Project plan

1 - Evaluation & development of methods & tools
The results of the evaluations and outline of the toolbox will be presented at the project launch at the 10th World Urban Forum in Abu Dhabi in February 2020.
Time period: 1 Dec 2019 - 31 Jan 2020.

2 - Development of new digital solutions
Builds on small-scale 'mixed reality' and visualization tests conducted by UN-Habitat in Johannesburg and Stockholm.
Time period: 1 Feb 2020 - 30 Jun 2020.

3 - Digital platform for knowledge, methods & tools
Develop a digital platform in order to gather previous knowledge, methods, and tools and make these available in a userfriendly format.
Time period: 1 Feb 2020 – 30 Nov 2021.

4 - Test & implement solutions in three pilot cities
Three municipalities are given the opportunity to explore and test these new digital solutions that contribute to gender sensitive urban planning and design.
Time period: 1 May 2020 - 31 Oct 2021.

5 – Communication & follow-up
Share the knowledge, experiences and results generated by the project. Publish articles and host a final conference in 2021.
Time period: 1 Dec 2019 - 31 Dec 2021.

In cooperation with

White Architects, Swedish Union of Tenants, Block by Block Foundation, Botkyrka Municipality, Changers Hub, MethodKit, Plan International, Kounkuey Design Initiative, Stockholm University, Södertörn University and KTH, RISE and The Swedish Centre for Innovation and Quality in the Built Environment.

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GLOBAL UTMANING

Global Utmaning (Global Challenge) is an independent think tank that promotes sustainable development within social, economic and environmental dimensions.

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URBAN GIRLS TOOLBOX

Background

Urban Girls Toolbox is a continuation of the Vinnova funded project #UrbanGirlsMovement, which improves young women's living conditions in socio-economically vulnerable urban areas through feminist urban planning. The preceding project was based on innovation labs, where young girls designed visions and ideas for a more equal urban environment. The end product was a proposal for the conversion of a public space in Fittja, Botkyrka municipality, south of Stockholm. After handing over recommendations and guidelines to municipal, regional and national decision-makers a pop-up temporarily tested the solutions.

> Plan the city for girls, and it will work for everyone

In the project, tools such as city walks, checklists, dialogue cards, and 3D printing were used. One of the labs was based on the Block by Block approach where Minecraft is used by UN-Habitat (the United Nations Human Settlements Programme) as a tool for citizen engagement. The tools used have shown to strengthen girls' participation in urban planning and participants said that they increased their knowledge of urban planning, boosted their confidence and that their ideas seem to be taken more seriously by decision-makers.

Challenges

Increased urbanization means that a larger proportion of the world's population lives in cities. By 2050, an estimated 70 percent will live in urban areas. Urbanization creates opportunities but also challenges, not least in terms of equality. In many parts of the world rapid or unplanned urbanization has become associated with increased segregation and inequality. The project aims to further develop and scale up methods of urban planning and design that increase inclusion and gender equality, and thus contribute to the 2030 Agenda Sustainable Development Goals (SDGs).

Studies show that girls do not use a city's public spaces to the same extent as boys. From the age of eight public spaces are dominated by boys to 80 percent, and girls express that they feel significantly more excluded and insecure. The project primarily address gender-related

discrimination but adopt an intersectional perspective, where particularly age and socio-economic background is taken into account.

Urban development projects increasingly take gender equality into consideration in order to promote more equal cities. However, a common platform to exchange experience, build capacity, find synergies, or gather and disseminate results is lacking. Sustainable urban development requires cross-sectoral knowledge from different sectors and disciplines. Knowledge cannot only be derived from research or individual projects. There is a need among implementing actors for ways to explore good examples, methods, tools and results from actors who work in the field on a daily basis for a more equal urban development. Therefore, end-users will be given tools to create more inclusive and equal public spaces. Urban Girls Toolbox gathers efficient methods and tools to achieve that goal.

The vision is to create a toolbox which will consist of methods, tools and approaches that municipalities and cities, regardless of geography, can use to increase inclusion and equality in the public realm. The digital platform should gather knowledge, experiences and methods to provide municipalities and actors with the prerequisites for increased equality and inclusion in redevelopment, providing new perspectives on construction, guiding which actors to involve, and how public places will be used in the future. The long-term vision is to reduce inequality, which in turn has positive effects on the economic, social and environmental dimensions of sustainability.

The long-term vision is to reduce inequality

Related SDGs

There is a growing need for implementing the SDGs locally but at the same time in a more integrated and efficient way. Making girls and young women in low-income areas in rapidly urbanizing cities a priority, is therefore a fruitful starting point for implementing the 2030 Agenda

globally. Some of the consistent urban challenges raised by young women, according to UN-Habitat, are lack of safe places, gender-based violence, access to education, sex education, adult interactions and role models, and environmental risks. In order to reach the targets of the 17 goals of the 2030 Agenda, it is clear that the interlinkages and integrated nature of the SDGs are of crucial importance.

3 GOOD HEALTH AND WELL-BEING

5 GENDER EQUALITY

10 REDUCED INEQUALITIES

11 SUSTAINABLE CITIES AND COMMUNITIES

17 PARTNERSHIPS FOR THE GOALS

The methods and tools used within the Urban Girls Toolbox have shown that a focus on SDG 3, 5, 10, 11 and 17 in particular, will support the implementation of other SDGs as well.

Solutions

The digital platform will gather knowledge, research, and methods and tools for feminist urban planning used within UN-Habitat's Global Public Space Programme and Global Utmaning's #UrbanGirlsMovement, but also other successful global projects. All the content will be 'open source' and 'open code', i.e. available for unlimited use by all interested parties. The digital platform thus becomes a reference point and an easy-to-use tool for municipalities and other actors who wish to apply methods and tools for inclusive urban planning and design with a particular focus on girls and young women.

The municipalities will be identified by means of pre-existing tools developed by UN-Habitat, that map municipalities and understand their needs in terms of public space development. The municipalities selected to test the developed the methods and approaches and implement the

toolbox, will differ based on an analysis of needs, to study whether the methods are applicable and scalable in cities globally.

The project will also develop possibilities for new technologies such as 'mixed reality' and advanced data visualization to make design and urban planning more accessible and easily understood. 'City-scale mixed reality' is a way of displaying digital objects, e.g. 3D models of buildings and public infrastructure in urban environments, thus promoting dialogue with groups that are difficult to reach in traditional participatory processes. This approach is based on small-scale mixed reality tests already conducted by UN-Habitat in Stockholm and Johannesburg, together with Ericsson Strategic Design Lab. This new solution can now be tested within the framework of feminist urban planning in the Urban Girls Toolbox.

The platform will be open-source

Urban Girls Method

The method consists of nine blocks where girls and young women participate alongside other multi-stakeholders and proffessionals. In general, each step consists of a workshop producing concrete results which will be the basis for taking on the following step. The toolbox enables the users to better engage with young women and girls in urban planning and design processes in order to shape and co-create their environments from a gender lens. Each block in the toolbox

contains a short description, a step-by-step guidance, handouts as well as a range of digital tools.

Objective

The main objective of the project is to further develop existing methods and tools, create a toolbox on a digital platform, make the methods, tools and working methods available and finally increase the capacity of the end user and assist with concrete tools that can create more accessible, inclusive and equal public spaces. This will be achieved through the following targets:

1 - Evaluate methods & tools from #UrbanGirlsMovement and further develop them for upscaling and testing.

2 - Develop digital solutions based on innovative visualizations & mixed reality tests.

3 - Develop a digital platform open source, open code platform to gather knowledge, experience, & the Urban Girls Toolbox.

4- Test and implement Urban Girls Toolbox in three municipalities.

5- Communicate, monitor & evaluate the project continuously. Produce a business model for sustainability of the project.

STAKEHOLDER ENGAGEMENT

CITY-WIDE PUBLIC SPACE ASSESSMENT

SITE-SPECIFIC ASSESSMENT

ANALYSING CHALLENGES

DESIGNING IDEAS

RECOM-MENDATIONS

PLANS

SHARING

EVALUATION