GLOBAL PUBLIC SPACE PROGRAMME
ANNUAL REPORT 2017

UN@HABITAT
FOR A BETTER URBAN FUTURE

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CONTENTS

UN-HABITAT
IMPROVING PUBLIC SPACE WORLDWIDE

UN-Habitat's Global Public Space Programme, launched in 2012, is now active in more than 30 cities across the world. We produce policy guides, share knowledge and carry out advocacy work to promote public space as a key element to ensure good quality of life for all urban residents. The Programme helps cities assess and map their public spaces to prepare city-wide public space strategies and urban development frameworks. In collaboration with local government and civil society partners we demonstrate the importance of public space for achieving social, economic and environmental benefits through more than 50 concrete public space upgrading projects selected through annual expressions of interest. We share good policy and practice on a global level though a network of around 100 partner organisations.

> **Public spaces contribute to defining the cultural, social, economic and political functions of cities.**
> **They continue to be the first element to mark the status of a place from a chaotic and unplanned settlement to a well-established town or city.**

> **Dr Joan Clos,**
> **UN-Habitat Executive Director**
> **2010-2017**

Dandora, Kenya © UN-Habitat

WHY PUBLIC SPACE?

Research shows that there is a positive correlation between planned urbanization and development and that urban economies are more productive than rural economies. Well-planned urbanization can be a powerful tool for creating employment and livelihoods. This requires a mindset shift away from viewing urbanization as a problem towards viewing urbanization as a powerful tool for development. UN-Habitat supports countries to develop urban planning methods and systems to address current urbanization challenges such as population growth, urban sprawl, poverty, inequality, pollution, congestion, as well as urban biodiversity, urban mobility and energy, by promoting compact, better integrated and connected cities which are socially inclusive and resilient to climate change.

Public space is a vital component of a prosperous city. Well designed and managed public space is a key asset for a city's functioning and has a positive impact on its economy, environment, safety, health, integration and connectivity. The quality of life for people in cities is directly related to the state of its public spaces. Providing public spaces enhances community cohesion and civic identity and supports the levels of urban density required for environmentally and economically sustainable cities. Cities with sufficient public space make it possible to have well-maintained, safe and attractive places to live and work in. Public spaces and streets are multifunctional areas for social interaction, economic exchange and cultural expression among a wide diversity of participants. The role of urban planning is to organize public spaces and the role of urban design to encourage their use.

SDG 11.7: "by 2030, provide universal access to safe, inclusive and accessible, green and public spaces, particularly for women and children, older persons and persons with disabilities."

THE UN-HABITAT GOVERNING COUNCIL RESOLUTION ON PUBLIC SPACE

Prior to the launch of the Global Public Space Programme, UN-Habitat had worked in the field of public space for over 20 years. However, at the 23rd Governing Council of UN-Habitat in 2011, United Nations Member States specifically requested UN-Habitat to place a larger focus on public space and how it can contribute to sustainable urban development.

In *Resolution 23/4: Sustainable urban development through access to quality urban public spaces*, Member States mandated UN-Habitat to:

• Advance the agenda on place-making and public spaces in a way that will consolidate local and international approaches to creating inclusive cities, enhance the knowledge of UN-Habitat partners and local authorities of place-making, public spaces and the quality of urban life, and facilitate and implement exchange, co-operation and research between partners working in this field;

• Develop a policy approach on the role that public spaces can play in meeting the challenges of our rapidly urbanizing world, to disseminate that policy and its results widely and to develop a plan for ensuring its application internationally;

• Assist in coordinating UN-Habitat partners in disseminating knowledge to existing sustainable urban development processes at all government levels.

THE FUNDING MODEL

The Global Public Space Programme is funded by an innovative mix of traditional development aid funding, foundation finance and contributions by the private sector. On the global level, Sida, the Swedish International Development Cooperation Agency provides funding for policy and tools development, the Block by Block Foundation for public space improvement projects and Microsoft and Mojang for community engagement. In 2017, The Wuhan Land and Spatial Planning Institute, the Belgian Development Agency and Ericsson provided project-specific funding for projects in China, Gaza and South Africa.

Most local implementation projects are also co-financed by local governments and NGOs. In 2017 these included:

- The City of Johannesburg, South Africa
- The City of Queretaro, Mexico
- City Government of Addis Ababa, Ethiopia
- Mumbai Metropolitan Region Development Authority, India
- Fundacion Avina, Panama
- ICLEI Africa, South Africa
- UCLG-ASPAC, Indonesia
- Dandora Transformation League, Kenya
- Association for Aid and Relief, Japan
- HealthBridge International
- Wuhan Land Use and Urban Spatial Planning Research Center (WLSP) China
- City Government of Surabaya, Indonesia
- City Government of Hanoi, Hoan Kiem District, Vietnam

UN-Habitat would like to extend the deepest gratitude to our funders, who help us grow the global public space movement and improve the lives of thousands of urban residents across the world.

Kirtipur, Nepal © UN-Habitat

THE BLOCK BY BLOCK FOUNDATION

Block by Block board members © Love Strandell/Katla Studios

The Block by Block Foundation is a new foundation set up by Mojang and Microsoft to ensure sustainable funding for global public space implementation and advocacy. The Foundation, a registered 503(c) non-profit in the US, carries out a wide range of fundraising activities, mainly among the 150 million-strong Minecraft player community and is a generous supporter of the Global Public Space Programme. www.blockbyblock.org.

We would like to extend a special thanks to the Block by Block Foundation for financing UN-Habitat's public space upgrading work and many core functions of the Programme.

PUBLIC SPACE PARTNERS

Since 2012, the Global Public Space Programme has worked with a wide range of partners from a variety of sectors. The partners do both normative work (developing tools, indicators, technical and policy guidelines, etc.) and operational work (implementing public space projects in cities) as well as providing advice and support to the Programme.

Khulna, Bangladesh © UN-Habitat

AAR, Japan	Geoboxers, Denmark Go Down Arts Centre, Kenya	Sketchfab, USA
Addis Ababa city Beautification Parks and Cemetery Development and Administration Agency, Ethiopia	HealthBridge, Canada	Slum Dwellers International (SDI), India
Addis Ababa Rivers and Riversides Development Project Office, Ethiopia	HopeRaisers, Kenya	Social Transformations Systems (STS), South Africa
Addis Ababa Road Authority, Ethiopia	ICLEI Africa, South Africa	Solidarités International, Lebanon
Advocates for Public Space, Uganda	Institute pour la Ville en Movement, Argentina	Spacescape, Sweden
Africa Movimiento 70, Italy	Johannesburg Development Agency, South Africa	Stade Municipal de Manakara, Madagascar
Africa Population and Health Research Centre, Kenya	Journal of Public Space, Australia	Sticky Situations, South Africa
Architects without Borders, Sweden	Khulna Municipal Corporation, Bangladesh	Stipo, Netherlands
Association TUNARUZ, Djerba, Tunisia	Kounkuey Design Initiative, Kenya	SWaCh/KKPKP, India
Ax:son Johnson Foundation, Sweden	Future of Places Centre, KTH, Sweden	Svensk Byggtjanst, Sweden
Bamenda City Council, Cameroon	KUWA, Kenya	Technical University, Kenya
Block by Block Foundation, USA	League of Cities, Philippines	Telmex, Mexico
Blockworks, United Kingdom	Local Governments for Sustainability (ICLEI), Germany	The Centre for Future of Places, Sweden
Building Cities with People, Kenya	Microsoft, USA	TU Darmstadt, Germany
CADASTA,USA	Minecraft MX, Mexico	Turkana County, Kenya
Cairo Governorate, Egypt	Mojang, Sweden	UN Women
Centre for Integrated Urban Development, Nepal	Mumbai Environmental and Social Network, India	UN Women Tunisia
City Government of Addis Ababa, Ethiopia	Municipality of Midoun, Djerba, Tunisia	UNDP
City of Johannesburg, South Africa	Nairobi University, Kenya	UNHCR
City of Manakara, Madagascar	National Association of City Transportation Officials (NACTO), USA	United Cities and Local Governments (UCLG), Spain
City Space Architecture	National Planning Institute (INU), Italy	United Cities and Local Governments Asia Pacific, Indonesia
COMISIDU, Cameroon	Ocupa tu Calle, Peru	University of Khulna, Bangladesh
CORDAID, Netherlands	Peaceful Roads, Niger	University of Rwanda, Rwanda
Creeperhost, USA	Placemakers, Kenya	University of Technology, Jamaica
Dandora Transformation League, Kenya	Project for Public Spaces (PPS), USA	University of the Witwatersrand, South Africa
Digital Civix, Mexico	Queensland University of Technology	Walk21, UK:
Ericsson, Sweden	Safetipin, India	Women in Informal Employment Working and Organising, India
Friends of Jeevanjee, Kenya	Se Essa Rua Fosse Minha, Brazil	World Vision, Australia
Fundacion Avina, Panama	Sida, Sweden	

USING PUBLIC SPACE TO IMPROVE CITIZENS' QUALITY OF LIFE

The public space is city life. It's where social interaction happens, where informal traders sell their goods and where many cultural activities take place. Without quality public space, citizens are less likely to walk or cycle, worsening health and environmental outcomes. The public space is the living room of the urban poor across the world. Without adequate provision of public space and streets it is difficult to ensure the fundamentals of good neighbourhood planning – adequate density, mixed-use developments and social mix.

Unfortunately, public space is sorely lacking in many parts of the world. To improve the situation, UN-Habitat works with partners all over the world to improve the quality of public spaces.

2011

April
Resolution 23/4 on Sustainable Urban Development through Access to Public Spaces

2012

May
Supported the development of a Charter on Public Space

September
Partnership between UN-habitat Global Programme on Public Space and Mojang

November
Launch of the Nairobi Public Space Programme

2013

February - March
First Block by Block workshops in Kenya Haiti and Nepal

June
First Future of Places Conference, Stockholm, Sweden
Launch of the Charter on Public Spaces

November
Publishing of UN-habitat technical report, "Street as Public Spaces -Drivers of Prosperity" to address the importance of streets as public spaces

2014

March
First public space projects completed in Haiti, Kenya and Nepal

April
Crowd-sourcing Public Space design using Minecraft with over 7,500 youth in Mexico
Six projects started in Haiti, Mexico, Peru, Somalia and Nigeria
Four public space projects completed in Nepal, Haiti and Kenya

> **We commit ourselves to promoting safe, inclusive, accessible, green and quality public spaces**, that are designed and managed to ensure human development and build peaceful, inclusive and participatory societies, as well as to promote living together, connectivity and social inclusion.
>
> The New Urban Agenda

2015

March
International Public Markets Conference, Barcelona, Spain

April
Launch of the publication: "Public Space Toolkit: From Global Principles to Local Policies and Practice"

May
Public Space Biennale, Rome, Italy

June
Final Future of Places Conference, Stockholm, Sweden

August
Launch of the Nairobi City-wide Public Space Assessment

September
Adoption of the Sustainable Development Goals including a specific target on Public Space

November
Establishment of the Block by Block Foundation
Seven projects started in Nepal, Philippines, Bangladesh, Mexico, Solomon Islands and Kosovo

2016

April
Thematic Meeting on Public Space, Barcelona, Spain

August
Launch of Regional Arab States Programme
Premiere of the documentary on Gaming the Real World featuring UN-habitat and Mojang

October
Launch of the Journal on Public Space
Agreement and adoption of the New Urban Agenda in Quito, Ecuador
UN agencies Action Framework for implementation of the NUA on public space

November
First Nairobi Placemaking Week

December
EGM on public space indicator to monitor implementation of SDG 11.7.1

2017

February:
Addis Ababa city-wide public space assessment

August:
Latin American Placemaking Week, Valparaíso

October:
Global Placemaking Week, Amsterdam

December:
Second Nairobi Placemaking Week

23 public space upgrading projects started in Vietnam, Ethiopia, Vietnam, Ghana, Uganda, Niger, South Africa, Kenya and Mexico

39 public space upgrading projects completed in Peru, Kenya, India, Indonesia, Nepal, Bangladesh, Kosovo, South Africa and Madagascar

THE PUBLIC SPACE PROGRAMME IN 2017

GREENLAND (D

CANADA

UNITED STATES OF AMERICA

AZORES (PORTUGA

MEXICO

THE BAHAMAS

CUBA

SAINT KITTS AND NEVIS
GUADELOUPE
DOMINICA
MARTINIQUE
SAINT VINCENT
BARBADOS
TRINIDAD AND TOBAGO

HONDURAS

NICARAGUA

PANAMA

VENEZUELA

GUYANA

COLOMBIA

SURINAME

FRENCH GUIANA

ECUADOR

BRAZIL

PERU

BOLIVIA

PARAGUAY

CHILE

URUGUAY

ARGENTINA

In 2017, UN-Habitat...

...started

23

new public space improvement projects in

16 countries

...worked with

500 citizens

through our community engagement processes

...completed

39
**projects in
10 countries**

**improving the lives
of more than
500,000
people**

HELPING CITIES TAKE A CITY-WIDE APPROACH TO PUBLIC SPACE PLANNING

Walmara

" **The definition, delimitation and protection of public space is the first and most important step of any planning exercise. The status of public space needs to be clearly defined in urban legislation and mechanisms for its protection to be enforced**

UN-Habitat Global Public Space Toolkit **"**

The lack of long-term and comprehensive approaches to public space planning, design, construction, operation and management is deteriorating the quality of public spaces in many parts of the world. To help cities with this challenge, UN-Habitat has developed guidance for local governments on developing city-wide public space strategies. These strategies provide the foundation for taking a strategic and action-oriented approach to public space development and management and can help local governments map the current state of public spaces and set goals to improve them. This work can be translated into annual public space action plans which provide more detailed information on proposed projects as well as a monitoring framework.

The production of city-wide public space strategies must be based on accurate data on the state of public spaces. UN-Habitat's Community-led, City-wide Open Public Space Assessment Tool helps local governments cost-effectively collect and

analyse this kind of data and easily prepare the public space strategy. To date, UN-Habitat has worked with local governments in Nairobi, Kisumu, Bamenda, Addis Ababa and Wuhan to carry out public space assessments and city-wide strategies.

In 2017, UN-Habitat produced two guides to assist local governments in the development of city-wide public space strategies. *City-wide Public Space Strategy – A Global Guide for City Leaders* offers clear, practical guidance to local authorities and other stakeholders on how to prepare a city-wide public space strategy and how to deliver, monitor and review existing strategies. It describes a set of generic principles and actions that can be considered in the process of preparing and implementing a city-wide strategy on public space as well as guidelines on how to adapt the principles to the local context.

City-wide Public Space Strategy – Compendium of International Practices is a collection of case studies on public space city-wide

strategies. A variety of best practices can be extracted from these case studies. Melbourne, for example, has set targets of 300 or 500 metre walking distance to open public spaces depending on the neighbourhood. Where gaps in public space provision exists, the Victorian Government is committed to new land acquisition. The Mexico City *Green City Plan* is committing 8 percent of the annual budget to make Mexico City greener, including creating large numbers of pedestrian zones, constructing 4,000km of bicycle lanes and suspending vehicle circulation on weekends. The Boston *Open Space and Recreation Plan* contains a detailed environmental inventory and shows protection, ownership, regulation and development reviews related to all conservation and recreation spaces, including parks, urban walks, community gardens and cemeteries.
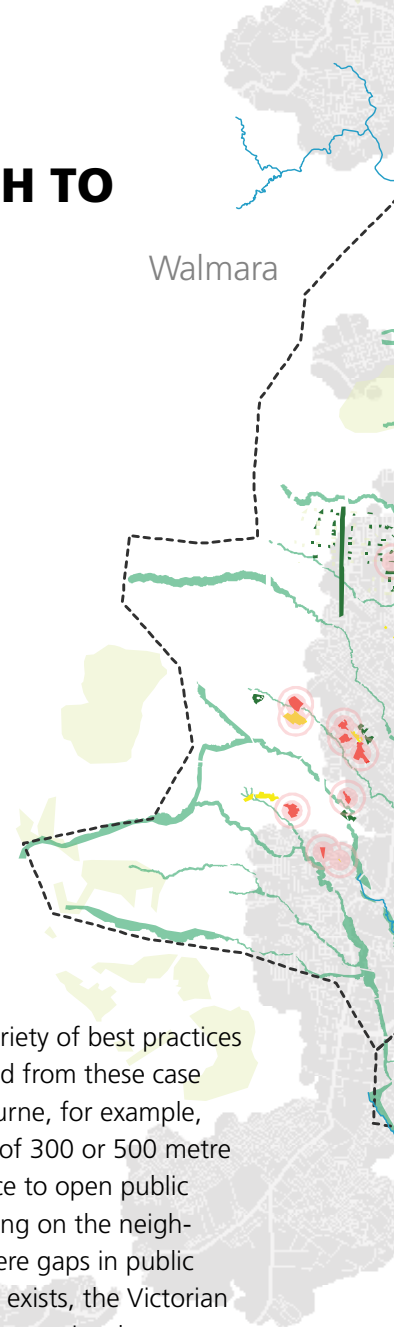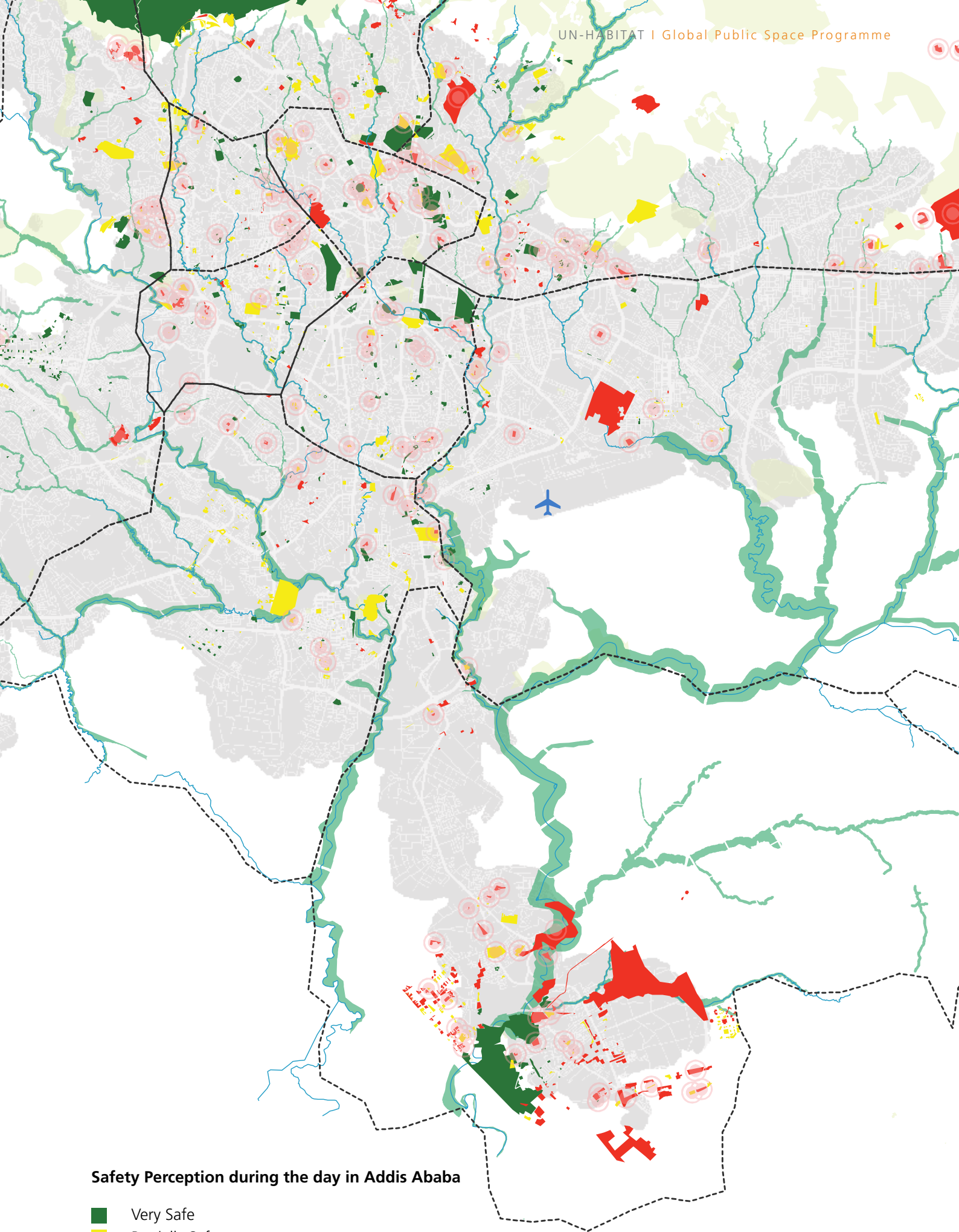
Safety Perception during the day in Addis Ababa

■ Very Safe

■ Partially Safe

■ Not Safe

■ Crime incidence in unsafe public spaces

MAKING PUBLIC SPACES ACCESSIBLE FOR GIRLS AND WOMEN

All over the world, the failure to fully mainstream gender equality in urban planning, design and governance is making cities less inclusive and preventing the full integration of women and girls in economic, social, political and cultural life. Unsafe and unfriendly public spaces particularly effect the everyday lives of girls and women. To counter this, gender equality and empowerment has been a specific focus of the Public Space Programme in 2017. UN-Habitat developed a training module on the priorities for engaging women in urban planning and city development and inspiring women professionals to engage in the implementation of the New Urban Agenda with public space as an entry point. The training module was first tested in Bahrain in November and there are already requests to conduct similar trainings in Wuhan, China.

One of the major elements restricting women's and girls' access to public space globally is gender-based street harassment. To give girls and women more influence over the way that cities and public spaces are designed, UN-Habitat and Plan International in 2017 commissioned research considering the gender transformative potential of video games for community participation in urban design. In March 2017, UN-Habitat and Plan organised a participatory process in which a group of 50 adolescent girls in Hanoi, Vietnam used Minecraft to reimagine their neighbourhood from a safety perspective. The aim is to develop a strong methodology to increase girls' safety and access to public spaces and increase their meaningful participation in urban governance.

The research provides an overview of the theory on gender and ICT and computer games and their potential to challenge gender norms and power dynamics, as well as clear recommendations on how ICT and computer games can be used to strengthen girls' and young women's skills, confidence, and voice and provide them with meaningful opportunities to participate in urban governance processes. It is based on a participatory action research methodology and key informant interviews in Asia and Africa, and will be published in 2018.

“

I've been able to contribute to building a community that is more beautiful, safer and friendlier for myself and for girls in general – and for the community as a whole.

Anh,15
Participant, Hanoi

”

Gaza, Palestine © UN-Habitat

"

I would like to recognize UN-Habitat's exceptional work in embracing, integrating and embedding gender equality and women's empowerment in their work, in their policy and program, in spirit and in everything they do.

Lakshmi Puri
Deputy Executive Director of UN Women

"

USING NEW TECHNOLOGIES FOR CIVIC PARTICIPATION IN PUBLIC SPACE PLANNING AND DESIGN

In recent years, the role of digital technologies has become increasingly important for cities. Digital participation tools, sensor networks, big data analytics as well as data accessibility, privacy and accountability are regularly used in urban management and urban planning and design. New technology is resulting in radical transformation of cities in many areas, and innovations such as autonomous vehicles and drones will soon have a great impact on the way cites need to be planned and designed. Increasingly, cities that make use of new technologies and digital data for urban planning and management are termed 'smart cities'.

For UN-Habitat, the use of digital tools in cities must contribute to sustainable urban development, helping citizens make environmentally-friendly choices, promoting inclusive economic growth and ensuring civic participation by all. However, in many parts of the world there are persistent digital divides across gender, geography, age, and income dimensions. The New Urban Agenda, while calling for digital platforms be used to improve long-term integrated urban and territorial planning and design, also requires efforts to be made to make ICT more accessible to everyone, including women and girls, children and youth, older persons and disable people.

Recognizing that ICTs can offer new opportunities for citizens, particularly children and youth, to take part in decision making and governance processes, UN-Habitat in 2012 entered into a partnership with Mojang, the company that makes Minecraft. Through this partnership, which has been called 'Block by Block', UN-Habitat uses Minecraft as a tool to ensure the participation and inclusion of citizens in our public space work. Through five-day participatory design workshops, UN-Habitat and partners bring people together to visualize their urban design ideas in Minecraft, and present these to city authorities and local government officials. The Minecraft designs are then used as part of the process of implementing real public space improvement projects.

We find that using Minecraft in this way greatly increases people's interest in urban design and planning, enables them to express themselves in a visual way, provides new ways to influence the policy agenda and helps them develop skills and network with other people from the community. Designing in Minecraft allows people to explore the merits of various design alternatives and visualize their ideas, providing a way to explore and question new perspectives. The deliberative process also encourages people to develop a broader understanding of the urban environment, speak in public with greater confidence and improve social relations. For many participants, this is the first time they have publicly expressed opinions about public issues and many say that the Block by Block process makes it easier to communicate their interests and ideas.

Wuhan, China © UN-Habitat

In 2017, through a collaboration with the technology company Ericsson, UN-Habitat began exploring how brand-new technologies such as virtual and augmented reality can facilitate dialogue between professionals and non-professionals about urban design and encourage civic participation. Urban planners, architects and designers have used digital tools and models in their work for a long time but developments in the technology now present new opportunities to make urban planning and design processes more inclusive. For example, being able to see three-dimensional digital models in real life can make the processes more engaging, make information easier to understand and lower barriers to participation.

Partly inspired by UN-Habitat and Mojang's work with Block by Block, the Ericsson Strategic Design Lab developed a 'mixed-reality' prototype that can visualise digital designs, including Minecraft designs, in physical public spaces. Mixed reality can be considered the blending of augmented and virtual reality, enabling digital objects to coexist and interact with the physical environment in real time. Through these kinds of platforms, people can experience three-dimensional architectural designs and models as if they were present in the physical space, or make real-time changes to the physical environment, for example placing furniture on a street, changing the colour of a building or imagining a new skyline.

Using the mixed reality platform adds additional steps to the Block by Block process. Citizens can produce rough three-dimensional sketches in Minecraft and then visualise them in the public space itself. Similarly, design professionals can present their designs to stakeholders in the space itself, thus making the designs more accessible and providing opportunities to consider them from different angles or perspectives. In September 2017, UN-Habitat, Ericsson, the City of Johannesburg and Wits University tested the mixed reality platform in a real public space upgrading project to great success. A case study of this project can be found on page 30.

The UN-Habitat Community-led, City-wide Open Public Space Assessment Tool has been developed as a cost-effective way to enable local governments to engage with citizens in collaborative public space mapping and assessment exercises. The Tool uses Kobo Toolbox, a suite of open source field data collection tools for use in challenging or low-bandwidth environments, developed by the Harvard Humanitarian Initiative. An Android application is linked to UN-Habitat's inventory database and provides a simple data collection infrastructure.

UN-Habitat provides training and capacity building so that residents and communities can map and assess their own public spaces using the Kobo application. A printed base map divided into small sections is used to make sketches of the specific open spaces by the data collectors. The sources of the digital maps is either open street map or a satellite image and the base map is provided by the city. Data collectors draw a clear sketch on the base map while developing geospatial information files of the public spaces that are being mapped. This way, the public spaces in a city or neighbourhood can be relatively quickly assessed.

UN-Habitat's experiences of using the Open Public Space Assessment Tool in Cameroon, Kenya, Ethiopia and China shows that it is a useful citizen-centric digital tool for the collection, analysis and dissemination of geographically-based, community-collected, high-quality, timely and reliable data in subnational and local contexts, as called for by the New Urban Agenda. More information about the projects in Ethiopia, Cameroon and China can be found on page 24-26 and 28.

Check out some of the Minecraft models
https://sketchfab.com/blockbyblock

> **If we mainstream this kind of co-creation, public participation and urban communication we are going to get public ownership of cities. This is exactly the kind of thing I will be looking at in the future.**
>
> - **Cristo Botes**
> CEO, Johannesburg Development Agency

Testing 'mixed reality' application in Johannesburg © Joakim Formo/Ericsson

HIGHLIGHTS FROM UN-HABITAT'S WORK WITH PUBLIC SPACE AROUND THE WORLD IN 2017
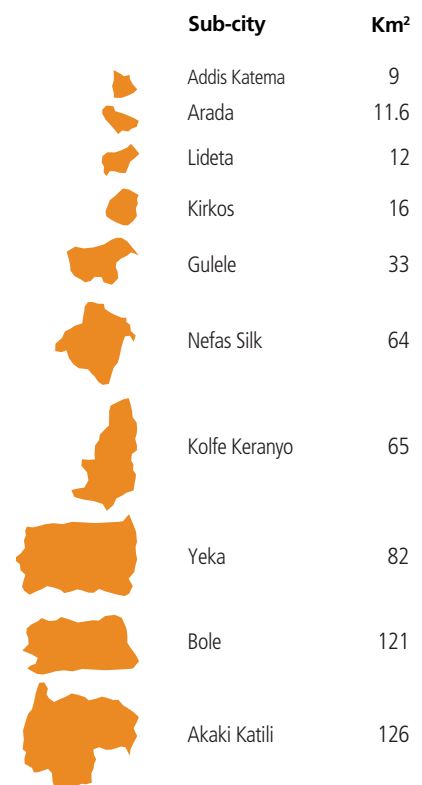
CITY-WIDE PUBLIC SPACE ASSESSMENT:

A. ADDIS ABABA, ETHIOPIA

Addis Ababa, the capital of Ethiopia, is incredibly rich in cultural heritage and natural beauty, but these assets are being risked by rapid urbanization, exploding traffic and an unprecedented level of demolition and construction. Addis Ababa's population of 3.4 million is expected to reach 4.5 million by 2030 and although the city has made heavy investments in basic service delivery, the rapid urban growth has not been accompanied by sufficient urban planning efforts.

To fully integrate public space planning in the implementation of the new Addis Ababa Master Plan, UN-Habitat in 2017 worked with the Addis Ababa City Beautification, Parks and Cemetery Development and Administration Authority to assess the spatial location, distribution, accessibility, quantity and quality of public spaces in the 10 sub-cities of Addis Ababa. UN-Habitat identified that the city of Addis Ababa has 1,372 public spaces, covering an area of 16.52 Km2. Public space makes up 3.5 percent of the area of the city, well below UN-Habitat's recommendation of 15 to 20 percent. The per capita public space was found to be 2.8 m2 – projected to decrease to 2.1m2 by 2030 if the city does not create more public spaces for its growing population.
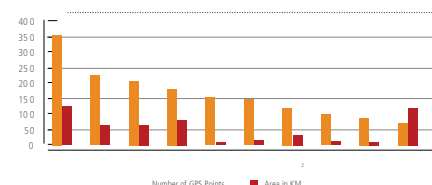
Total area of each sub-city

Sub-city	Km²
Addis Katema	9
Arada	11.6
Lideta	12
Kirkos	16
Gulele	33
Nefas Silk	64
Kolfe Keranyo	65
Yeka	82
Bole	121
Akaki Katili	126

Total population and area in Addis Ababa, ethiopia

3.4	m	Population
519.5	Km²	Administrative
478.5	Km²	Urban Fabric

Total number of GIS points collected in each sub-city

Number of GPS Points   Area in KM

Street Market, Addis Ababa © UN-Habitat

121 GULELE

183 YEKA

155 ADDIS KATEMA

89 ARADA

207 KOLFE KERANYO

100 LIDETA

148 KIRKOS

73 BOLE

226 NEFAS SILK

356 AKAKI KALITI

416,000
220,000
268,000
346,000
<181,100

✈ Airport

● GPS Points Collected
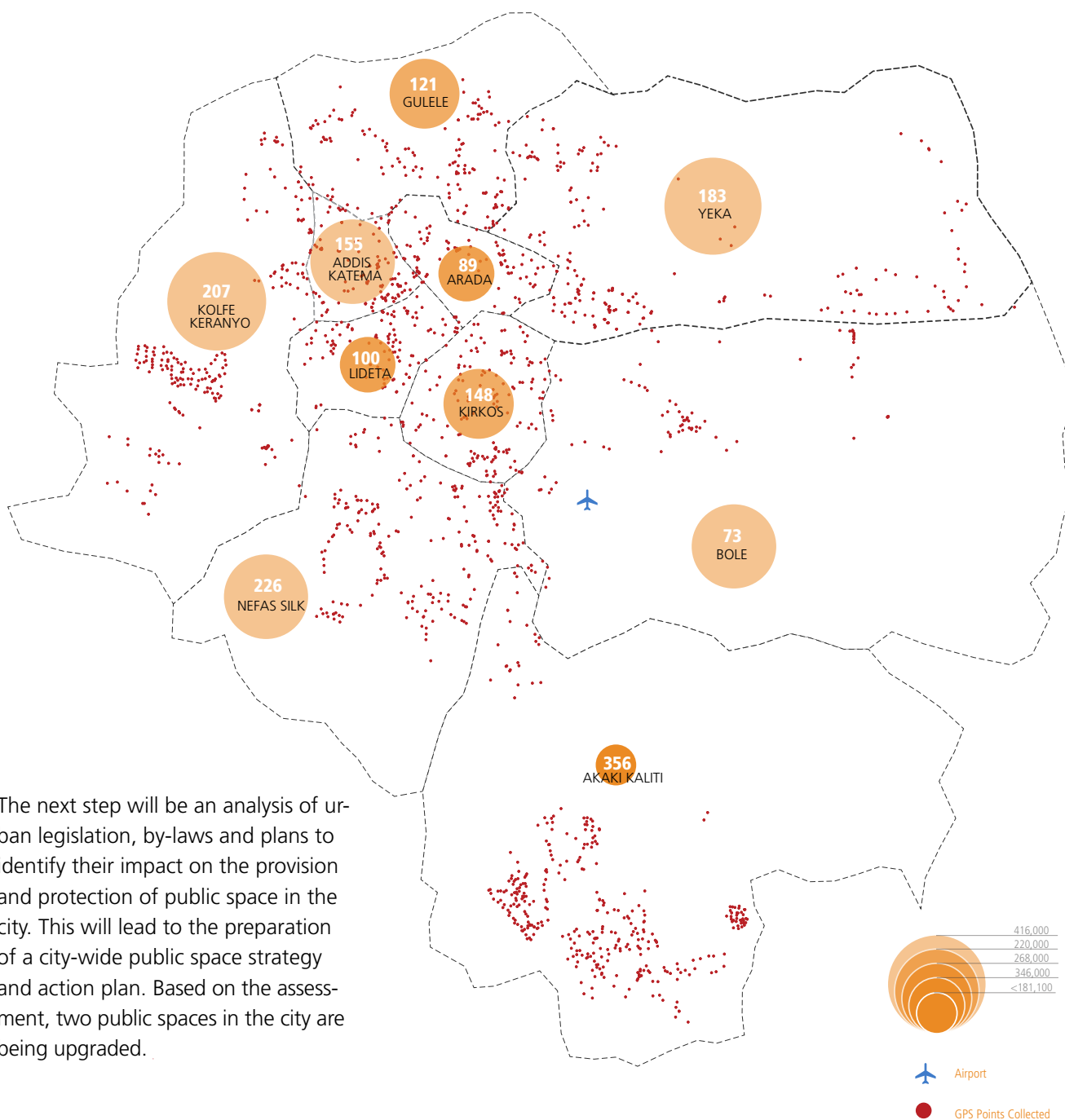
The next step will be an analysis of urban legislation, by-laws and plans to identify their impact on the provision and protection of public space in the city. This will lead to the preparation of a city-wide public space strategy and action plan. Based on the assessment, two public spaces in the city are being upgraded.

The boundaries and names shown and the designations used on this map do not imply official endorsement or acceptance by the United Nations. Sources: Humanitarian Data Exchange, www.hdx.org, Addis Ababa City Administration, Google Sattelite Map, Central Statistical Agency
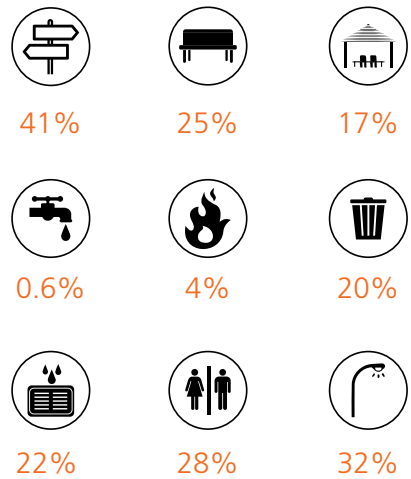
B. BAMENDA, CAMEROON

Bamenda, the third largest city in Cameroon is the capital of the North-West Region and strategically located on the cross route that links Cameroon with cities in Nigeria such as Enugu and Calabar. The current population is 500,000, expected to rise to about 2.1 million by 2026. The city is well known for its market places, which are the key drivers for its economic development and job creation. According to the World Health Organization, Bamenda is the most polluted city in Africa in terms of PM2.5 and, due to its hilly terrain and abundant rainfall, the city is heavily exposed to flooding.

In 2017, UN-Habitat and Bamenda City Council conducted a city-wide inventory and assessment of all open public spaces, with a special focus on markets. In addition to the normal assessment parameters, the Bamenda assessment also placed heavy emphasis on resilience – assessing the risk of markets being exposed to environmen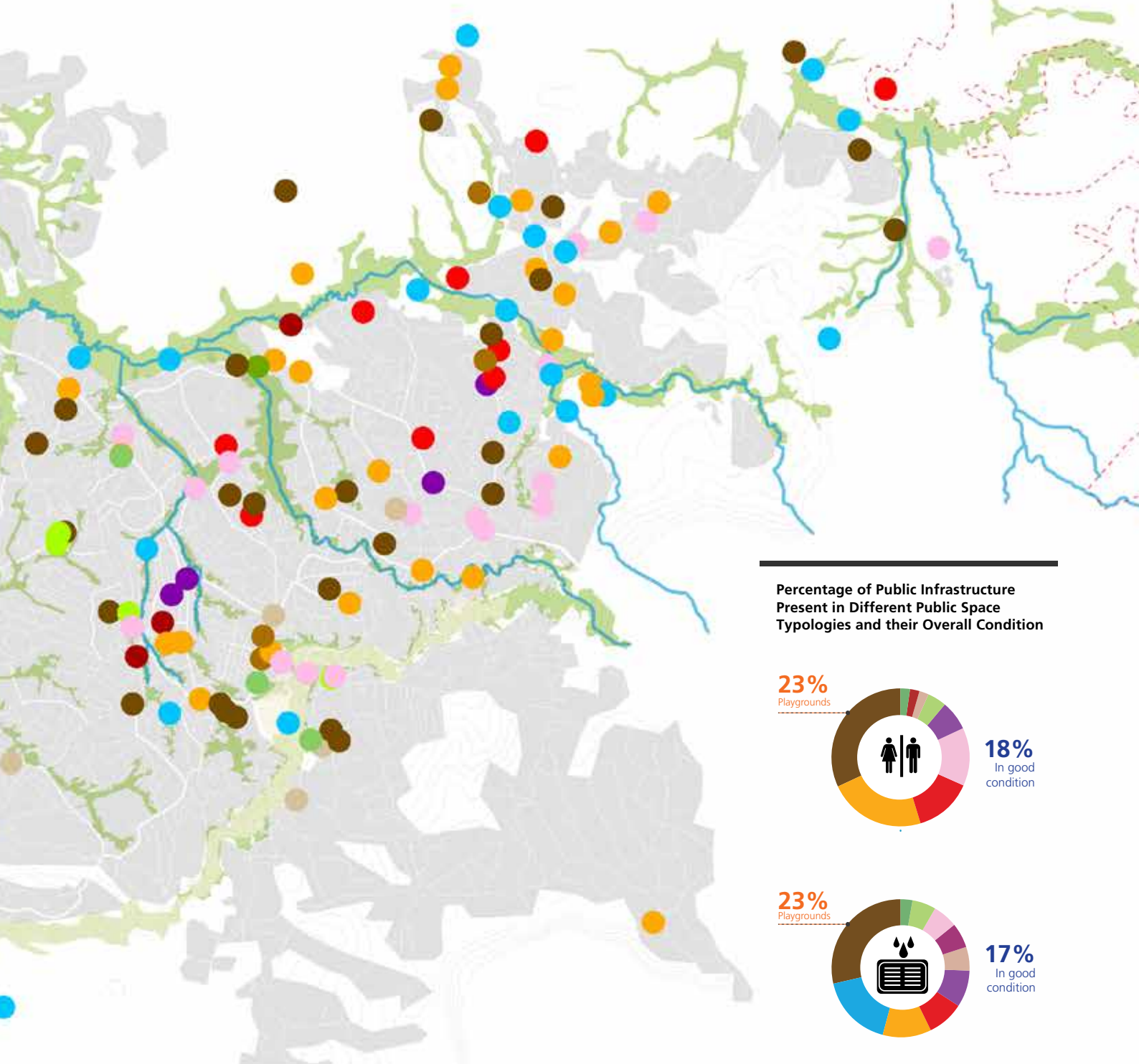tal challenges such as flooding. The results of the survey highlighted gaps in public space and markets distribution as well as their quality, inclusivity, safety and accessibility and how they can be used to promote sustainability. Bamenda has 7 percent of its urban land dedicated to open public space – again well below UN-Habitat's recommendation of 15-20 percent.

Percentage of Public Spaces with different Public Infrastructure

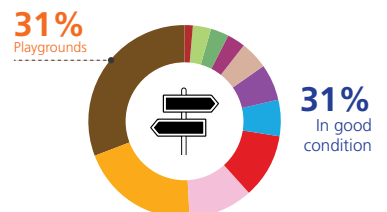|		
41%	25%	17%
0.6%	4%	20%
22%	28%	32%

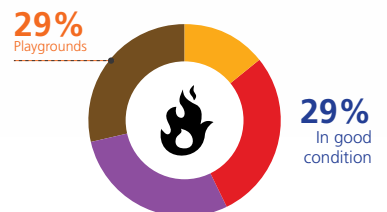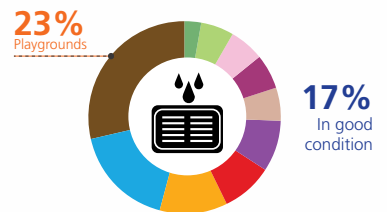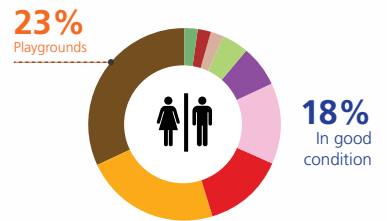This participatory process established key recommendations to meet the current challenges faced by the city's markets. It also informed the way forward for the renovation and modernization of markets, to meet citizens' needs and social changes. A city-wide open public space strategy has been drafted based on the results of the assessment with two pilot projects currently implemented.

Bamenda, Cameroon © UN-Habitat

Percentage of Public Infrastructure Present in Different Public Space Typologies and their Overall Condition

23%
Playgrounds

18%
In good condition

23%
Playgrounds

17%
In good condition

29%
Playgrounds

29%
In good condition

31%
Playgrounds

31%
In good condition

Typology of public spaces

- Playground
- Park
- Garden
- Plaza/Square
- Community Yard
- Institutional spaces
- Riparian area
- Waterbody Frontage
- Side Walk
- Business Open Space
- Parking Lot
- Potential Public space
- Escarpment
- Bamenda Rivers
- Natural zones
- City Extension
- Urban Fabric
- Bamenda Contours

C. JIANGHAN DISTRICT, WUHAN, CHINA

Jianghan District is one of 13 districts in Wuhan, China, situated on the northwest bank of the Yangtze River and covering a land area of about 28.3 square kilometres. According to the 2015 Population and Housing Census, the district had a resident population of 687,422 accounting for a population density of 24,290 persons per square kilometers.

Jianghan is both the least spacious and most densely populated of the districts of Wuhan. Due to this population pressure, public spaces are threatened by the expanding city structures, which have fragmented natural areas, creating small patches amongst building and roads. Public spaces have been left derelict while the district's high population density has led to inadequate green space and poor-quality land stock. Air pollution, which affects the health of residents, is a problem with an annual average PM2.5 of 52.5 ug/m^3, five times more than the WHO recommendation of 10 ug/m^3.

To respond to these threats, UN-Habitat in collaboration with the Wuhan Land Use and Spatial Planning Research Centre and support from the local government undertook a city-wide open public space inventory and assessment in 2017. The aim is to use the assessment to develop Jianghan as a walkable, blue-green district linking the unique waterfronts on the Yangtze River with the old and new towns and the inner lakes of the city.

59%
(Women as indicators of safety)

Gender survey conducted in Jianghan's public spaces shows that out of the 141 public spaces, 83, which accounts for 59%, were perceived as very safe during the day as they had a well representation of women present during the assessment

Only 8 public spaces out of 141 which accounted for 5.7% had persons with disabilities during the time of assessment

Assessment shows that pocket parks have the most number of users, and gender balance

Research by UN-Habitat has found a correlation between expansive street grids and prosperity and recommends 30 to 35 percent of the urban land area to be dedicated to streets, yet Jianghan only has only 22 percent. The public green area per capita is only 2.2m2, well below the recommendation of 9 m2 green area per capita for a healthy and livable city set by WHO. Based on the city-wide public space survey, UN-Habitat and WLSP made recommendations and proposed pilot projects to show the city how public space can be used to improve quality of life. One of these is underway and is expected to be completed by the end of January 2018. The results of the inventory have also provided a basis for the district's new public space strategy.

Proportion of women and men and their age group in public space

46.8% **53.2%**

■ FEMALE ■ MALE

A

13%
29%
29%
29%

B

14%
86%

■ ELDERLY
■ ADULT
■ YOUTH
■ CHILDREN

C

No Users present during during assessment

D

25% 25%
25% 25%
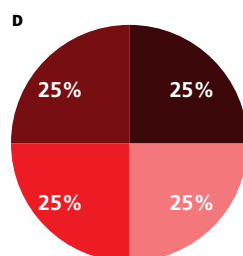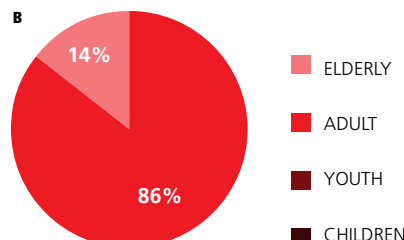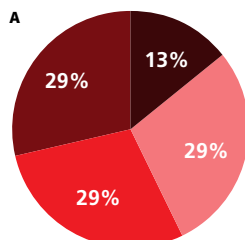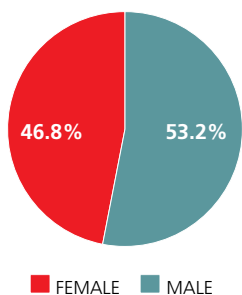
Data used for this assessment is based on time of survey and was conducted during a weekend.

Public space Assessment in Jianghan © UN-Habitat

Public space Assessment in Jianghan © UN-Habitat

User index for public spaces

东西湖区 (Dongxihu)

江岸区 (Jiang'an)

硚口区 (Qiaokou)

汉阳区 (Hanyang)

Representation of users

- 🟩 Good
- 🟧 Moderate
- 🟥 Poor
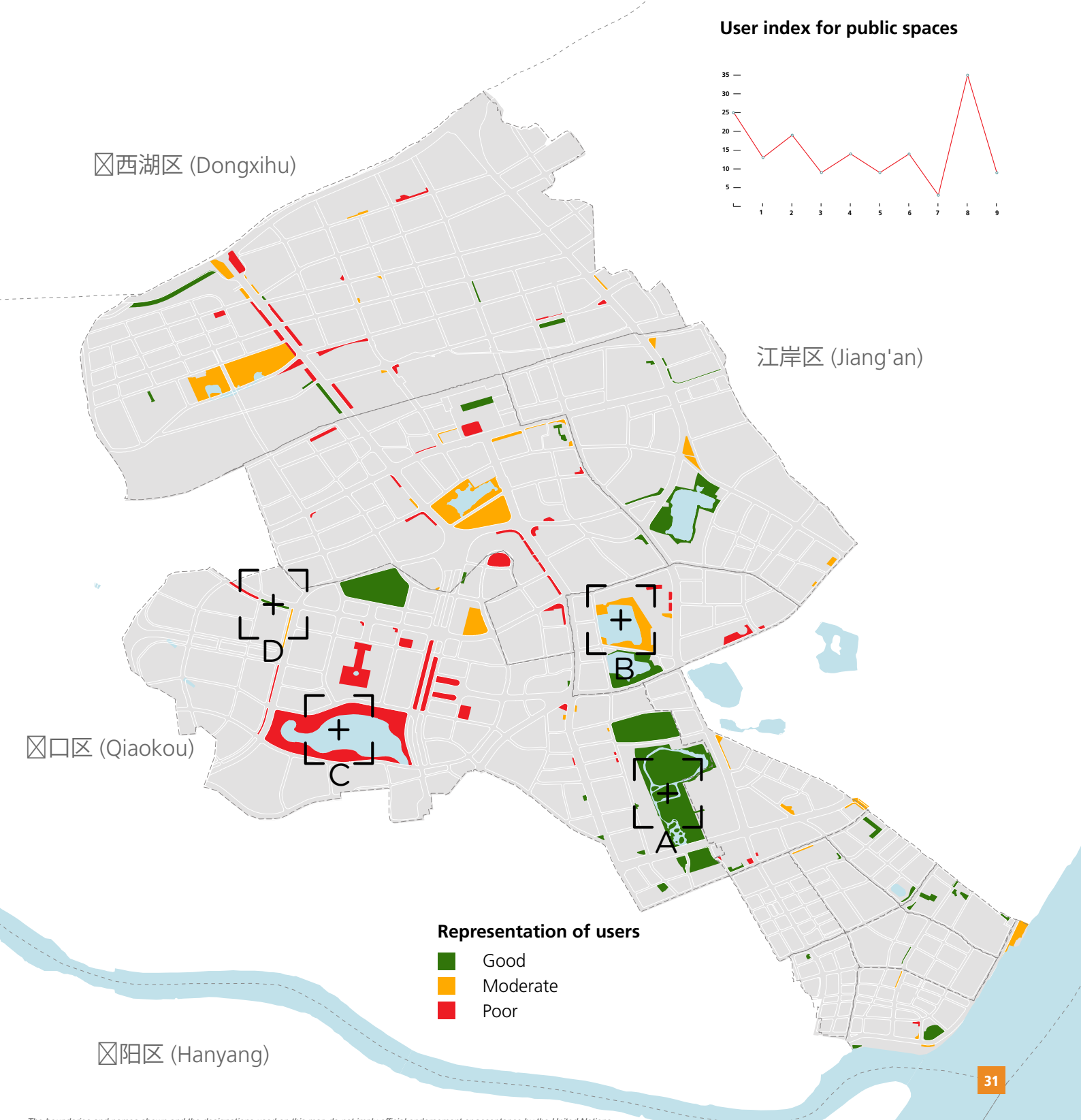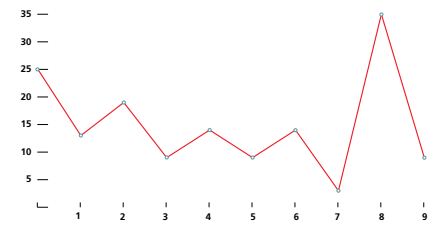
JOHANNESBURG:

BUILDING A PUBLIC CITY THROUGH PARTICIPATORY PROCESSES

Johannesburg, the largest city in South Africa, is highly fragmented, sprawling and divided, still struggling with the legacy of apartheid urban planning processes. Although quality of life has improved since the start of South African democracy in 1994, Johannesburg remains highly unequal, something which is often embedded in space. Public space is scarce, and, in many areas, non-existent. Added to this challenge is the element of fear and lack of safety due to high crime rates and poor policing. Many existing public spaces are underutilized and empty. Residents often feel excluded from urban planning processes and trust in local government officials is low, particularly in the more deprived areas.

Through the "Building the Public City" project, UN-Habitat and the City of Johannesburg are responding to these challenges by testing inter-departmental collaboration about public space and safety. The project is developing a policy and framework that will help different city departments co-manage public spaces and help the city adopt civic participation tools in public space design and upgrading. As part of the project three public spaces are being upgraded; one in Hillbrow, a low-income inner-city neighbourhood with significant safety challenges; one in Braamfontein, a gentrifying area on the edge of the Empire-Perth important transport corridor; and one in Diepsloot, an informal settlement comprised of shacks with little infrastructure and no spatial linkages with neighbouring areas.

Testing 'mixed reality' application in Johannesburg © Joakim Formo/Ericsson

The first activities were carried out in September-December 2017. In September, UN-Habitat and the City of Johannesburg teamed up with Ericsson and Wits University to test a 'mixed reality' application for community participation as part of the upgrading of Eland Park in Braamfontein. Mixed reality is a new technical innovation which includes both virtual and augmented reality and allows you to experience digital objects in the "real world". If virtual reality is immersion in a completely digital environment and augmented reality is digital objects overlaid on a real-world view, mixed reality is the blending of real and virtual environments to create new types of experiences where physical and digital objects coexist and interact in real time. In the context of urban planning and design, this could mean virtual buildings being partly occluded by real buildings and trees, or vice versa, or having the asphalt in a public space change to grass, or making some infrastructure transparent to be able to see behind it.

Over three days, students from nearby Rosebank College and Wits University worked with residents, passers-by and Faku'gesi Festival participants to use Minecraft to crowdsource and co-create design ideas to improve the park. Minecraft is an effective tool to enable non-professionals to quickly sketch out urban design ideas in 3D and present them to professionals and city authorities. The ideas from this workshop were varied and focused on providing safe access across the busy Bertha Street, pedestrianising Stiemens Street, increasing security and providing seating and activities for the hundreds of students who regularly use the space.

Once the participants finished designing in Minecraft, the Ericsson team exported their creations to a mixed reality prototype application, building on a detailed 3D model of the public space. People could then go outside and, using special smartphones with 3D-sensors, view their Minecraft designs in real life, including walking around the digital objects out on the street as if they were physically present. An urban designer from Wits interpreted the needs and ideas that people expressed through the Minecraft process and designed a first 3D proposal for improving the site. This could also be viewed through the mixed reality platform.

In December, UN-Habitat was asked by the City to train City officials in the Block by Block methodology. A participatory process and public space mapping exercise in Diepsloot was also organised by UN-Habitat, the City of Johannesburg and Sticky Situations, an NGO specialising in citizen participation.

> **The capacity building support from UN-Habitat has been incredibly useful and is really shaping the City's processes of co-designing, building and implementing public open spaces across multiple departments. We are immensely grateful to UN-Habitat for these resources and support**
>
> **Nicolette Pingo,**
> Development Manager,
> Johannesburg Development Agency

LIMA:

IMPROVING QUALITY OF LIFE WITH PUBLIC SPACE MICRO-INTERVENTIONS

It is not the place that makes the people, but the people that make the place.

Lucinda Terrazas Luján
Villa el Salvador, resident

Jardín Primavera (Barrios Altos) © Eleazar Cuadros - Archivo C.C.C

Lima, the capital of Peru, is a highly unequal city. While some districts provide good urban services and high-quality public spaces, many neighbourhoods, particularly on the outskirts of the city, lack basic services. According to a survey, 49 percent of the disadvantaged population of Lima are unsatisfied with the public space available in their neighbourhood. At the same time, crime and insecurity consistently appear at the top of the list of concerns of Lima's residents.

Ocupa tu Calle – "occupy your street" in Spanish – is a public space micro-intervention strategy developed by Lima Cómo Vamos, a citizen urban observatory organisation that monitors and evaluates changes in the quality of life of the citizens of Metropolitan Lima and Callao. In 2016-2017, UN-Habitat funded Ocupa tu Calle's micro-intervention strategy through the Latin American Fundacion Avina network. Ocupa tu Calle works with residents, local government officials and civil society and company stakeholders to convert disused spaces into vibrant public spaces.

Ocupa tu Calle have now completed 21 micro-interventions, benefitting more than 380,000 people, across Lima. The interventions comprise a wide range of different kinds of public spaces, including "parklets", marketplaces, gardens, playgrounds, pedestrianisation projects, playgrounds and cultural spaces. A key element of success of these projects is engaging local stakeholders and residents, building a sense of belonging of the spaces among the community. Surveys and interviews are carried out to understand the perceptions, needs and aspirations of residents and public space users. This helps ensure interaction, social cohesion and cultural expression and encourages sustainable management and care of the spaces to improve security, waste management and maintenance.

The Ocupa tu Calle team carries out training and awareness raising with thousands of Lima residents and have built a large network of different stakeholders committed to improving urban quality of life in Peru, including local government policy makers. The participation of the municipal authorities in the process has been a key factor of success, ensuring that the importance of public space is becoming firmly entrenched in Lima's public policies. Supported by UN-Habitat, Ocupa tu Calle is now developing a Latin American toolkit on public space micro-interventions and have organised two instances of the International Forum on Urban Interventions, attended by more than 600 people.

❝ **UN Habitat has been a strong partner through the 3 years of the Ocupa Tu Calle project by supporting the implementation of 21 urban interventions, giving more than 380,000 people access to quality public spaces.** ❞

Mariana Alegre
Coordinator, Ocupa Tu Calle

One example of a public space improvement project in Lima is 'Mama Lucinda Park' in Villa el Salvador, named in honour of 78-year old Villa el Salvador resident Lucinda Terrazas Luján who for years has campaigned for the improvement of a derelict space in the neighbourhood. The design of the park was made by Villa el Salvador residents using UN-Habitat's Minecraft community participation methodology and will have playgrounds, sports facilities, hiking trails, meeting places for families and sustainable irrigation. In 2016, UN-Habitat and Fundacion Avina arranged for Lucinda to travel to Quito, Ecuador, to present her community engagement work at the Habitat III Conference, the first time that she had ever left Peru.

Las Brisas (Rímac)
©Alumnos Curso Espacio Público 2 PUCP

Plazoleta de la Integración(Rímac)
© Jairo Rosales

PRISTINA:

MINECRAFT AS AN E-GOVERNANCE TOOL FOR PUBLIC SPACE DESIGN

AND MUNICIPAL POLICY DEVELOPMENT

> **In my project, I wanted to see a skatepark. Now something I made is being built in real life!**
>
> **Lian Loxha,**
> 12 years old, Pristina, Kosovo

Skatepark, Kosovo © UN-Habitat

Kosovo, located in the Balkans, has a long history of conflict between its Albanian and Serb populations. Kosovo's cities have experienced rapid growth in recent years, and there is a growing need for well-designed public spaces that can be enjoyed by everyone. The Municipality of Pristina was the first in Europe to be selected by UN-Habitat to test the Block by Block methodology for upgrading public spaces. The initial project focused on revitalizing a former green market in Sunny Hill, one of Pristina's largest and most populous neighborhoods. The site's temporary market structures had been removed, leaving an abandoned, concrete-covered space that was rarely used by the community's 4,000 residents.

In September 2015, more than 70 Pristina residents participated in a Block by Block workshop to redesign the former Sunny Hill marketplace. A Facebook page was created to share information and mobilize residents. After initial discussions on urban design and the importance of public space, the participants divided into small teams to model different solutions. The participants then co-created the final design on a multiplayer Minecraft server, based on the ideas generated by the teams. The designs were presented to a wide audience of urban professionals, including the mayor of Pristina. The final concept featured a range of facilities addressing the needs of various groups, including gardens, comfortable resting places, a playground and one of Kosovo's first skateparks.

Following the participatory process, a detailed design was drafted by the Municipality with support of UN-Habitat and after a process of development control and procurement, the construction of the new public space could be completed in 2017. The experience demonstrates the possibility to do large-scale civic mobilization by using innovative engagement tools, and an opportunity to strengthen municipal capacities for inclusive project development and community outreach. The previously deserted former green market is now a multi-functional and appealing public space accessible to all the people of Sunny Hill.

Following the success of the Sunny Hill project, UN-Habitat has been working with the Municipality of Pristina to carry out a public space profile of the city. The profile has provided an overview of public spaces in Pristina and is being used to develop a city-wide public space policy.

Concept design, Pristina © UN-Habitat

KALOBEYEI:

INTEGRATING REFUGEES AND HOST COMMUNITIES THROUGH PUBLIC SPACE

Kakuma Refugee Camp in North-West Kenya, established in 1991, is located in the second poorest region of Kenya and hosts 185,000 refugees. Because of the high poverty levels in the region, there is ongoing tension between the refugee communities and the host community, mainly nomadic pastoralists, who perceive that the refugees in the camp have access to better health and education facilities.

In 2016, UN-Habitat produced the spatial plan for a new camp, Kalobeyei Settlement, near Kakuma, with the aim of providing services for both refugees and host communities. Kalobeyei Settlement, which now has a population of 47,000 people, has been designed under the leadership of the Turkana County Government and takes into consideration Kenyan urban planning legislation while ensuring that sufficient emergency facilities are provided. Unlike a typical camp, education, health and public facilities are provided for both refugees and host communities and the project has been designed to shift from traditional camp planning processes; moving beyond temporary relief, taking into consideration that displaced people often stay in place for over 25 years. The camp has been designed to ensure gradual transition from humanitarian support to long-term sustainable development for the inhabitants.

In traditional refugee camps, public space is not given high priority and is often left as wasteland with no services or facilities. In the Kalobeyei spatial plan, however, public space is a key element for peaceful coexistence and integration and a network of public spaces and roads has been provided. Some refugees have started describing public space as a 'place of mixity' – space where people from different ethnic groups and nationalities can mix.

Swings at Kalobeyei © UN-Habitat

**We need trees and shade against strong sun and wind, but also public toilets to help us stay clean and prevent cholera.
We need stages for transport, markets, and places to play and perform our arts and culture, and a cyber café with Wi-Fi to know about the world outside**

Nsyamuhaki Joseph
Kalobeyei New Settlement resident

Demarcating roads, Kalobeyei © UN-Habitat

"

Mixity is important. South Sudan lacks mixity between different tribes, but in Kalobyei people have understood this and the public spaces will help us mix more, even with marriage. Many people from different sites and countries will meet here. It will help us discuss different cultures and learn from each other

Simeon Ntaryamira,
Kalobeyei New Settlement resident

In November 2017, UN-Habitat started a project to establish a network of public spaces and a public space community management group, formed by both host community and refugees. Initially, four public spaces will be built; three in the refugee camp and one in the host community settlement. For the first time, UN-Habitat's Minecraft community participation methodology was tested in a refugee camp, with participants from the local Turkana ethnic group and refugees from Rwanda, South Sudan, Democratic Republic of Congo, Burundi and Uganda. The aim is to create a platform to help people from both communities design their own public spaces and learn skills in design and construction.

More than half of the participants were not computer literate, but with the support of UN-Habitat's facilitators, everyone was able to produce a public space design to present to invited stakeholders from the World Food Programme, UNHCR, UN-Habitat and AAR Japan. Based on the Minecraft designs, design experts from UN-Habitat and AAR Japan produced construction drawings.

Construction work on the first public space started in December 2017. Roads and public transport (motorcycle taxi) stops have been demarcated and vehicles are now following the indicated roads, and stops – improving pedestrian safety around the camp. Refugee youth have started planting new trees and fixing seating in the shade under existing trees; in the process learning about environmental issues. A playground with swings has proven extremely popular among children, with some walking several kilometres to play.

AL-KHALIFA:

CONVERTING A GARBAGE DUMP INTO A VIBRANT PUBLIC SPACE

> **Today I discovered I have a passion for design, when I grow up I want to be an architect to design nice spaces in my neighbour-hood, Minecraft is even better because I can make my design alive and as colourful as I want!**
>
> **Nancy,**
> Workshop Participant

Participants, Al Khalifa © UN-Habitat

"

Now we can have a nice landscape and a green area close to where we live. I love how we can put our ideas into the game and see them come to reality.

Ziad
12 year old workshop participant

"

Brainstorming, Al Khalifa © UN-Habitat

Al-Khalifa, located in the heritage site of Cairo, is one of Cairo's densest neighbourhoods, lacking access to basic urban services, especially public space. UN-Habitat partnered with Cairo Governate and Megawra, an architectural hub for young students and architects, to convert a 3,000 m2 open space in an area of Al-Khalifa, currently used as a garbage dump, into a heritage and environment park for the use of the residents of the neighbourhood.

In August 2017, UN-Habitat and partners organised the first ever Minecraft community participation process in Egypt. About 20 Khalifa young men and women participated in a three-day co-design workshop to produce three-dimensional Minecraft ideas for improving the space. "This is

the first Minecraft workshop to be held in Egypt" said Safa Ashoub, Public space expert at UN-Habitat regional office for Arab States, "we are hoping to build the capacities of adolescents to be able to understand and design their public spaces and to utilise this useful tool for their own development".

The workshop started with an introduction to the principles of public space design, a discussion on the importance of community engagement, and what residents from Khalifa like and dislike about their area. Afterwards, participants were divided into teams and built their visions of the public space utilising Minecraft.

During the workshop, it was interesting to see the progress of the

ideas produced by participants. On the first day they were first interested in exploring the features of the game, but then quickly moved on to building more concrete ideas about what they want to see in their area. By the end of the workshop participants could reflect the principles of good public space they had learned in the workshop by constructing items like street lights, pavements and community centers.

On the last day of the workshop, participants presented their designs to stakeholders and their ideas were noted and prioritized. Afterwards a final model combining the agreed ideas was produced and will be part of the design phase of the final public space.

Al Khalifa, Egypt © UN-Habitat

TRAINING LOCAL GOVERNMENTS ON THE SUSTAINABLE DEVELOPMENT GOALS

In the last few years, the importance of quality public space for sustainable development has received significant recognition globally. The Sustainable Development Goals, adopted in 2015, include a specific target on public space, number 11.7: "by 2030, provide universal access to safe, inclusive and accessible, green and public spaces, particularly for women and children, older persons and persons with disabilities." In the New Urban Agenda, adopted by Member States in 2016, the importance of public space for sustainable urban development was also strongly recognised. This means that until 2030, all cities and countries in the world will be required to take public space into consideration by developing legislation, policy, norms and practices, towards a holistic and integrated approach to the planning, design, development, creation, protection and management of public space.

To support this, UN-Habitat has developed a training manual and associated training course for local and national governments on how to gather data to monitor the implementation of the Sustainable Development Goals target on public space. Trainings have been held for national statistical authorities and local governments in Africa.
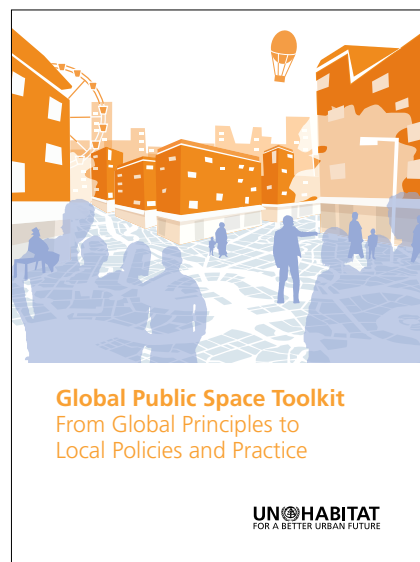
ACADEMIC RESEARCH ON PUBLIC SPACE: THE JOURNAL OF PUBLIC SPACE

In 2016, UN-Habitat partnered with City Space Architecture and the Queensland University of Technology to establish the Journal of Public Space, launched at Habitat III in Quito. It is a dedicated open access journal, providing a platform for researchers, showcasing promising practices and informing discussion about issues related to public space. https://journalpublicspace.org.

In 2017 two standard and one special volume were released. Article topics are wide-ranging and include discussions on cycle-lanes, gendered public space access, human-centred public space design and town square design. The special volume is a collection of essays – with an introduction by noted architectural theorist Colin Fournier – structured around three architectural education themes: Interdisciplinary and Collaborative Projects, Live and Interactive Projects, and Situated and Community Projects.

THE GLOBAL PUBLIC SPACE TOOLKIT

In 2017, the Global Public Space Toolkit was translated into Chinese and Russian. A set of training modules to accompany the were developed and used to train public space practitioners and local government representatives in Addis Ababa, Ethiopia, Wuhan, Chine China, at the International Conference on Canadian, Chinese and African Sustainable Urbanization in Cameroon and at the Public Space Biennale in Rome.

Global Public Space Toolkit
From Global Principles to
Local Policies and Practice

UN@HABITAT
FOR A BETTER URBAN FUTURE

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Using "digital Lego", communities redesign India's slums, Thomson Reuters Foundation: https://www.zilient.org/article/using-digital-lego-communities-redesign-indias-slums

Manakara, Madagascar © UN-Habitat

GLOBAL PUBLIC SPACE PROGRAMME STAFF 2017

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Monitoring and
Capacity Development Specialist

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Regional Adviser, Arab States

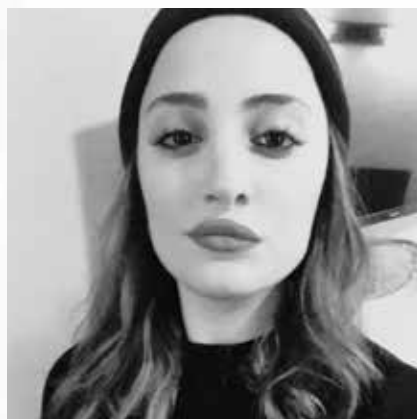**Mitiku Woldensenbet**
Architect and Urban Designer

Joy Mutai
Landscape Architect and GIS specialist

Eugenio Gastelum
Minecraft Facilitator

Christelle Lahoud
Architect and Minecraft Facilitator

Mark Barnes
Minecraft Facilitator

FINANCIAL STATEMENT

ITEM	EXPENDITURE AND COMMITMENTS (USD)
Personnel	447,025
Contractual services	32,621
Operating costs	69,584
Addis Ababa, Ethiopia	121,400
Dandora neighbourhood, Nairobi, Kenya	100,000
Niamey, Niger, Accra, Ghana and Kampala, Uganda	99,227
Johannesburg, South Africa	100,000
Kalobeyei, Kenya	107,000
Maputo, Mozambique	107,000
Hanoi, Vietnam	103,053
Wuhan, China	107,000
Queretaro, Mexico	107,000
Kosovo and Macedonia	90,950
UN Programme Support Costs	57,047
TOTAL	**1,648,908**