



URBACT IV Infosession 8 February 2023 From 15:30 to 16:30

Online

Action Planning Network call Fabian Massart

Topics of interest for Walloon cities (Transition):

- Verviers (Marie Frederick : marie.frederick@verviers.be): citizen participation and low-tech laboratory
- Hannut (Martine Cornelis-Noël: cornelis.noel@gmail.com) : development of a new building on an empty plot of land that would integrate an old energy-intensive library (incorporating a library, development of a cinema, a multi-purpose hall) to make it an emblematic building. Inclusion, digital, energy transition dimension,
- Liège (Véronique Biquet : veronique.biquet@liege.be): Urban agriculture and food transition, local food systems
- Mouscron (Dominique-Anne Falys dominiqueanne.falys@mouscron.be) : Homelessness and reception of migrants

Topics of interest for the Flemish cities (More developed) :

- Malines (Poppe Julie : julie.poppe@mechelen.be or Coeman Erwin erwin.coeman@mechelen.be) : Circular economy & mobility, Green transition
- Sint-Niklaas (Esther-Lynne Uyttendaele esther-lynne.Uyttendaele@sint-niklaas.be) : greening ; sustainability (spearheaded by circularity, mobility, climate adaptation and mitigation) ; Energy; intelligent and data-driven ; integration; diversity ; work; children and young people.
- Roeselare (Versaen Kris Kris.Versaen@VVSG.BE): rooftop plan, for more efficient use of public and private space; an action plan for a food policy (we want to respond to sustainability, economic and tourism potential).
- Leuven (<u>https://urbact.eu/partnersearchtool/international-clt-network</u>) International Community Land Trust (CLT) Network to face The housing crisis.
- Antwerp (<u>https://urbact.eu/partnersearchtool/gender-friendly-shopping-streets</u>) Gender friendly shopping streets : build safe, responsible and inclusive cities with and for adolescent girls.
- Ghent (<u>https://urbact.eu/partnersearchtool/new-practices-engaging-everyday-people-cooperative-city-making-0</u>)New practices of engaging everyday people in cooperative city making :