

RE-GEN JOURNAL #5

Let's Hackathon!

Re-Gen Edu-Hackathon. Dynamic, playful youths participation

A masterclass to learn, a workshop to experiment, a challenge to redesign public space

Between January and March 2025, the Re-Gen network has taken a bold step forward: transforming traditional participatory planning into something dynamic, playful, and teen-led. Enter the Edu-Hackathon – a creative civic lab where adolescents are not just consulted, but empowered as designers of their cities' future.

It all started with a Masterclass led by expert Tiago Ferreira: one day of inspiration, one day of simulation. Re-Gen city coordinators, teachers, youth workers and ULG members explored what it really means to design and deliver a hackathon with and for teenagers. They challenged each other in a mock competition, simulating the very process they would later launch in their local contexts.

Now, the first Edu-Hackathons are taking shape in Verona, Corfu, and Daugavpils. Others – from Vila do Conde to Albacete – are getting ready to follow. These are not just events. They are urban experiments where students, associations, schools, municipalities and mentors come together to identify local challenges and prototype solutions for abandoned parks, parking lots, concrete voids, neglected green areas and underpasses.

Why hackathons? Because they foster collaboration, creativity and civic agency. They build bridges between sectors and generations. Most importantly, they give teens the chance to reimagine public spaces that are often forgotten or inaccessible – turning them into inclusive, active, safe, and meaningful places.

This Journal tells the story of a movement in progress. A movement where the regeneration of cities starts from the ideas of those who usually don't have a seat at the table. But now, they have a mic, a map, and a mission.



**LET'S HACK THE CITY
TOGETHER.**

**FROM CHALLENGES TO
CHANGES: HOW TEENS
ARE RETHINKING URBAN
PUBLIC SPACES**

Let's Hack the City together

From Challenges to Changes: How Teens are Rethinking Urban Public Spaces

Why Edu-Hackathon?

Participation beyond consultation: co-creation as a method for active citizenship

Engaging teenagers in public life is not easy – and for today's teens, it's even harder. Many of them experienced the COVID-19 pandemic during formative years, missing out on key moments of socialization, freedom, and exploration. A sense of isolation, mental health struggles, and disconnection from adult-led narratives or cultural references are now part of their everyday reality.

They often live in parallel worlds, shaped by music, media, and communities that feel far removed from institutional language or traditional forms of civic engagement. What matters to adults may feel irrelevant or uninteresting to them. They are not apathetic – they are simply not being reached in ways that resonate.

This is where the Edu-Hackathon becomes a game-changer.

By integrating the challenge of regenerating public spaces directly into school life – through hackathon events, creative labs, and extracurricular projects – Re-Gen cities have found a powerful entry point. Students may not initially see themselves as “urban changemakers,” but when given a problem to solve, space to be creative, and a chance to work as a team, they get involved. And – sometimes to their own surprise – they shine.

The hackathon format provides structure without pressure, freedom with facilitation. It blends collaboration, play, and civic learning, helping teens develop confidence, empathy, and new ways of expressing their ideas.

The key isn't just asking them what they want – it's letting them build it.

Co-creation is not just about participation. It's about belonging. And the Edu-Hackathon proves that even in a fractured, post-pandemic generation, when teens are truly invited in, they show up – with innovation, energy, and vision..

Hackathons as Civic Labs for Teen Voices

From methodology to mission, Re-Gen hackathons are redefining participation of youngsters.

Hackathons are no longer just a tool, they are a statement: “This city is also ours to change.”

How hackathons open new paths to youth-led urban regeneration

In many cities, public space planning has long been an adult affair – shaped by architects, engineers, or city officials. But what if urban regeneration became an *experience*? What if it became a *game*, a *mission*, a *challenge*—led by those who will live the future of these spaces?

Hackathons, as implemented in Re-Gen cities, are not just events. They are **civic laboratories**, temporary “bubbles” of collective intelligence where teens can imagine, design, and pitch solutions to real urban challenges. They start from questions – not answers. From ideas – not plans. **And that makes all the difference.** The methodology is simple: a well-framed challenge, a safe and creative space, mentorship, and time pressure. But the result is powerful. Hackathons become **activators of agency**. Teenagers step out of their routine roles and become urban planners, designers, storytellers, and changemakers – often for the first time. They map underused areas, brainstorm ideas, build prototypes, and present them publicly. In doing so, they claim a voice in a process from which they are usually excluded. Their vision often blends **urban pragmatism with poetic intuition**: spaces to move, to hang out, to feel safe, to be alone, to be loud – places that matter.

The hackathon formula creates a **temporary city within the city**. It accelerates learning, bridges school and society, and turns civic imagination into action.

Let's Hack the City together

From Challenges to Changes: How Teens are Rethinking Urban Public Spaces

The Training Behind the Scene: The Masterclass:

Before the Edu-Hackathons took off in Re-Gen cities, there was a key moment of learning and preparation: a two-day **Masterclass led by Tiago Ferreira**, expert in participatory design and civic innovation. Because before you run a hackathon – especially one involving teenagers, schools, public officials, and sports associations – you need to understand *how*.



Day 1: Methodology & Inspiration

Tiago walked participants through the anatomy of a successful hackathon: from defining clear and motivating challenges to curating teams, balancing freedom and structure, and ensuring youth-friendly facilitation. The emphasis? *Design the process, not the outcome*. Create the conditions for innovation – the rest will follow.

Day 2: Simulation & Challenge

Participants split into teams, received a “mystery city challenge”, and had to walk the talk. The room turned into a civic lab: brainstorming, sticky notes, roleplaying, pitching – laughter, tension, and creative energy filled the air. The exercise made the learning real. It also showed how every detail – from time limits to mentor guidance – can unlock (or block) youth participation.

This wasn't just technical training. It was a **mindset shift**. A call to move from passive consultation to active co-creation. From “youth engagement” as a checkbox, to **teen-driven processes** that start in the classroom and flow into real city plans. Participants left the Masterclass with tools, templates, and confidence – and a shared conviction: *Organizing a hackathon is not just logistics. It's architecture for imagination.*

And with that, Re-Gen cities were ready to launch their first real challenges.

CITY IN ACTION: HACKATHONS TESTED IN THREE CITIES.

**VERONA, DAUGAVPILS,
CORFU,
WHERE TEENAGE
IDEAS START TO
SHAPE THE CITY**

City in Action

Verona, Daugavpils, Corfu – where teenage ideas start to shape the city



Dynamic chaos



Teamwork



Competition

After months of preparation, brainstorming, and training, Edu-Hackathons have officially taken place.

From the cobbled streets of Verona to the creative energy of Daugavpils and the coastal vibes of Corfu, three Re-Gen cities have turned the **hackathon methodology into real participatory action**.

Each city adapted the format to its local context – different schools, different spaces, different youth cultures. But the objective was shared: to **activate teen voices**, bring institutions into the same room with students, and spark new visions for neglected public areas.

The results? Surprising. Powerful. Sometimes poetic. Always meaningful.

These first experiences prove that when you invite teenagers to reimagine the spaces around them – **and give them real tools and a framework** – they don't just show up. They transform. In the next pages, we dive into three stories of civic creativity:

- ❖ **Verona**, where walking the city became a method for urban analysis and imagination.
- ❖ **Daugavpils**, where a challenge around the Jaunā Forštadte district sparked unexpected collaborations.
- ❖ **Corfu**, where a forgotten park near the prison was rethought through the lens of sports and inclusion.

Let's explore how **teen-powered ideas** are starting to reshape the urban future.

Mentoring Available – "First come, first served" mode



So, do you think you can pitch?

Just 2 minutes!



Just 2 minutes!

City in Action | CORFU'

Reclaiming Prison Park Turning abandoned into active through creativity and sport

On **March 4, 2025**, Corfu held one of the most emotionally charged and inclusive events of the Re-Gen network: a massive hackathon in the park opposite the **Corfu Correctional Facility** – a site historically associated with exclusion and detachment, now reclaimed through imagination and hope. Organized by the **Kapodistriaki Development Agency S.A.** in collaboration with the Regional Directorate of Education and the Municipality of Central Corfu, the event mobilized over **500 pupils** from five local primary schools, transforming a symbolic and underused space into a **canvas of civic creativity**.



City in Action | CORFU'

Reclaiming Prison Park Turning abandoned into active through creativity and sport

Children from the 5th and 6th grades used **drawing, music, play, and questionnaires** to express their ideas for the park's transformation.

Their visions included:

- ❖ New areas for recreation and safety
- ❖ Green and shaded zones for rest and reflection
- ❖ Spaces for games, movement, and connection
- ❖ Proposals for a welcoming, inclusive and youth-centered urban environment

While younger than the typical teenage Re-Gen participants, these children were **not too young to care** – and not too young to co-create.

The event demonstrated how **participation can begin early**, and how it fosters ownership, emotional connection, and belonging.

Supported by volunteers from the **Hellenic Red Cross**, educators, local cultural organizations, and municipal services, the event also served as a model of inter-agency collaboration and civic celebration.

The "Prison Park" is no longer a place with a WALL.

It is now **a symbol of possibility**, where the voices of children have started to redraw the map.



City in Action | CORFU'

Reclaiming Prison Park Turning abandoned into active through creativity and sport



City in Action | DAUGAVPILS

Designing with Youth, for Youth. The Jaunā Forštade challenge and teen-powered ideas



In March 2025, Daugavpils hosted its first urban hackathon as part of the Re-Gen network, focusing on the regeneration of **Jaunā Forštade Park** – a large, underused green area with great potential to become a hub for youth, sport and community life.

Organized as a **small-scale action** of the project, the hackathon was designed to test the power of **co-creation**: could teenagers, citizens and professionals work together to reimagine public space in a way that's meaningful, feasible and youth-friendly? The answer: a resounding yes. Despite initial difficulties in recruiting participants – a sign that more targeted communication is needed for future editions – the event gathered **seven diverse teams**, each including at least one young person and one adult. Together, they prototyped concrete ideas for transforming the park. Their suggestions ranged from:

- Legal graffiti walls and open-air libraries
- Multifunctional sport fields and 3-in-1 playgrounds
- Stages for performances and quiet reading corners
- **Running/cycling paths**, shaded areas, benches, and more

Participants **designed prototypes**, they engaged in empathy mapping to identify what the park is missing – from lighting and security to green coverage and basic amenities.

After the event, 100% of participants agreed: hackathons like this should happen **regularly**, and their outputs should inform **real urban investment decisions**.

Jaunā Forštade may still look the same – for now. But its future has already been redesigned by its youngest citizens.

City in Action | DAUGAVPILS

Designing with Youth, for Youth. The Jaunā Forštadte challenge and teen-powered ideas

The local community is very interested in promoting their own initiatives to create a teen-friendly public space centred on sport, socialising and outdoor activities. Participants already have ideas for the development of the park when they register to participate. More than 30 participants want to take part in the hackathon and contribute their ideas for the development of the park.

The specific aim of the Hackathon is to generate new ideas for the development of the Jaunā Forštate Park, discussing opportunities for infrastructure and community activity development, to promote citizen engagement and transform the area into a vibrant neighbourhood hub for sports and socialising activities in the public open space.

The target audience of the Hackathon is high school students, local residents, NGO representatives, urban planners, entrepreneurs, students, municipality and URBACT local group members.

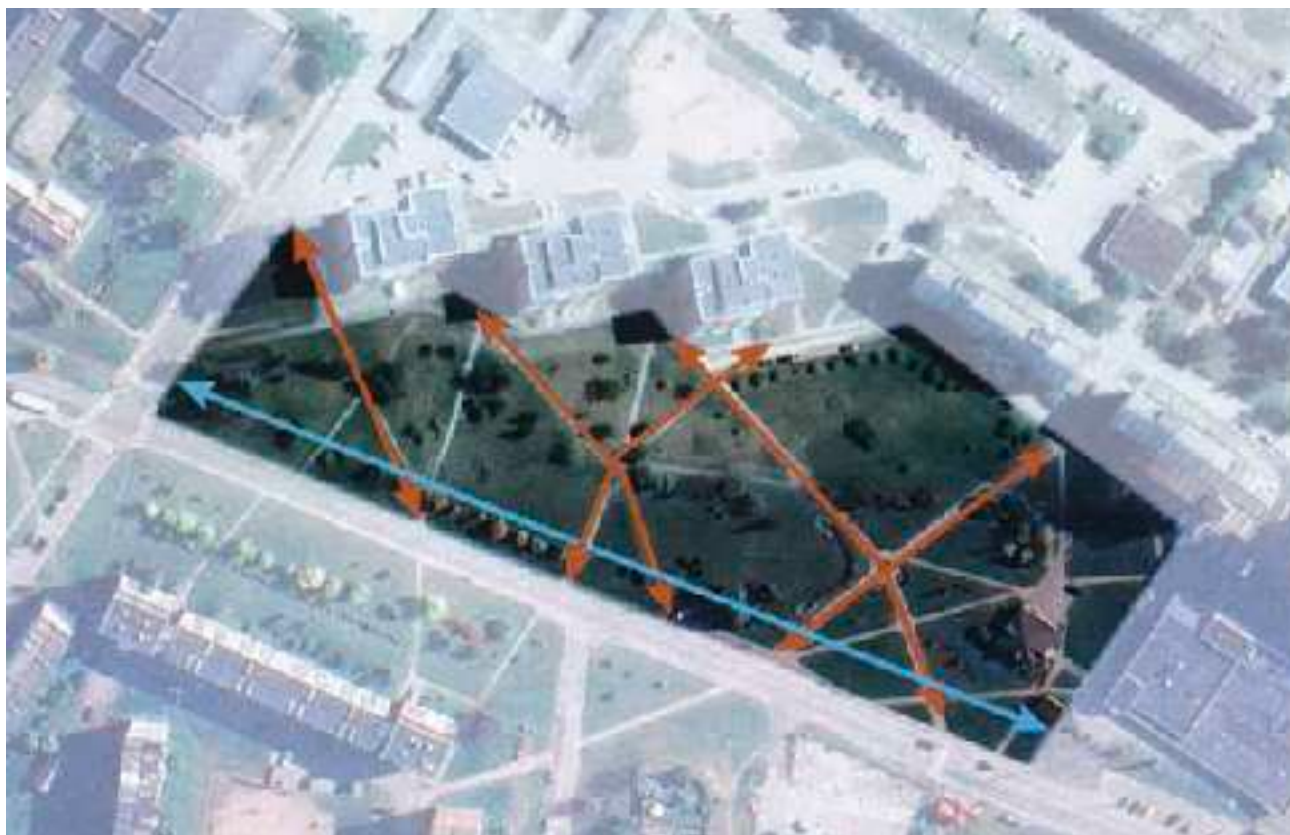
Number of participants: at least 25 but no more than 30 people from different backgrounds. 3 to 5 people per team. When forming a team, it should include at least one young person aged 15-18 and at least one adult who can help to prototype the idea. Participants will be supported throughout the Hackathon by **thematic mentors**, who are experts in their respective fields and members of the URBACT local group

Crucially, the involvement of **municipal mentors** gave depth to the process. Experts in sport, youth work, landscape, and healthy lifestyles guided the teams, strengthening the feasibility of their ideas and making municipal planning processes more transparent. After the event, 100% of participants agreed: hackathons like this should happen **regularly**, and their outputs should inform **real urban investment decisions**.



City in Action | DAUGAVPILS

Designing with Youth, for Youth. The Jaunā Forštadte challenge and teen-powered ideas



- ❖ All participants have indicated that they rather agree and agree that the purpose of participating in the hackathon was to be actively involved in improving the urban environment of Daugavpils by providing their ideas for its development.
- ❖ 70% of the participants were actively involved in the development of Jaunā Forštate Park because they live in this neighbourhood.
- ❖ 83% of the participants in the hackathon aimed to be actively involved in generating ideas for the development of the Jaunā Forštate Park, as they regularly visit this neighbourhood.
- ❖ 78% of participants indicated that they tend to agree and agree that all neighbourhood parks and squares should be developed into vibrant centres for sport, culture and socialising.
- ❖ All seven teams produced high quality prototypes - presentations, posters, including zoning. Some teams successfully used the power of artificial intelligence and generated different visualisations that represented their wishes and planned solutions

Jaunā Forštate may still look the same – for now. But its future has already been redesigned by its youngest citizens.

City in Action | DAUGAVPILS

Designing with Youth, for Youth. The Jaunā Forštadte challenge and teen-powered ideas



Basically, the teams relied on solutions for improving public outdoor spaces that already exist in the city or elsewhere in general. However, there were also proposals submitted that, for example, have not yet been implemented in Daugavpils - stationary decorative arches and art objects; anti-vandalism strategic/tactical thinking games (e.g., chess tables); Graffiti wall - a legal place for creative forms of expression; Multifunctional sports field, which can be used as needed for basketball, football or volleyball (3in1); Running and cycling paths - a circular track around the park territory for running and cycling; Open-air stage - an opportunity for residents to organize concerts, poetry evenings, film screenings and other cultural activities for locals; Open library - a small book exchange point and places (benches, hammocks, etc.) for quiet reading



City in Action | VERONA

Walking the Talk: From Urban Walk to Hackathon Simulation

Urban walks

In Verona, the Edu-Hackathon starts with a series of urban walks, designed to explore the spaces of daily life through the eyes of adolescents and activate reflection on how they are used, perceived, and transformed. The action of doing becomes the key educational strategy: through hands-on, generative micro-interventions, participants develop the ability to recognize the hidden potential of places and imagine future uses aligned with their needs and desires.

The educational path, led by architect Francesca Bonadiman (Suddenly Home), combines theoretical-practical lessons on architecture, design, participatory practices, and urban governance. The expert's role is redefined: no longer the sole designer of the space, but a facilitator and guide who opens up new interpretations, presents real-world examples, proposes open-ended solutions, and outlines regenerative frameworks.

The goal is to co-discover the "implicit project" already present in the space—yet to be seen. The activities take place in **Piazza Brodolini**, within the "ABC" neighborhood space, located in Verona's 4th and 5th districts.

Here, the Urban Hackathon unfolds across three lessons (March–April 2025), each focusing on a key theme: from tactical urbanism and urban acupuncture to a focus on Aldo van Eyck's playgrounds, and culminating in the co-design of future ideas for the area.

The co-design results will be partially implemented in a tactical urbanism workshop scheduled for May 2025.



Info e iscrizioni:

I posti sono limitati, per le iscrizioni inviare il proprio nominativo a:

associazionelefate@gmail.com

Quando:

30 GENNAIO 2025
Dalle 15:00 alle 18:00



Comune
di Verona

URBACT

Co-funded by
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NUOVA ACROPOLI

City in Action | VERONA

Walking the Talk: From Urban Walk to Hackathon Simulation



The lab activities

Labs serve as relational tools—between participants and with local residents—combining process and object-based outcomes.

The participatory design process becomes a democratic arena for dialogue, where tension and conflict can emerge but also be addressed toward a shared vision.

The collective construction of small-scale objects reinforces bonds and leaves a tangible legacy of cooperation.

Ultimately, the aim is to engage adolescents in co-creation processes, nurturing a natural attentiveness to urban spaces and a will to change them for the better.

The project introduces an innovative model of co-creation in Verona: rather than relying on traditional participatory planning—which often limits youth voices to consultations—the Edu-Hackathon empowers teenagers to be direct actors in the re-imagination and activation of their city.



City in Action | VERONA

Walking the Talk: From Urban Walk to Hackathon Simulation

The challenge

In Verona, the final challenge was the final step of a **rich and transformative learning journey**,

Held on **March 6, 2025** at the Istituto "L. Einaudi". But it wasn't just a presentation – it was a **collective exercise in vision and voice**, shaped by weeks of design practice, self-reflection, and teamwork.

The focus of the co-design process was the **underpass of Via Piave**, one of the target areas of the Re-Gen project. A "non-place" in the urban fabric – anonymous, fragmented, and underused – yet full of potential.

The process leading to the hackathon was carefully crafted in two integrated modules:

- ❖ **FABRICA URBANA:** led by visual designer Giovanni Rozio, offered hands-on learning in architecture, participatory design, and urban regeneration.
- ❖ **CONOSCERSI PER COSTRUIRE:** curated by life-coach Marika Viali, explored personal and group dynamics, active listening, and shared values.

Students didn't just learn *how to design*. They learned *why to design*, and *for whom*.

GIOVEDÌ 6 MARZO 2025

12:55-14:55

📍 AULA MAGNA Istituto L. Einaudi

EDU-Hackathon "FABRICA URBANA – CONOSCERSI PER COSTRUIRE"

Modulo di Co - progettazione URBACT IV Re-Gen,
Comune di Verona e Istituto L. Einaudi.

Gli studenti presentano i risultati del percorso formativo che li ha coinvolti, con lezioni teorico-pratiche legate ai temi dell'architettura, design, pratiche partecipative e governance dei sistemi urbani. L'obiettivo del percorso è riconoscere le potenzialità inesprese dei luoghi attraverso azioni concrete e generative. Il percorso ha inoltre lo scopo di valorizzare i punti di vista di ciascuno e stimolare l'ascolto, per far emergere i valori che sosterranno l'area comune rigenerata, non solo come opera fisica, ma anche come atto di costruzione sociale.



Percorso formativo



Workshop di esplorazione urbana

17 ottobre 2024: presso l'Ordine degli Architetti, focus su una delle aree target di Re-Gen, il sottopasso di Viale del Piave.



Co - progettazione

Lavoro di gruppo
Giovedì 06 febbraio
Mercoledì 12 febbraio
Giovedì 13 febbraio
Mercoledì 19 febbraio
Giovedì 20 febbraio
Mercoledì 26 febbraio
Giovedì 27 febbraio



EDU-Hackathon

Giovedì 06 marzo
Presentazione dell'elaborato finale ai rappresentanti del Comune di Verona, da parte degli studenti partecipanti.

Conducono il percorso:

Rosalba Ferba
ReGen ULG coordinator
Giovanni Rozio
Visual designer
Marika Viali
Life-coach
in collaborazione con la
Prof.ssa Olimpia Rad



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City in Action | VERONA

Walking the Talk: From Urban Walk to Hackathon Simulation

During the final session, structured as a real **Edu-Hackathon**, student teams presented their proposals – confronting each other's ideas, refining their visions, and giving voice to different perspectives.

Their work went beyond the underpass itself, imagining:

- Urban cycling connections
- Green corridors
- **Hybrid spaces**, combining open and sheltered areas
- **Micro-places of interaction**, designed for young people, with safety and identity in mind

Great attention was given to the **"sense of place"** – or rather, the lack of it. Students understood the challenge not as a technical fix, but as a **cultural act of reactivation**: turning a neglected crossing into a **recognizable, livable, and meaningful place**.

In Verona, urban regeneration became a form of collective storytelling – one where **young citizens reclaim and reimagine public space** based on shared needs, emotions, and aspirations. And that underpass? It now carries not just transit, but **vision**.



City in Action | VERONA

Walking the Talk: From Urban Walk to Hackathon Simulation



**THE NEXT
RE-GEN CITIES
TO HACK THE FUTURE
WHAT'S COMING SOON
IN VILA DO CONDE, PULA,
AND BEYOND:
DOBRICH, LEZHA,
MILANO, ALBACETE**

The Next Re-Gen Cities to Hack the Future

Stay tuned! The next hacks are coming.

The hackathon wave has only just begun. While Verona, Corfu and Daugavpils lit the first spark, many more cities in the Re-Gen network are now preparing to launch their own **teen-powered challenges**. And the momentum is growing.

In the coming weeks, **Vila do Conde** and **Pula** will activate local schools and associations around neglected urban spaces – from leftover green corners to forgotten squares – testing how hackathons can unlock creativity and civic vision.

Soon after, **Dobrich**, **Lezha**, **Milano**, and **Albacete** will follow, each bringing unique contexts and youth cultures to the table.

Whether it's a disused gymnasium in Albania or a concrete piazza in the outskirts of Milan, each place will become a **canvas for regeneration** and a platform for youth-led innovation.

What's exciting is not just the number of cities involved – it's how each is **making the method their own**.

From visual storytelling to music-based brainstorming, from tactical urbanism to digital mapping, every hackathon is becoming a laboratory for local participation and urban experimentation.

These cities aren't just planning events. They are **training a new generation** to rethink their spaces, reclaim their voices, and reshape their cities – one idea at a time



HACKATHON
Vem regenerar a tua cidade!

5 abril 2025
09h30 às 13h00
 Centro Municipal da Juventude
 Vila do Conde

Jovens
 14 aos 22 anos

Aceita o desafio e inscreve o teu grupo para junt@s regenerarmos Vila do Conde.
 Prémios e brunch garantidos!

Inscrições:
 vc.pmind@gmail.com

RE-GEN
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LEARNING SPACES FOR WELLBEING. MASTERCLASS AND ACTIONS

Learning spaces for wellbeing

The masterclass and the actions

Healthy lifestyles, mental health, healthy eating and the built environment

A New Lens on Youth Wellbeing

Adolescents need more than just places to move – they need **spaces that care**. This was the core message that emerged from the engaging and thought-provoking Masterclass led by **Ania Van Hout**, titled *“Rethinking Public Space for Adolescents’ Wellbeing”*, held as part of the Re-Gen capacity building pathway.

The session invited participants to reflect deeply on the **intersections between urban design and youth wellbeing**, going far beyond infrastructure to explore how spaces influence emotional, physical, and social health. In a post-pandemic context, where many young people face a growing sense of loneliness, anxiety, and disconnection, the built environment becomes a silent actor – either exacerbating or alleviating these tensions.

Through a blend of **research insights and practical examples**, the Masterclass offered key takeaways:

- ❖ A growing concern about **mental health distress** among adolescents, amplified by the long-term effects of the pandemic
- ❖ The **need for green, open, unsupervised spaces** that allow for reflection, autonomy, and informal socialization
- ❖ The **impact of nutrition and food access** on both physical and mental wellbeing, often overlooked in urban planning
- ❖ The importance of **designing with, not for** young people – recognizing their agency, listening to their fears, desires, and daily experiences

Participants were challenged to reframe simple questions:

- ❖ *Where can teenagers go to feel safe without being watched?*
- ❖ *Where can they be expressive, noisy, or still – without being judged?*
- Where can they eat well, move freely, and just be?.*

This wasn't a masterclass about solutions. It was about **perspective**.

Different ways to engage young people to become more active & learn about food & health



Learning spaces for wellbeing

The masterclass and the actions

Bringing the Wellbeing Lens into Planning

The Masterclass introduced a powerful tool: a **wellbeing lens** that city planners, educators, and youth workers can apply when thinking about space. This lens invites us to go beyond function, and ask: *what kind of experiences are we enabling?* The implications for Re-Gen cities are substantial. As Integrated Action Plans evolve, there is an opportunity – and responsibility – to embed **youth wellbeing** not as a side theme, but as a guiding principle. This includes:

- ❖ Integrating **quiet and active zones** within regenerated spaces
- ❖ Creating **multi-sensory environments** that support emotional regulation
- ❖ Planning **food corners or communal gardens** to foster healthy habits and social interaction
- ❖ Involving teens **early and consistently** in the design process, so their voices shape both the form and the function of public spaces

Ultimately, the Masterclass reminded us that **a healthy city is not just built of asphalt and plans.**

It is made of **empathy, trust, and care.**

And that's what Re-Gen aims to build – one space, one idea, one young person at a time.



Learning spaces for wellbeing

The masterclass and the actions

Digital integration: fitness & food apps



FITNESS & HEALTH

Start now

- Create challenges: run 1 km, and unlock a smoothie recipe
- Geocaching / scavenger hunt

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Be creative and “go with the flow”



- Different approach in summer and winter
- There is more than sports
- Appoint 'neighbourhood coaches'

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PREPARING THE PEER REVIEW OF ACTION PLANS. READY FOR TEEN-POWERED IAPS

Teen-Powered Integrated Action Plans

Towards the Peer Review

Preparing the Peer Review of Action Plans, Ready for Teen-Powered IAPs

“If you plan for them, it’s not for them. If you plan with them, it’s for real.”

As the Re-Gen cities finalize their Integrated Action Plans (IAPs), a crucial phase is taking shape: the **peer review process**, a collective moment of reflection, self-assessment, and future readiness.

Throughout February and March, Lead Expert **Raffaella Lioce** met each city individually to provide **tailored support** for the consolidation of their IAPs. These sessions focused on three essential pillars:

- ❖ **Planning:** coherence between goals, actions, and outcomes
- ❖ **Implementation framework:** governance, roles, and coordination mechanisms
- ❖ **Funding strategy:** including resource allocation, match-funding schemes, and estimated budgets.

A practical **tool for peer review and self-assessment** was introduced and shared with all cities, to be used collectively in early April. This framework evaluates actions against five key criteria:

- ❖ *Relevance* to youth needs
- ❖ *Coherence* with the IAP's strategic vision
- ❖ *Innovation* of approach and method
- ❖ *Feasibility* within the local context
- ❖ *Scalability* and transferability

This process is more than a technical milestone – it’s a **value-driven turning point**.

Each city has identified **10 priority actions** to be launched in the short-to-medium term. Yet the challenge – and opportunity – ahead lies in integrating the **ideas, needs, and visions expressed by teenagers during the hackathons**.

Teen-Powered Integrated Action Plans

Towards the Peer Review

“If you plan for them, it’s not for them. If you plan with them, it’s for real.”

Why does this matter?

Because when young people see their ideas translated into actual city plans, something powerful happens:

- ❖ They feel **empowered**.
- ❖ They feel **listened to**.
- ❖ They feel **responsible** for the change.

It’s not just a gesture of inclusion – it’s an investment in civic agency.

Turning teen-generated concepts into concrete actions signals that their creativity is valuable, their perspectives are legitimate, and their **role in shaping the city is real**.

This transition – from post-it to policy, from brainstorm to blueprint – is where participation becomes transformation.

Re-Gen Integrated Action Plans are not just about sport infrastructure and public space regeneration. They are about **belonging**.

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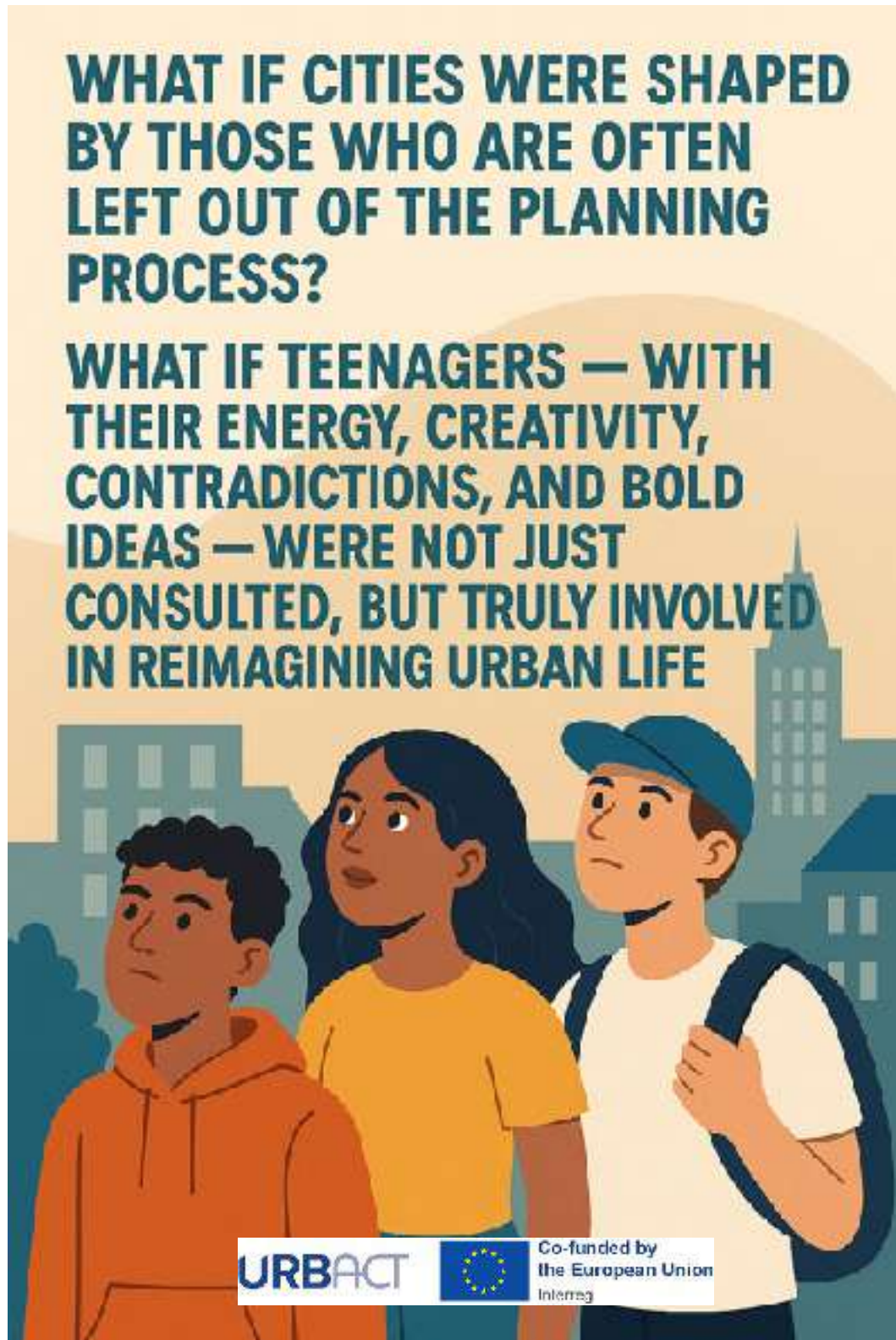
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Re-Gen Perspective: A City Designed by Teens

Towards Adolescent-friendly cities that are safer, healthier, inclusive, and inspiring



Re-Gen Perspective: A City Designed by Teens

Towards Adolescent-friendly cities that are safer, healthier, inclusive, and inspiring

The vision behind Re-Gen.

Throughout the past months, the network has explored new ways to engage young people in the regeneration of public space. Not as passive users, but as **co-creators**. The Edu-Hackathons have proven that when teens are given space, guidance, and trust, they can generate **surprising, relevant, and innovative ideas**.

And now, cities are starting to listen.

Integrated Action Plans are evolving – not only to respond to institutional priorities, but to reflect the voices, dreams, and discomforts of the youth. This means:

- ❖ Designing places for **movement and stillness**, for **play and reflection**
- ❖ Creating environments that support **mental health and wellbeing**
- ❖ Offering safe, inclusive, and beautiful spaces where all teens can feel they belong
- ❖ And above all, recognizing that **adolescents are already citizens**, not just future ones

A city designed by teens is not a utopia. It is a necessity – if we want urban policies to be sustainable, inclusive, and forward-thinking.

Re-Gen is building a new culture of participation. One that sees teenagers not as a problem to manage, but as **partners in transformation**.

With every workshop, every hackathon, every co-design lab, **the message becomes clearer:**

This is **THEIR** city tomorrow. **AND** It's theirs **TODAY**.



Credits and Disclaimer

QUARTERLY REPORT

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Author Raffaella Lioce | Lead Expert:
Peer reviewed by Cities Partners
Design and layout: Raffaella Lioce

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