Workshop

# Ideas for the city of proximity
How to promote intergenerational encounters?

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## Theme

**1.** Let's imagine a city where everything you need on a daily basis is just a few minutes' walk from where you live. But not only. A city in which this functional proximity is matched by a relational one thanks to which citizens feel closeness with others, and operate as part of a community. It is the city of proximity or, as it is often called the city of 15 minutes.

This idea has been around for some time but, in recent years, it has received more attention becoming a reference for the policies of several cities: Paris, but also Barcelona, Milan, Shanghai, and many other small and large cities around the world.

*The workshop is a contribution to the articulation of this idea of a city of proximity.*

**2.** One of the aspects that characterize the city of proximity is that of being also, and above all, a city of care: a city organized in such a way that people can have the opportunity to meet, interact, collaborate and take care of each other and the environment.

In particular, the city of proximity is a friendly environment for all people with some degree of fragilty. A city where, for example, children can play on the street and walk to school, and the elderly can find what they need close to home and have a support network in case of need.

*The workshop articulates this idea of a city that cares, with reference to children and the elderly, with the aim of breaking the generational divide and creating opportunities through which they can meet, become friends and, if necessary, help each other.*

## Brief

**1.** In the perspective of the 15 minutes city, understood as a city of proximity and care, imagine initiatives that give autonomy to children and support for the elderly. And that they do so thanks to initiatives that foresee their encounter. That is, thanks to intergenerational initiatives.

For this exercise:
- "Children" are those of elementary schools.
- "Elderly" are people with some fragilty due to age, but still largely self-sufficient.

**2.** The initiatives to be imagined and developed are actions to be carried out with light interventions that can be implemented without major investments, using what can be found in a proximity system.

For example (using some existing cases):

- Elderly people who accompany children to school, or who tell them stories of the neighborhood, or who help them to make and care for a vegetable garden, ...
- Children who adopt an elderly person in need, or who send him / her their drawings, or who organize parties for the elderly alone, ...

## Outputs

A series of proposals, each of which outlines a possible opportunity for meeting and exchange.
Each proposal is presented with:

- A summary sheet and a video depicting the action (which can be used as tools to stimulate subsequent co-design activities)
- A presentation of 4-5 slides, describing the idea, its motivations and its results (usable in the final presentation of the workshop).

## Stages of work

*Activity 1*, in groups.
Online search of existing cases that approach the topic to be addressed; definition of the place of reference; identification of resources and problems for children and the elderly; first generation of ideas.

Collective discussion of ideas. *Choice of the best idea, for each group.*

*Activity 2*, in groups:
In-depth study of the motivations, resources and difficulties, both on the children and the elderly side (to do this, the group is divided into two parts: one enters the role of the elderly, the other enters that of children). Development of the idea.

Group review. *Consolidation of the idea*.

*Activity 3*, in groups:
Definition and realization of the communication artefacts: card, video, slide for the final presentation.

*Final presentation and discussion.*

## Work organization

5 days of work

**Monday**: L1 Introduction of the general theme + Presentation of the specific theme and of the workshop.
Activity 1 starts
Presentations by a representative of the Mairie of 11 arr. or by a local association engaged in issues of proximity and solidarity.

**Tuesday:** L2 Background: social innovation + Presentation of selections of social innovation projects of the city of Grigny.
Activity 1 continues. Collective presentation and discussion. Selection of ideas to be developed.

**Wednesday:** L3 Background: design for social innovation.
Activity 2 starts

**Thursday**: Activity 2 continues, and revision.
Activity 3 starts

**Friday:** Activities 3 continues. Final presentation and collective discussion.

## Bibilography and references

- Ezio Manzini, "*Design, When Everybody Designs*", MIT Press 2015
- Ezio Manzini, "*Politics of the Everyday.*" Bloomsbury, 2019;

*Paris and 15 minute city*

- https://www.paris.fr/dossiers/paris-ville-du-quart-d-heure-ou-le-pari-de-la-proximite-37
- https://www.paris.fr/pages/la-ville-du-quart-d-heure-en-images-15849
- https://www.paris.fr/pages/la-ville-du-quart-d-heure-un-concept-partage-dans-le-monde-15882
- *https://www.paris.fr/pages/la-ville-du-quart-d-heure-est-une-reponse-a-l-urgence-climatique-et-sanitaire-15929*
- https://www.portlandonline.com/portlandplan/index.cfm?a=288098&c=52256

## Requirements for students:

- Good expression and understanding of the English language
- Skills: interview, participatory research, storyborading, video shooting and editing