

SEMINAR: MINECRAFT FOR PARTICIPATORY PUBLIC SPACE DESIGN	
ORGANIZATION (PARTNER ORGANIZATIONS)	United Cities and Local Governments Asia Pacific (UCLG ASPAC); UN-Habitat; Surabaya City Government
DATE/TIME	21 - 23 July, 9:00 a.m. - 5:00 p.m.
VENUE	Community Hall, Kedinding, Surabaya
OPEN/CLOSED EVENT	Open (first come, first serve basis)
DESCRIPTION	<p>This parallel event aims to enhance youth involvement in the planning process of public space provision. UCLG ASPAC in collaboration with UN Habitat and Surabaya City Government is working on the project to develop and construct public space in the high-density area that aims to engage the community and jointly commemorate the PrepCom 3 of Habitat III Conference. The location was proposed by Surabaya City Government in response to the need of community surrounding the site location for having a safe and comfortable public space. The project will highlight the application of Information and Communication Technology (ICT) of minecraft game as a tool to gather inputs or concept for design of the public space proposed by community. The minecraft workshop will be held for three (3) days inviting all community from different backgrounds representing child and youth, productive age, elderly and disable people as well as other local actors including Surabaya City officials, and professionals. It will emphasize on the importance of community consultation in building the consensus of the public space design. Hence, participation will be incorporated since the early stage of development planning process.</p> <p>Theme of the workshop will be public space basics, design considerations for better public spaces, public space planning approach and Minecraft for participatory public space design</p>

