <p>How can it be measured? <u>UTTER V. STRE</u></p> <p>Is quality or quantity the best measurement? <u>QUALITY</u></p> <p>Can existing data collections be used? <u>NO</u></p> <p>Are there any uncertainties in the measurement? <u>NO</u></p> <p>Who can measure it? <u>MAN</u></p> <p>When should it be measured? <u>EVERY YEAR</u></p>
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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.

Examples of quality measures

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

Examples of quantity measures

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



VIBORG

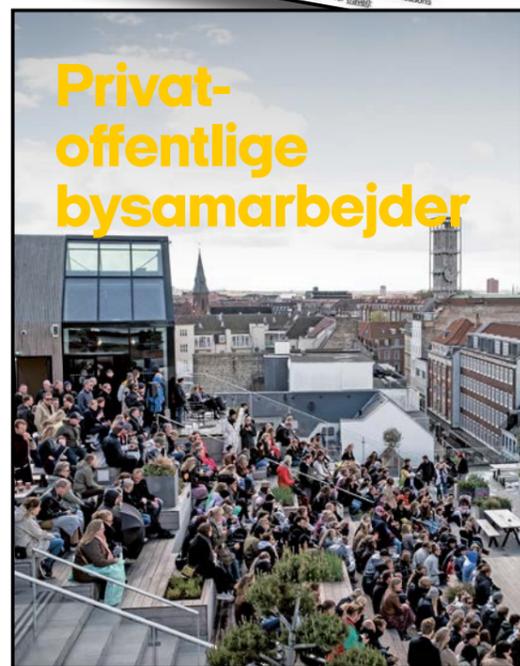
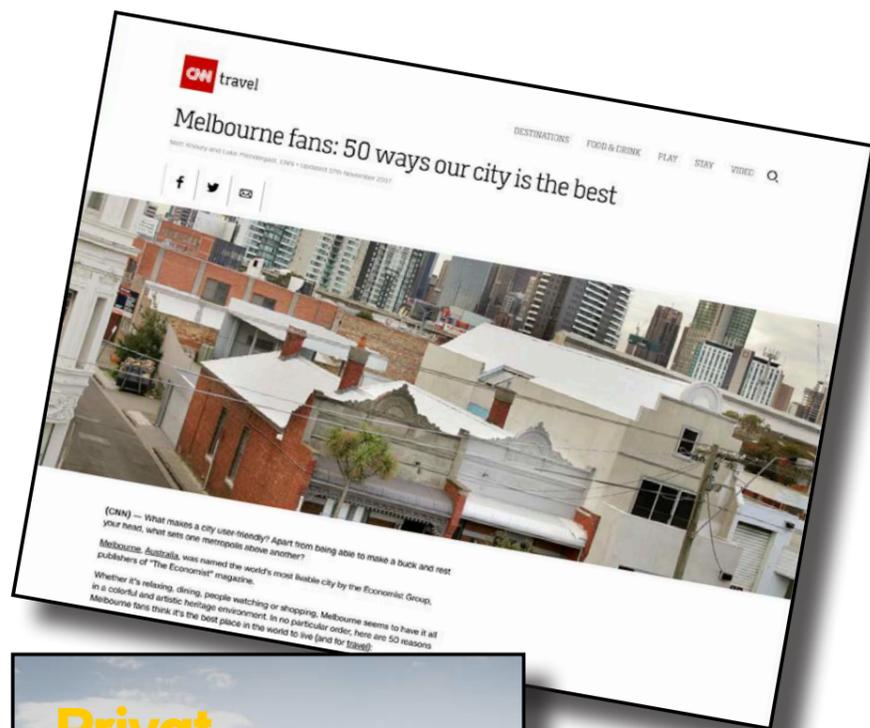
HAMAR

VAASA

LUND

Fokus og problemstillinger

- Liveability oplevet fra øyehøyde
- Liveability og co-creation



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CASE COLLECTION:
EXPERIENCES WITH CO-CREATION

HAMAR

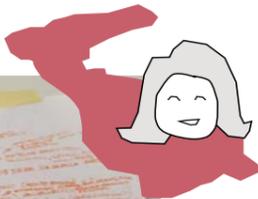
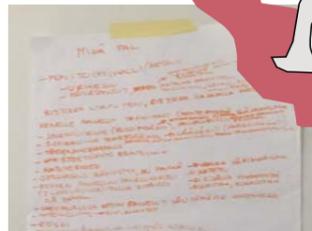


Method 1/Method 3:
Citizen proposal for a new railway in Hamar
Citizens have used the Citylab to discuss and exhibit their own proposal for a new path for the railway through Hamar. They used the Citylab to involve public authorities as well as engage the general public.

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.

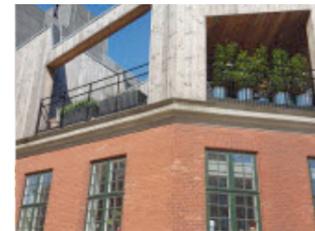
VAASA



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 role 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 PILLARS"

A burning platform

Being involved in a partnership with the aim of improving a place necessitates engagement, time, cost and energy. In order to make business, 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 urban, is the first step towards a partnership and a solution.

What is your burning platform?	What will happen if you don't do it?	How urgent is the situation?
		LOW 1 2 3 4 5 HIGH

Resources

Resources are, essentially, 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. (material, ideas etc.). The closer you get generating resources to ask members to pay a fee, but it can be very valuable for people to contribute to a solution, even if they can't pay anything at all about unearthing as many resources as possible.

What's stopping you from getting the needed resources?	What are your present resources?	What kind of resources do you need?
		Before your present level of resources (1 is very inadequate, 5 is very adequate)
		LOW 1 2 3 4 5 HIGH

Trust

Building trust is decisive when wanting to create a long lasting urban partnership. Partnerships can be more or less formalised but mutual trust is the soil from which every relation is nurtured and every co-creation will flourish. If you're not a resident or for example property owner participating in place improvements, it's most likely take a lot of time and often meetings to build the needed confidence in the project and the trust for the other stakeholders. Likewise, if you're a resident with close contacts between relatives 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?
	LOW 1 2 3 4 5 HIGH

Organization

Organizing the co-creation processes is crucial. Without the right level of organization and governance, the partnership will eventually peter out or fail. There must be somebody connecting people, ideas, and resources, connecting together 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 multi-stakeholder job, and though most can be done on a voluntary basis, in the long run it is more likely to fail.

What are your experiences with setting up organizations from the project?	What's your proposed organization in this case?	Define your present level of resources (1 is very inadequate, 5 is very adequate)
		LOW 1 2 3 4 5 HIGH

• 4 PILLARS FOR CO-CREATION

TOOL NO. 2: THE PLACE QUALITY TOOL

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 approach someone relationship to a specific place. A well defined sense of place implies the sense of belonging.

Does it feel local?	Does it feel unique?	Does it have a sense of history and identity?	Does it have a sense of place?
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5

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 modes. There is accessibility for all kinds of people. Access to walking and biking routes are particularly important.

Can people walk with ease and confidence on the sidewalks and streets in the neighborhood?	Can people walk with ease and confidence on the sidewalks and streets in the neighborhood?	Can people walk with ease and confidence on the sidewalks and streets in the neighborhood?	Can people walk with ease and confidence on the sidewalks and streets in the neighborhood?
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5

YOUR OWN REFLECTIONS AND/OR INTERVIEW WITH RESIDENTS OR SHOPKEEPERS:

1. What are the biggest qualities of this place? What do you like best about it?
2. How would you describe your neighborhood for a visitor?
3. Do you feel at home here?
4. What would make life something if they see it is better?

YOUR OWN REFLECTIONS AND/OR INTERVIEW WITH RESIDENTS OR SHOPKEEPERS:

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?

• GO HOLISTIC! AN INDICATOR TOOL

TOOL NO. 3: GO HOLISTIC!

Project

How does your project affect individuals and the way they get together/able to meet other and act collectively?

Qualitative Indicators
- can be measured with interviews and dialogues

Quantitative Indicators
- can be measured by mathematical, physical, precise measuring tools

Neighbourhood

How does your project affect the neighbourhood as a whole?

World

How does your project affect society/the world in general?

• PLACE QUALITY TOOL

Verktøy 1: The 4 Pillars



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? 5 4 3 2 1 1 2 3 4 5
---	---	--



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) 1 2 3 4 5 LOW HIGH



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? 1 2 3 4 5 LOW HIGH
---	--



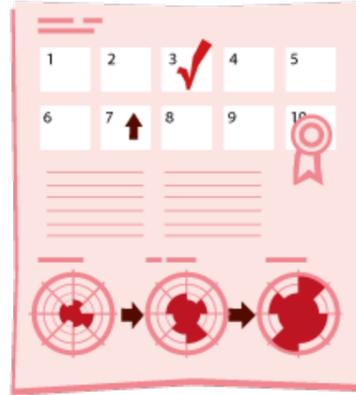
Organization

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) 1 2 3 4 5 LOW HIGH
---	--	--

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 evidence or absence of frequent community-oriented and community-organized activities and events that answer to a variety of needs and interests.

Public spaces and facilities

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 countries 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 furniture 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?
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5

Things to do
Is there a wide variety of experiences and opportunities? This can vary from visiting a community gym class.

Quality of maintenance/cleanliness
The overall state of the public space and the urban furniture. Are these properly maintained? Is the greenery well-tended? The frequency and extent to which the neighbourhood is being cleaned.

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

1. Do you have places to meet?
2. Is there any shared facilities (e.g. laundry shop, meeting facilities, guestrooms...)?
3. Do you have a platform for communication in your neighbourhood?
4. "Where do you put up a sign, for 'lost cats'?"

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, walk, the world play by itself, 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 public areas or pathways and safeguard access to resources.

Mixed housing typologies
A combination of different housing forms 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? Is there a feeling of control when entering the public space or a feeling of being out of place? Are there interesting physical and visual elements at eye-level?

Interesting views and scenography
The combination of the built environment and surrounding nature. The result is a variety of pleasing and inviting urban sceneries.

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?

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?

TOOL NO. 2: THE PLACE QUALITY TOOL PAGE 15

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 people experience a 'local spirit' - reflected in the physical and material 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 in the physical and material atmosphere? Would they proudly 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 beauty that can be felt throughout the neighbourhood? An overall atmosphere that people feel pleased and employed? This can involve anything from beautiful buildings to lively coffee shops and busy public squares. 'Slow' city invites residents to live a life in tune with their senses and feelings.

Strong identity/unique
Specific characteristics that define the neighbourhood, important and memorable elements or characteristics specific to this neighbourhood, that people would like to describe and explain 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 banks, shops, gyms, schools, libraries, 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 gardens 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? The availability, quality, price and safety of these means greatly affect the connections between neighbouring areas. The easier it is to access neighboring areas, the stronger the connections and relationships become.

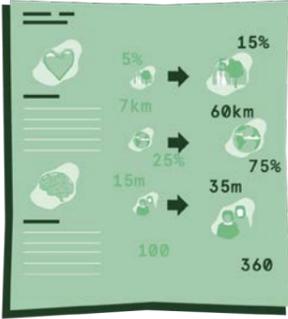
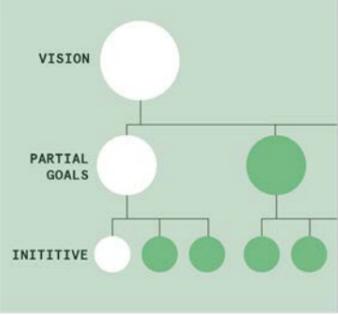
YOUR OWN REFLECTIONS AND/OR INTERVIEW WITH RESIDENTS OR SHOPOWNERS/USERS

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

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Individual/Relational

How does your project affect individuals and the way they act together/relate to each other and act collectively?

Neighbourhood

How does your project affect the neighbourhood as a whole?

World

How does your project affect society/the world in general?

Qualitative indicators

- can be measured with interviews and dialogues.

Quantitative indicators

- can be measured by mathematical, physical, precise measuring tools.

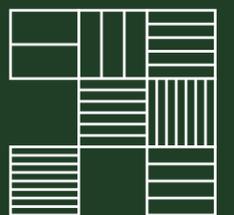
Nettverkssamling

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