EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.

Please provide one sheet per event (one event = one workpackage = one lump sum).)

PROJECT	
Project name and acronym:	Enhancing all citizens participation in rethinking the city as an inclusive, sustainable and beautiful place through art and culture - RETHINK
Participant:	Comune di Parma
PIC number:	996097754

EVENT DESCRIPTION	
Event number:	5
Event name:	ON LINE SEMINAR TO PRESENT LOCAL PROJECTS TO CITIZENS AND STAKEHOLDERS
Type:	Seminar
In situ/online:	online
Location:	N/A
Date(s):	21 September 2026
Website(s) (if any):	www.rethink-the-city.eu
Female:	81
Male:	68
Non-binary:	/
From country 1 - Poland:	21 participants
From country 2 - Italy:	31 participants
From country 3 - Latvia:	22 participants
From country 4 – Finland:	21 participants
From country 5 - Portugal	15 participants
From country 6 – Sweden:	29 participants
From country 7 –Croatia:	10 participants

Total number of participants:	149	From total number of countries:	7

Description

Provide a short description of the event and its activities.

The online seminar was organised by project partners in order to present the activities developed in the seven cities during the WP4 period. This activity gathered 149 participants on the Microsoft Teams platform from all the partnering countries with the participation of representatives of associations and stakeholders who implemented the local activities with citizens.

The seminar was composed of two main parts:

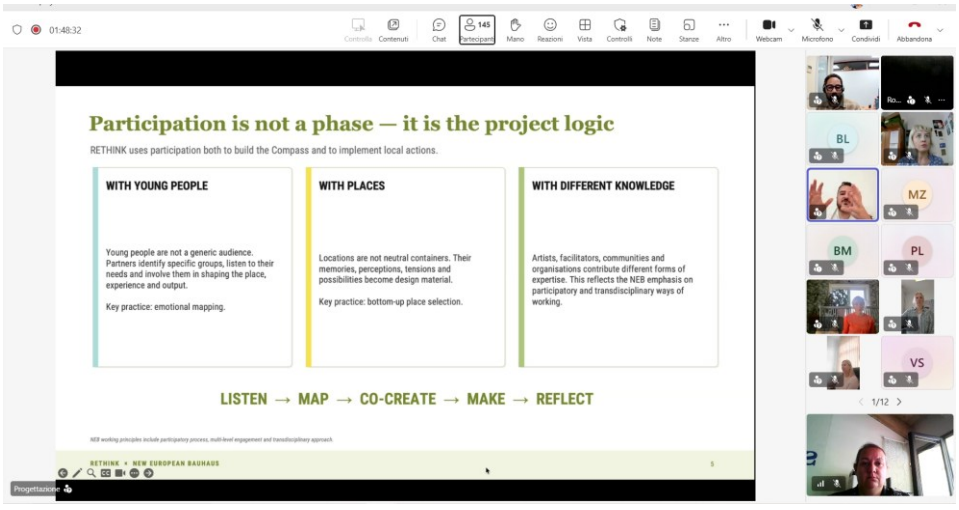
- The background with the project presentation and the presentation of the main features of the New European Bauhaus
- The local projects presentations

The Background – NEB in the Rethink project: one cycle and three values with multiple local interpretations

The NEB expert, Francesco Marchionni, introduced the main characteristics of the NEB with a specific and concrete application to the partners' Rethink local projects

The NEB starting point. The NEB is presented as a European framework linking what is built with how people experience change. It rests on three values. Beautiful means quality of experience, aesthetics and meaningful places, beyond pure functionality. Sustainable means climate goals, circularity, biodiversity and long-term thinking are built into the project logic. Together means inclusion, accessibility, affordability, and change shaped with people rather than only for them. The NEB also sets out how projects should work: through a participatory process, multi-level engagement and a transdisciplinary approach.

The strategy: adapt, do not copy. The partners used the NEB Compass as a methodological scaffold and turned it into a framework focused on youth, art and culture. This happened in five steps. They read the NEB values and working principles, then discussed them through the lens of the RETHINK's aims and local realities. Next, they translated the concepts through youth participation, art and place, and tested whether the principles could guide real local actions. Finally, they codified the outcome into a shared Compass with indicators and a checklist. The key point is that the framework itself came out of a participatory translation process carried out in workshops.



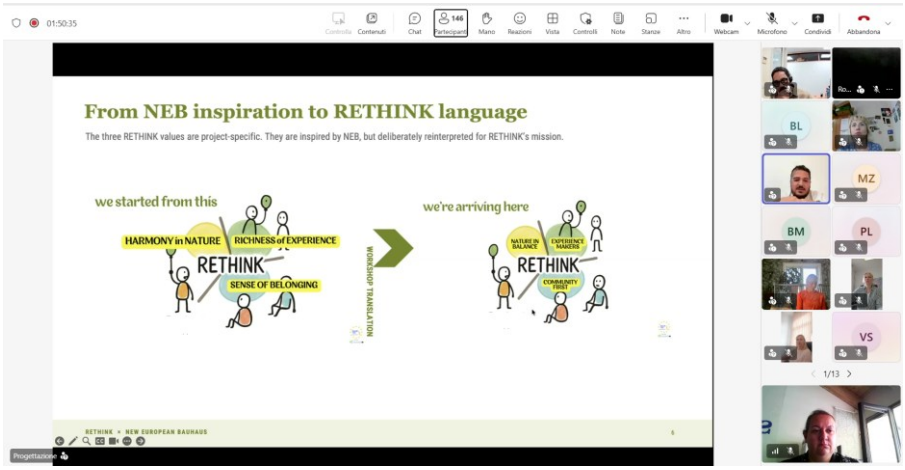
Participation as the project logic. Participation is described as the logic of the whole project, used both to build the Compass and to carry out the local actions. It works on three levels. With young people: they are not treated as a generic audience; partners identify specific groups, listen to their needs, and involve them in shaping the place, the experience and the results, mainly through emotional mapping. With places: locations are not neutral containers; their memories, perceptions, tensions and possibilities become design material, and places are chosen bottom-up. With different knowledge: artists, facilitators, communities and organisations each bring their own expertise, in line with NEB's transdisciplinary approach. The sequence running through all of this is listen, map, co-

create, make, reflect.

From Compass to local action. The shared methodology becomes a five-step delivery cycle that every partner follows:

1. Explore: map youth groups, locations and community context.
2. Co-create: use emotional mapping, involve artists and facilitators, produce joint outputs and choose the place bottom-up.
3. Design: plan materials, a care plan, inclusive communication, legacy and documentation.
4. Implement: run creative activities, monitor well-being and collect stories and evidence.
5. Share & learn: produce outputs, engage stakeholders, self-assess and plan follow-up.

The closing message sums up the approach: one cycle and three values, with multiple local interpretations. This explains why the seven cities' activities look so different while following the same method.



Local projects presentations

Bearing in mind the background given, project partners presented their participatory process and actions implemented at local level.

Amadora Municipality presented the project **"Sustainable Playground in Casal da Boba"** where young people and mainly vulnerable groups transformed Praceta António Duarte, a bare paved square between apartment blocks into a renovated inclusion area. The square was prepared and planted with autochthon trees during the Municipal Tree Day and residents painted a wall, and finally they painted a large colourful floor design together. The floor mural includes playground games drawn from the sketches.

Daugavpils Municipality presented a participatory public art example with **Graffiti in the City**. The process started from the three RETHINK principles: harmony with nature, richness of experience and sense of belonging. It continued with a public consultation meeting, mapping of the city, and a questionnaire for young people. The questionnaire asked how they rate the city's look, which public spaces need improving, and which symbols of Daugavpils should appear on a graffiti wall. The result was a long, colourful graffiti wall painted by children, young people and residents, featuring city landmarks and the words "Mūsu ♥ Daugavpils" ("Our Daugavpils").

The **Municipality of Lublin** and the "Brama Grodzka – Teatr NN" Centre worked with residents to transform a small **green public space in Tatary**. Tatary is a post-industrial district with social challenges but valuable green areas. Engagement started with workshops and a community game for young people, followed by public consultations and a community picnic where residents voted on the proposals. Two community workdays implemented the changes: a stair mosaic, new plantings, colourful wooden stumps and seats, painted concrete and garlands. The project also produced "Landscape Chess", a game designed for thinking together about public space.

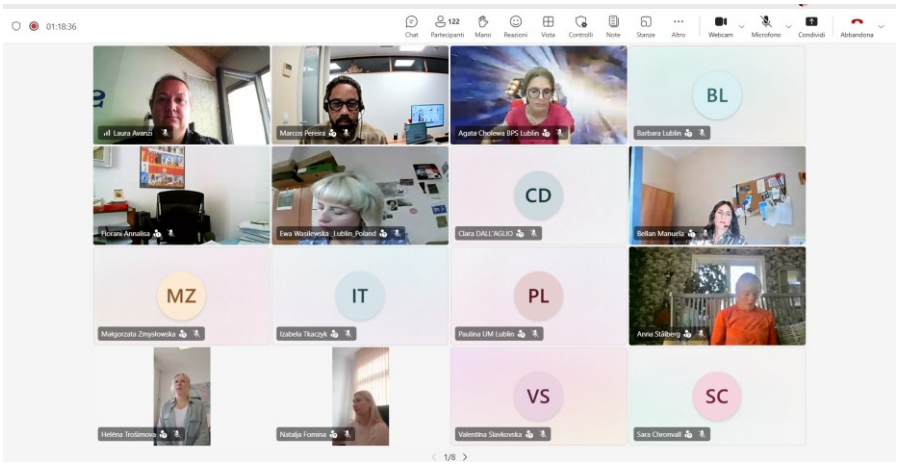
In **Parma, "Rastelli in Play"** turned Piazza Rastelli, in the San Leonardo neighbourhood, into a temporary participatory playground. San Leonardo has the city's highest immigrant population, dense buildings, lots of pavement and few green spaces or play areas. The process included a

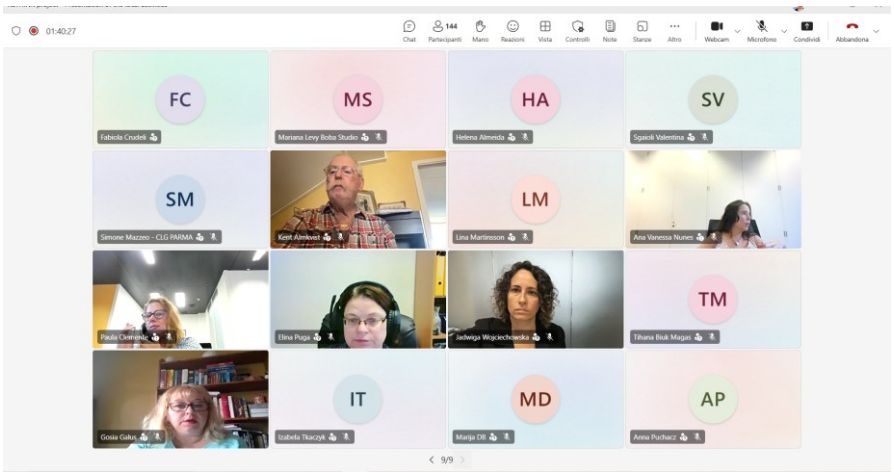
neighbourhood exploratory walk, defining the location and concept, and a social survey. The tactical urbanism interventions included tape-art games on the pavement, a children's handprint wall with board games, and a bioclimatic shade shelter, launched with a community event. Part of the installation remains for residents to maintain, modify or expand.

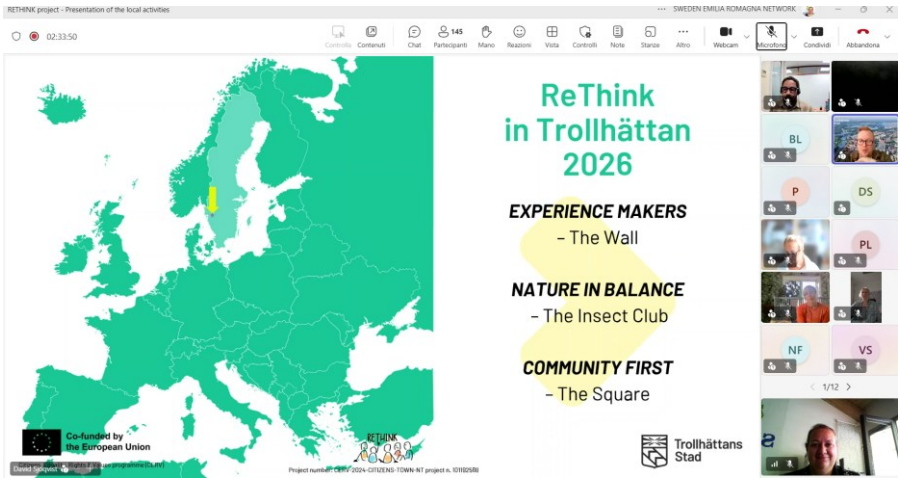
The **city of Seinajoki** turned an unused old railway station building in the centre into **JOJO Youth Space,** which opened on 1 September 2026. It was co-created mainly with unemployed young people aged 18–29 at risk of social exclusion. The process involved Nuorten Tolkku (the city's art-based youth workshop), the Youth Council, outreach youth workers and several city departments. Young people took part in a survey, art workshops using recycled materials, a large on-site graffiti piece, a workshop planning the space's functions and choosing reused furniture, and an online vote on the name. The space now offers areas for gaming, socialising, creative work, performances and exhibitions, and its operating model is still being developed with young people.

Trollhättan Municipality ran three activities, one for each RETHINK value. "**The Wall**" brought young women together with the artist Daniel "EKTA" Götesson to design and paint a public mural. "The **Insect Club**" worked with Kronan Culture House on biodiversity. "**The Square**" in Väne-Åsaka began with open meetings and a workshop on the area's future. The team's lessons were to be patient, support what already exists locally, understand participants' perspectives and give them feedback afterwards.

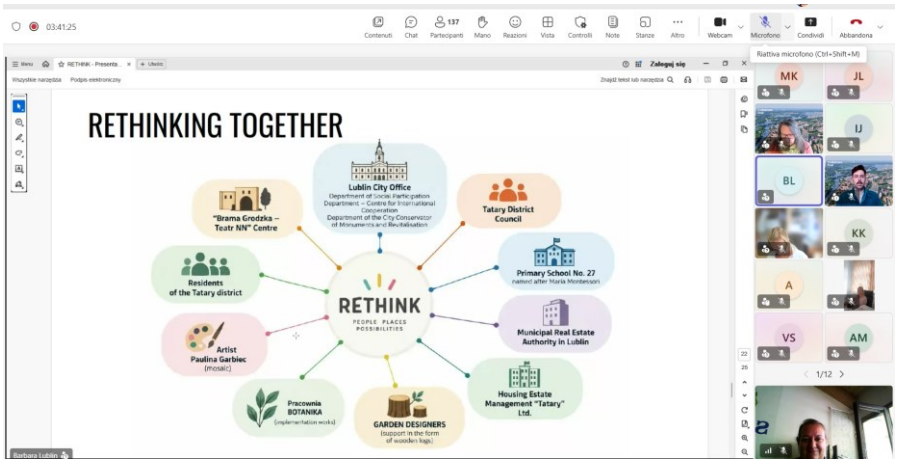
Zadar Municipality ran two activities. The first was a competition organised with the Zadar Architects' Society to design proposals to revitalise a neglected corner of a schoolyard. The winning class, proposed to create a real outdoor classroom with a planted fence, gravel paths, solar lights, exercise equipment, recycling bins and a mural. The second was a "**Zadar's Green Ring"** workshop organised during the KvartART festival, using the World Café method with seven expert facilitators. Discussion tables covered greenery and water, community facilities, and inclusivity and accessibility. The results will feed into future planning of the Green Ring, and the school competition may be repeated in other schools.



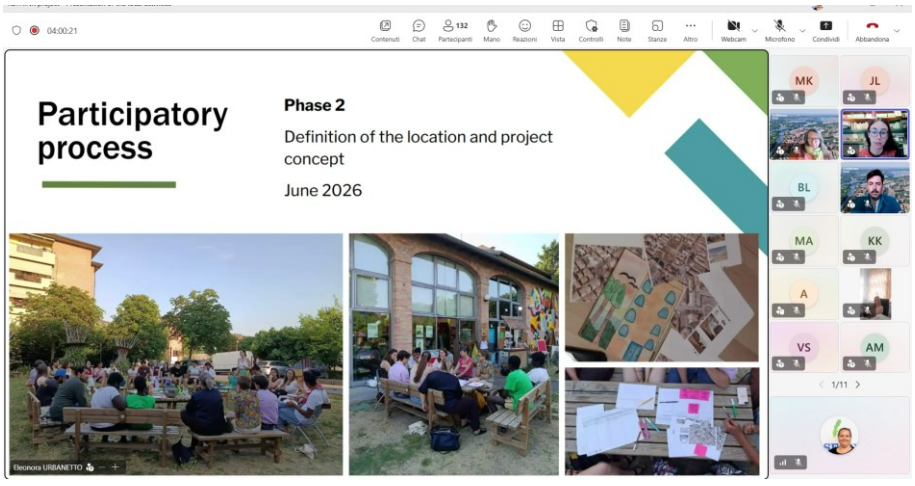




Trollhättan presentation



Lublin's approach



In Parma

Pictures of the events are uploaded on the project website: www.rethink-the-city.eu

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).