

Cultural Cities Commission Report on Connections between culture, education and new technologies and to the UBC Executive Board in Stockholm, 10 November 2016

Cultures of Sustainability in Baltic Cities – commission collaboration 2016

In the last summer as a part strengthening collaboration between the commission Cultural Cities Commission was a partner in making joint commission meeting “Cultures of Sustainability in Baltic Cities” in Słupsk and Ustka, Poland on 15th- 17th June 2016. UBC Safe Cities Commission and Sustainable Cities Commission. The main aim was to discuss and find key principles on how to produce safe and sustainable events from small-scale local events to big international events in the Baltic Sea Region cities.

Connections between culture, education and new technologies

A joint commission meeting with the UBC Youthful Cities in was on 25th – 27th September with the theme New Cultures of Education.

The seminar of the meeting was focusing on different connections between culture, education and new technologies. The topics and examples were about coding and libraries as well as gaming and museums connect, how cultural institutions work together with schools and educators. The phenomenal based education and its role in new Finnish national education plan was also explored. Important part was also the on-site study visits.

The following presentations were made:

Suvi Sankinen: New Core Curriculum (OPS 2016) for Finnish Schools

Outi Rinne: Learning through experiences

Satu Musakka: Game designing in museum

Jukka Hautamäki: Art & Craft School Robotti

Tanja Kuokkanen and Oscar Kivikoski : E-sport activities with youth

Pia Hovi-Assad: Interaction design and citizen space

Mari Helin: Functional art in Sculpture Park

To shortly conclude the main findings about connections between culture, education and new technologies the clue is to realise that in culture and education the new technologies we get a new language – software. Instead of only using the software tools we create new ones. Thus we move from consumers to creators.

During the sessions the gender issue was discussed, and the notion was that the new technologies can narrow the learning gap between girls and boys.

Why connect culture, education and new technologies - The Helsinki Example:

The Finnish school system is recognised as one of the best in the world. Creative problem solving and design thinking are deeply rooted in the way children learn. New School Helsinki looks at schools from a wide perspective of smart, clean and sustainable ways of constructing school buildings, but also as a platform for digital

and inspiring new learning environments. New School Helsinki presents 3 key themes under one concept: digital learning, smart buildings and clean technology. Helsinki wants to be the most attractive city for people and companies that work for a better world. And it all starts with designing a good life for our kids.

See the film Helsinki in my classroom in YouTube:
<https://www.youtube.com/watch?v=0mxqC3p27II>

24th BSSSC meeting in Hämeenlinna 15 th of September

UBC Cultural Cities Commission chairperson was invited to give presentation on best practices in the UBC cities concerning social inclusion with culture in the EUSBSR Policy Area Culture hosted discussion “Culture – Driving force for regional integration and social inclusion”.

Initiative: BSR Cultural Planning

Cultural planning as an innovative and collaborative tool for citizen participation in inclusive & sustainable city development in the BSR

Funding instrument: Interreg Baltic Sea Region Seed Money

Partners: Nordic Council of Ministers Office in Riga, Danish Cultural Institute, Riga Municipality, City of Pori

Funding Status: Application send 28.10.2016

Inclusive, sustainable development of cities is a major transnational challenge in the BSR, which has been reinforced recent years through increased social polarization, the influx of refugees/immigrants, so called “identity politics”, and recognition of the significance of climate change/environment for resource-efficiency and quality of life.

A key opportunity in the region is to enhance connecting people to each other and to government either through the institutions and actors at local level or through the better use of public spaces (cited from London School of Economics (LSE) Study of innovation in European cities (2015) as the key finding, the study also pointed at city interest in digital tools and gamification for same purpose).

Cultural planning has in Europe/BSR and by project partners (e.g. the City of Pori) been developed over the last 5-20 years as a method for creating socially inclusive collaboration involving all citizen groups on public space development. Cultural planning involves always city authorities, key stakeholder institutions and citizens reflecting the broad diversity of the population with up to 20.000 citizens actively involved in some steps. Phases go from mapping, identification of challenges, a shared vision to a joint community project and a strategy forward.

A main gap is that the method is not broadly known in cities and regions, further manifested in gaps which influences negatively the use of it, such as inadequate (a) cooperation between cities 'cultural' and 'urban development' departments on the methods, (b) cooperation between cities and regional/national institutions/experts specialized in cultural planning (c) capacity in cities to address challenges/follow up with local communities through realistic strategies for social innovation, which are "co-owned" by city and community (d) approaches to engage youth.

The main project outcome is thus to address above gaps through a capacity building program. The capacity building program will include a cultural planning demonstrator in each of participating 7 regions to ensure that capacity building draw from local experiences and realities with the method, as well as other capacity building activities.

The main target groups for this are city and regional authorities listed as partners, other cities in cooperation with regions and United Baltic Cities. Furthermore key target groups are the specialized institutions and intermediaries with knowledge on cultural planning and supporting methodologies.

A special supporting tool for cultural planning with youth in the BSR will be cultural gaming. A method has in recent years been developed and applied in Europe and USA by United Nations Habitat/the charity "Block by Block". The method will be innovated and adapted to a shared BSR gaming modelling platform for cities/region drawing on available data, and with local and transnational events, building engagement, collaboration and visibility.

The "Cultural Planning" proposal, supports all the PA Culture priorities under the EUSBSR objective "Increase Prosperity", however mainly the PA Culture priority action 2: 'using the innovative force of culture for societal development'.

The proposal will contribute as described in the EUSBSR Action Plan "to trigger spill-over effects and innovation in economy and society by cultural interventions. Activities promoting culture as a driver for social innovation and sustainable living shall strengthen civil society and its institutions. Mapping, building up, spreading and developing the knowledge on how to accelerate the positive spill-over effects of culture in the region will contribute to the innovation capacity of the Baltic Sea region".

The EUSBSR and the EU2020 objectives of smart, inclusive and sustainable growth are reflected in the projects overall aim. NCM policies are also followed concerning regional cooperation, culture, inclusive and sustainable development.