Sharing of experience: presentation of the project

Place Making 4 Inclusion (PM4I)

ERASMUS+ KA2 - Cooperation Partnerships in the Field of Youth

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PM4I - REVIVING ACTIVE CITIZENSHIP FOR RESHAPING THE SOCIETIES

THE CONCEPT - MAIN AIM

The **purpose** of the project **Place Making 4 Inclusion** – reviving **active citizenship** for reshaping the societies is to **empower youth work providers** and **youth organisations** by using the **placemaking methodology and practices** to **ensure social inclusion of young people of diverse backgrounds** in **jointly shaping the local communities**.

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ABOUT PLACEMAKING

Placemaking has become influential for practitioners in numerous fields-place-based initiatives often seek to improve the well-being of local communities through creative and collaborative responses to local issues. Such engagement related to place can support the aims of youth work and non-formal education, especially when working with young people with fewer opportunities.

In PM4I project, placemaking initiatives often seek to improve the well-being of local communities through creative and collaborative response to local issues. Placemaking can be transformative for young people from marginalised groups, and consequently supportive of young work and non-formal education.
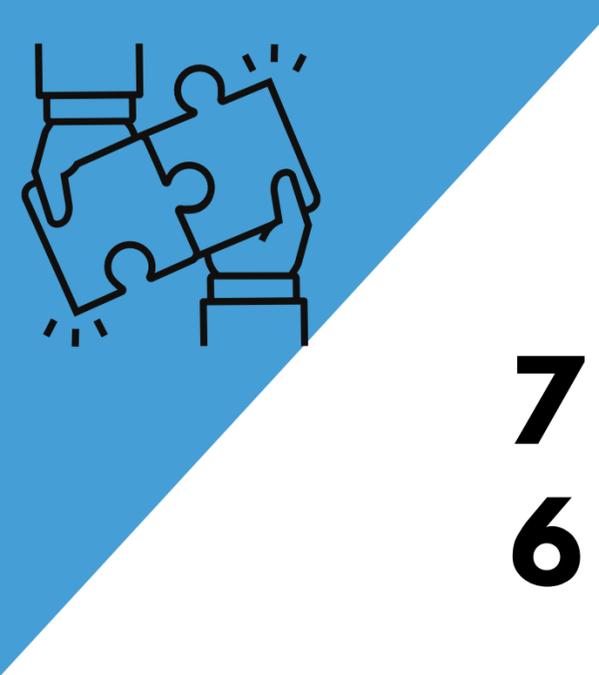
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7 partners
6 countries

- **Belgium**
- **Germany**
- **Norway**
- **Greece**
- **Spain**
- **Italy**

Belgium
Germany
Spain
Norway
Italy
Greece

YOUTH FOR EXCHANGE AND UNDERSTANDING

CULTURE GOES EUROPE
SOZIOKULTURELLE INITIATIVE ERFURT E.V.

estel

SGUARDI URBANI

ASSERTED KNOWLEDGE
THE ICT EQUALISERS

Urban Foxes
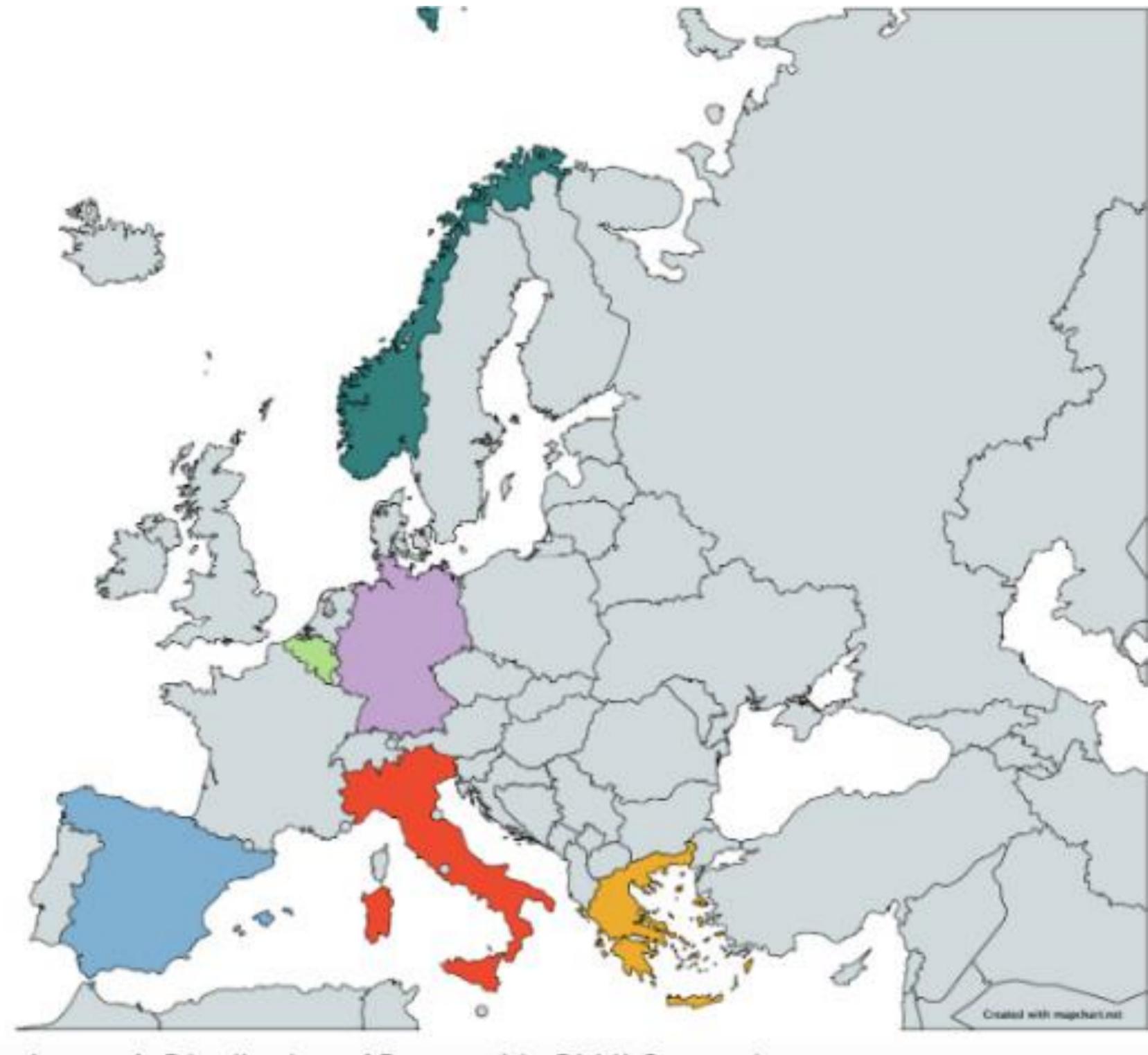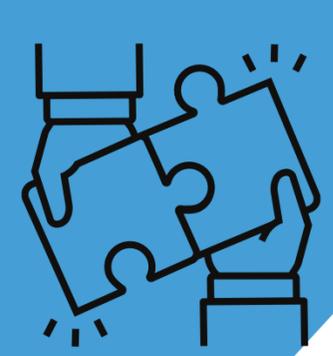
Build up

The project is directly contributing to the objectives of the call through incorporating placemaking approach to youth work and non-formal education(NFE) practices by taking the best out of consortium partners' diverse experiences, both transnational and across sectors.

Target Groups

- Youth organisations

- Young people including young people with fewer opportunities

- Decision makers and local stakeholders working for the public bodies

SPESIFIC OBJECTIVES

S.O.1. To develop the PLACEMAKING FOR INCLUSION competences framework as a cornerstone to boost youth work and inclusion in the communities through exchanging or developing new practices and methods as well as sharing and confronting ideas of placemaking pedagogy between youth organisations, young people and public institutions (WP2).

S.O.2 To co-create the new and innovative tools, approaches and methods with youth organisations and young people with fewer opportunities making them relevant stakeholders in development of inclusive urban spaces in all partner countries (WP3)

S.O.3 To strengthen the capacity of youth organisations for community-based initiatives and close cooperation with other local stakeholders to ensure the participation of young people with fewer opportunities in creating urban spaces for inclusion (WP4).

S.O.4 To maximise the impact of the project, by using adequate dissemination, communication, impact and networking strategies oriented to all relevant stakeholders, target groups and communities in de development of inclusive urban spaces in all partner countries by including young people with fewer opportunities in decision making processes (WP5).

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RESULTS/OUTCOMES

- **Local Youth Place Making Ambassadors' Groups**

- **PM4I Competence Framework**

- **AR Mobile APP**

- **Cookbook**

- **E-Learning Platform**

- **Open Badges**

- **Social Media Campaign**

Placemaking For Inclusion: Online Course for Educators & Youth Workers

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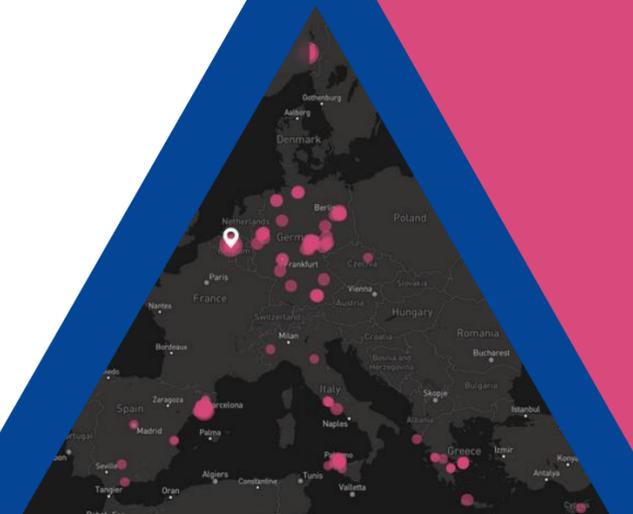
Local Youth Place Making Ambassadors' Groups

AIM: To create a network of partners and local placemakers ambassadors (young people with fewer opportunities) to facilitate and co-create eco-systems for placemaking methodological approach in youth work and non-formal education

*For the local Placemakers to be able to interact between them, have access to the learning tool and online exercises, seek for assistance from professionals in any related topic concerning the development of their local initiatives/projects.

Deliverables:

D2.4: Strategy and guidelines for creation of Placemakers Ambassadors Network

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PM4I Competence Framework

AIM: To define the placemaking framework of competences as the baseline for the PM4I tools, platform and curricula.

*Focused on the conceptual mapping of the benchmarks and indicators for the Competence Framework-syllabus related to Placemaking competencies skills for social inclusion at the local communities and youth involvement to be acquired.
Framework focused on different categories 1) youth workers 2) Placemakers Ambassadors 3) educators 4) young people with fewer opportunities.

Deliverables:
D2.2: Placemaking For Inclusion Competences Framework with Ecosystem of Open Badges – Version 1

D2.3: Placemaking For Inclusion Competences Framework with Ecosystem of Open Badges – Final Version

E-Learning Platform

AIM: to develop digital tools that serves as resources for better understanding and utilisation of the placemaking methodology in youth work and NFE contexts.

Deliverable:
D3.2: E-Platform for Placemaking education tool

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AR Mobile APP

testuser1

Available locations

ASSERTED KNOWLEDGE premises

Porto della Cala

Parking Turull

Scanning for location.

AIM: to develop digital tools that serve as resources for better understanding and utilisation of the placemaking methodology in youth work and NFE contexts.

*The app provides information about the past, present and future of each place that is identified based on geolocation supported by GPS-oriented tools. The game embedded into the 'future' section of the app allowing participants to create their desired places by dragging and dropping items (e.g. trees, gardens, kids, playgrounds, etc.) from a predefined repository.

The app utilises external Open Data Resources to provide live information about different (predefined) locations.

Deliverable: D3.3: Augmented reality mobile app

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Cookbook

Place Making 4 Inclusion Cookbook

Co-funded by the European Union

AIM: co-create new tools, approaches, methods with the local communities (youth organisations, other stakeholders) and Placemakers Ambassadors network (young people with fewer opportunities in 6 countries)

*Developed a visual framework including a logical build-up of the activities through the following framework: Tool Image, Title, Intro, Ingredients, PM4I Competences, How-to and Do's and Don'ts.

Deliverable:
D3.1: Placemaking Cookbook for Inclusion

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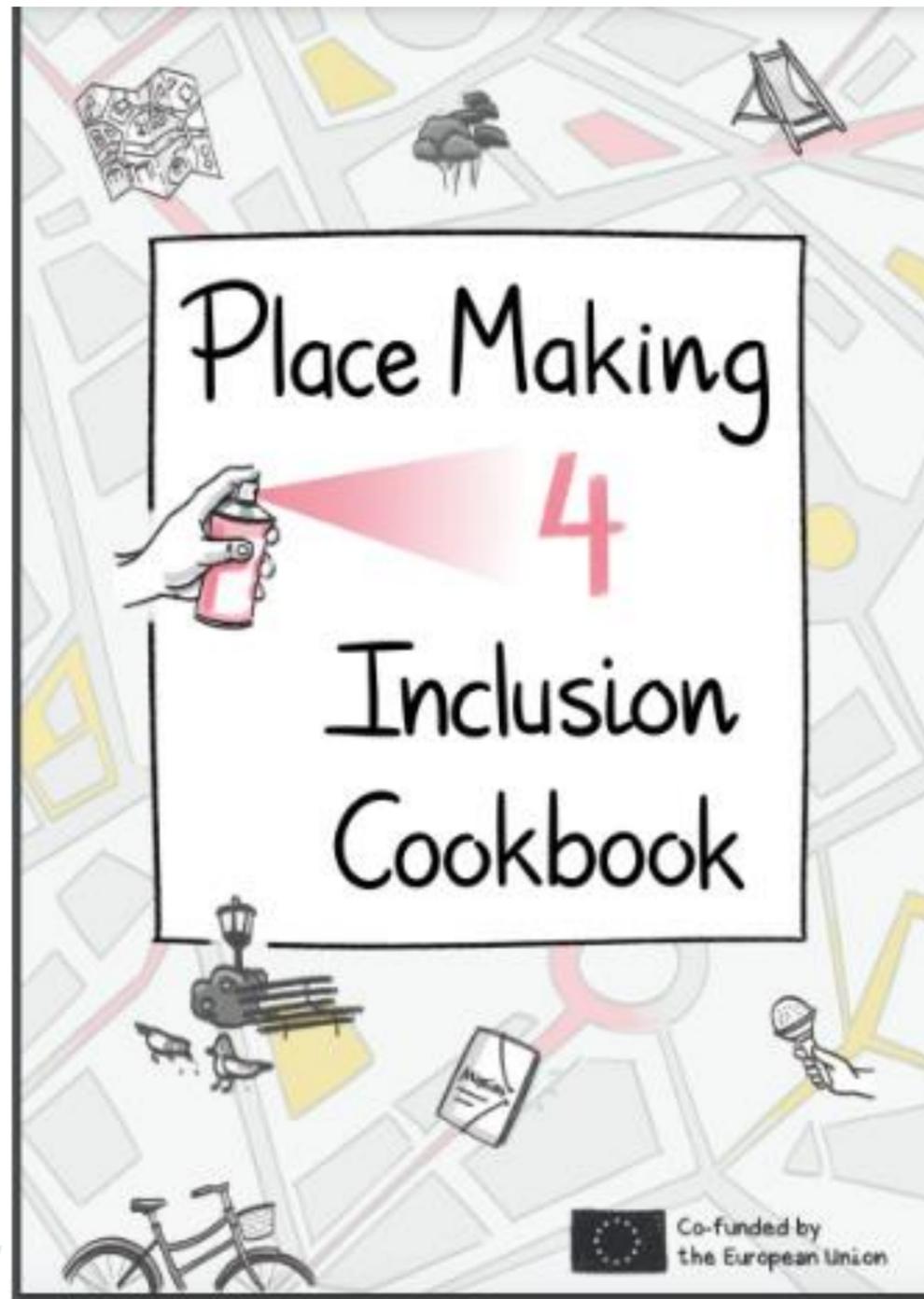
Impact on Youth Policies
On Local, National and European level

Overall environment-friendly impact

On a local/national level   **On an organisational level**   **European/international level**

The policy recommendations aim to ensure that the project's findings and methodologies are effectively communicated to and utilised by relevant stakeholders, thereby maximising the impact of the policy recommendations.

This, derived from inputs by the Placemakers Ambassadors and feedback from beneficiaries, local stakeholders, and youth organisations, will focus on the usability and benefits of the placemaking methodology. These recommendations will be directed at enhancing social inclusion in youth work and NFE contexts at local, national, and European levels.

Deliverables: D5.2: Policy Recommendations & Final Report

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Suggestions for Project Development based on the PM4I experience

The idea of our project was directly linked with the three pillars of the EU Youth Strategy – Engage, Connect, Empower and several European Youth Goals – 3) Inclusive Societies, 4) information and Constructive Dialogue and 9) Space and Participation for All.

- Clear explanation and relations between WPs and its deliverables;
- Definition of the target groups concretely;
- Detailed methodological approach of the project. We used:
  - Inclusive and innovative approach by co-creating;
  - Bottom-up and top-down approach.
- Digital dimension and innovation aspect: AR APP and E-Learning Platform;
- Diversity within the consortium:
  - 1)Geographical balance 2)Experience and relevant skills and competences 3)Access to the target group 4)Commitment, reliability

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Tips for the Development and Project Implementation based on PM4I experince

- Having monthly meetings/updates with the partners between the TPMs;

- Flexibility for some slight changes based of the needs of the beneficiaries;

- Ensuring a strong cooperation among the diverse partners;

- Bilateral discussions with partners;

- Boosting the motivation of the beneficiaries - recognition;

- Solution oriented approach throughout the project.

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