

| Side Event: Civic and Youth Participation in the Wired Age | |
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| ORGANIZATION (PARTNER ORGANIZATIONS) | CityNet Microsoft Asia Mojang (Sweden) Sidoarjo Regency (Indonesia) UCLG-ASPAC (Indonesia) UN Global Pulse Lab (USA) UN-Habitat (Kenya) UN SDG Action Campaign (USA) Grab (formerly GrabTaxi) (Malaysia) |
| DATE/TIME | 27 July, 1:30 p.m.- 2:30 p.m. |
| VENUE | Crystal 1 |
| DESCRIPTION | <p>This event focuses on initiatives that aim to make cities inclusive and sustainable with the use of innovative technologies. Bottom-up stakeholder engagement, citizen education and digital literacy, innovative data and technologies, as well as relevant capacity in local governments are crucial for creating sustainable, inclusive cities. This session will highlight examples from cities around the world that have successfully implemented civic and youth participation to improve urban services and governance while leveraging technologies for an inclusive process. The session's panelists hail from public and private sectors, and will discuss recommendations for New Urban Agenda and its delivery, share best practices and insights from the successful projects, and launch new initiative, including:</p> <ul style="list-style-type: none"> • Microsoft and CityNet's joint project CityApp, recently implemented in Sidoarjo Regency, as an excellent example of stakeholder engagement and crowdsource technical solutions (apps) for urban challenges; • UN-Habitat and Mojang's collaboration in Block by Block, a public space design initiative using Minecraft as a community participation tool to engage the youth and the poor; • Pulse Lab Jakarta's Big Ideas Competition for Sustainable Cities and Urban Communities on engaging youth creativity for innovative urban solutions; • Public-private partnership on new data to improve mobility services for citizens in rapidly urbanizing cities in Southeast Asia, by Grab; and The launch of SDG Action Campaign's [My World My City] survey tool, and the important role of citizen generated |





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| | <p>data for global goals implementation. Even as barriers such as limited literacy, need for capacity development, and unequal access to technology remain, initiatives such as the ones presented and many others show that the non-government sector can play a leading role in initiating sustainable and participatory urban development processes with the support of digital technologies, provided they are inclusively designed and implemented.</p> |
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