



Integrated Action Plan

DAUGAVPILS – the engaging city for active future generations

City of Daugavpils (Latvia)

URBACT



Co-funded by
the European Union
Interreg

Re-Gen Project Brief

Re-Gen is a European network of cities that aims to support sustainable urban development and social inclusion thanks to the protagonism of secondary school students from disadvantaged backgrounds. Young people, aged between 10 and 18, will be involved in the transformation of abandoned public areas into urban sports hubs, with the approach of tactical urbanism and inclusion of green and gender criteria in architecture.

A cooperation network of 9 cities has been established within the project – Verona (Italy), Albacete (Spain), Daugavpils (Latvia), Vila du Conde (Portugal), Corfu (Greece), Pula (Croatia), Dobrich (Bulgaria), Milan (Italy), Lezha (Albania).

The project aims at improving the capacity of urban stakeholders to design and implement sustainable urban development policies, practices and innovation in an integrated, participative and place-based way in the field of greener, low-carbon transitioning towards a net zero-carbon economy and resilient Europe as well as social inclusion.

The project specific objective is to enhance participative strategies to exploit abandoned or disused public spaces as integrated urban sports' hubs, and to create new public-private collaborations aimed at social inclusion, and reduction of carbon footprint in the areas involved through the common language of sport.

Project implementation period:

06/2023 - 12/2025 (31 month)

Total costs of the project: 847 130.50 *euro*, incl. ERDF funding - 80%.

Budget of Daugavpils State City Local Government: 78 660.00 *euro*, incl.:

- ERDF funding - 80% or 62 928.00 *euro*,
- State co-financing - 10% or 7 866.00 *euro*,
- Co-financing of the local government - 10% or 7 866.00 *euro*.

City Overview / Presentation

Daugavpils is the cultural and educational center of Eastern Latvia. It has preserved its heritage as a multi-ethnic and multi-confessional city centre, but has developed as a modern, European city and has become the main industrial, educational and cultural support of Latgale. Daugavpils University, several branches of Riga higher education institutions, 4 vocational education institutions, and 11 comprehensive schools are in Daugavpils, with more than 5000 students and almost 9000 pupils that must be engaged in the city life, creating multifunctional and qualitative living environment for the future. Daugavpils is the second largest Latvian city with 78 112 inhabitants in 2025; it is located on the banks of the river Daugava. The territory of Daugavpils is divided into 25 districts, 20 of which are located on the right bank of the Daugava and five on the left. Each city district is characterized by cultural and historical landmarks, a vibrant array of sports and cultural events, and abundant water bodies and green spaces. About 31% of the city's total area are natural and recreational land, 14% of the area is covering water bodies, 25% of the area is forested land. The city boasts seven forest parks, 12 lakes, 2 wake parks, and 33 parks and squares, solidifying its reputation as a green and highly liveable urban center.

Daugavpils city plans to develop into a place with high standard of living and quality of the environment.

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The Action Planning Process

As part of the RE-GEN project, the URBACT Local Group (ULG) in Daugavpils played a key role in promoting youth engagement and the adaptation of public spaces for sports and recreational activities. Comprising local stakeholders – including municipal representatives, youth workers, educators, urban planners, and community leaders – the ULG served as a collaborative platform to co-develop solutions tailored to the needs of young people in the urban environment.

The group organized meetings and workshops to gather input directly from young residents, ensuring their voices influenced project decisions. These activities supported the plan-writing process, including aspects of design and revitalization of public spaces to transform them into inclusive, accessible, and youth-friendly environments that encourage physical activity, social interaction, and community participation.

Within European Sustainable Development Week, on 2nd of October 2024, the city government in cooperation with the environmental NGO "Green Liberty", organized a face-to-face training and co-creation workshop on civic participation, green transition principles, gender equality and social inclusion in the planning and implementation of youth-related public services and events. **The aim of the training was to improve the competences of the project's URBACT Local Group members** (including municipal staff, NGO representatives, etc.) in the field of sustainable development, green transition, social inclusion and sustainable urban development through the prism of sport in the context of the Re-Gen project, **as well as to involve the ULG members in the development of the integrated action plan. A total of 37 participants took part in the event** - specialists from the municipality and its institutions, representatives of NGOs, **as well as young people from Daugavpils State Gymnasium**. Inspired by the knowledge gained during the training, using the "World Cafe" method, concrete possible actions to be included in the Integrated Action Plan and deliverables were defined, which are in line with the specific Re-Gen objectives defined above.

Municipality has directly involved a youth in a defining actions for the IAP as a ULG members. On 4th of October, the **city government in cooperation with the NGO "Dienvidlatgales NVO atbalsta centrs" invited young people aged 10-18 to participate in an educational event** on civic participation, development planning processes and a green, equal and inclusive society. The event took place in Daugavpils Unity House. Young people were able to participate in interactive workshops, discussions and activities, gaining knowledge about the basic principles of sustainable development, which raise awareness about important issues in our society and community, learned more about the objectives of the Re-Gen project, and **almost 70 students were involved in the development of an integrated action plan to be developed within the project.**

To determine whether the activities included in the Action Plan are useful and able to contribute to the work of the municipality and the development of the city, some small scale (testing) activities were organized.

The sports, recreation, youth and music festival "Youth Summer" festival was organized for the first time in 2024 and was a kind of pilot activity. In total, more than 500 young people participated in the events, which were organized under the careful supervision of the Department of Youth Affairs and Sports, in different neighbourhoods throughout the summer. Based on the results achieved within the festival, municipality evaluated that the Youth Summer Festival showed not only the strength and commitment of young people in sport, but also their team spirit and unity. All stages of the festival were a successful, attracting a wide range of participants and ensuring a high level of competition. The participants and fans created an atmosphere that contributed to high quality sporting performance and the importance of the event.

The municipality considers the event a great success and plans to continue organising the festival next summers to continue this sport tradition.

In March 2025, Daugavpils hosted its first **urban development hackathon** as part of the Re-Gen network, focusing on the regeneration of Jaunā Foršate 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.

The hackathon brought together 7 teams who created 7 ideas for the development of the park into a vibrant neighborhood hub for outdoor sports, culture and socializing activities, producing both digital visualizations and physical models of the park. 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. The ideas generated during the urban development hackathon organized as part of the project are currently being evaluated by the responsible municipal specialists, working on the development concept for Jaunā Foršate Park and Avenu Square. It is planned that the ideas will be integrated into the technical documentation for the improvement of these areas.

One of the activities planned under the Integrated Action Plan is to involve young people in shaping their neighborhoods, giving them the opportunity to contribute ideas for both the infrastructure and sports facilities they want to see and use in the city's neighborhoods. Another testing action within that was the **organization of a co-creation workshop and street sports promotion events involving young people** in the city. Daugavpils City Government together with association "Z-Puzzle" organized a **co-creation workshop** for youth aged from 10-18 years on 31st of July and 1st of August. As the first co-creation workshop was not attended by the necessary amount of adolescents, the association together with the project team decided to organize another workshop, but this time not inviting youth to attend this event in our premises, but they went to youth summer sport camp. It was therefore concluded that young people should not be invited to a location chosen by the local government, but rather that the local government should go to the young people by visiting their favorite environments and places in order to gain greater participation and willingness to cooperate.

The workshop was attended by 39 young people representing both the city's youth council and the sports summer camp participants. They sketched various ideas on paper for sports equipment and yard games that they would like to use in the city's neighborhoods. Next, more than five ideas were selected, which the association turned from paper into real equipment that was offered to young people to use in **street promotion events on 9th of August and 30th of August**. The first street sports promotion event was organized as part of the sports and youth festival "Artišoks." More than 300

participants attended the project tent and activities, where they got to know the equipment designed and drawn by young people to promote an active lifestyle. The event offered the opportunity to play Big Circus (3x3m), Big Checkers (3x3m), Big Jenga, mini billiards, try out balance boards, play Cornhol, play mini soccer, and play other street games.

The second event was organized as a separate event in Jaunā Forštate Park on August 30th, where, similar to previous public event, the sketches created by young people became reality – it was possible to play the board game "CIRKS", get acquainted with the games "Cornhole" and "Pétanque", build the tallest tower in the game "JENGA" and play a game of giant checkers. Each participant had the opportunity to blow the biggest soap bubble and take part in one of the balance challenges on the balance board, as well as decorate and create a wooden pendant as a souvenir.

On this day, it was clear that “Jaunā Forštate” Park has great potential to become a sports, cultural, and socialization venue of the neighborhood, suitable for different generations with different interests. The park was filled with joy and excitement, as local families with children and local youth engaged in joint activities that not only promoted the effective use of the city's public outdoor spaces for leisure activities, but also strengthened the local community's sense of belonging to the city.

The street sports promotion events organized as part of the project in the “Jauno Stropu” and “Jaunā Forštate” neighborhoods are a good example of best practice, as they were organized by the local government in cooperation with the non-governmental sector. The association "Z-Puzzle" organized both a joint workshop and events, and the association "IIC DINO" was invited to organize an arrow game called "Arrow Battles." Meanwhile, a DJ from the association "D-Pro DJ's School" provided the musical atmosphere for the entire event.

By implementing the activities mentioned above, it was concluded that young people should not be invited to a location chosen by the municipality, but instead specialists should go to young people themselves, visiting their favorite environments and places in order to achieve greater participation and willingness to cooperate. The results showed that young people are interested in participating in co-creation workshops, generating ideas for spending their free time in parks and squares, but proactive work is needed to draw their attention to opportunities to participate and express their opinions. It would be useful for the municipality to continue to organize regular co-creation workshops and events not only for young people but also for other target groups, and then use the results of the workshops to develop public outdoor spaces in line with the community's wishes and needs in order to promote civic participation.

PART 1 – Background

1.1 Challenges Addressed and Anticipated Solution

Adolescence is a crucial phase marked by various developmental challenges, as teens seek independence and social affirmation among peers. Research underscores the profound impact of living environments on adolescents' well-being, social relationships, and personal growth.

To address the needs of adolescents and provide healthy spaces for socialization, interaction, and also moments of solitude, cities can take diverse actions. Among these, the regeneration of public spaces emerges as highly effective. However, such initiatives should not stem solely from top-down plans, but rather bottom-up, with the initiative coming from local residents who are involved in identifying and solving problems in their area; they must actively involve the end users – adolescents themselves. Their participation is essential as they can best interpret their needs within these spaces, fostering a sense of ownership and respect for urban commons.

Regeneration processes, as intended by cities of the Re-Gen network, involve stakeholders and organizations collaborating with teens, placing their needs at the forefront of plans for revitalizing public spaces. A promising approach suggested by the project focuses on sports and street sports, harnessing their social potential for inclusive and sustainable urban development. Street sports particularly resonate with teens, making them ideal vehicles for engagement.

Cities within the Re-Gen network are piloting sport-based actions to rejuvenate public spaces. These initiatives include sport installations, street sport events, and tailored designs for public areas, all integrated into forward-thinking action plans. Importantly, these efforts also address the crucial aspects of public space management and maintenance: digital shared governance tools are being explored to enhance participation and collective efforts in revitalizing public spaces through sports and other recreational, cultural, and local events.

The establishment of Urban Sport Hubs, seamlessly woven into urban landscapes and social fabric, offers a co-designed and co-managed space for adolescents empowerment and community engagement. Indeed, these hubs serve diverse functions, such as hosting cultural events, local markets, and festivals, thus embracing a time-based approach to urban public spaces.

1.2 Context Analysis

Daugavpils is the city of national importance, Latvia's second-largest city, that is a vital industrial and educational hub, as well as a prominent cultural, sports, and recreational center in the Latgale region. Daugavpils University, several branches of Riga higher education institutions, 4 vocational education institutions, and 11 comprehensive schools are in Daugavpils, with more than 5000 students and aprox. 9000 pupils that must be engaged in the city life, creating multifunctional and qualitative living environment for the future.

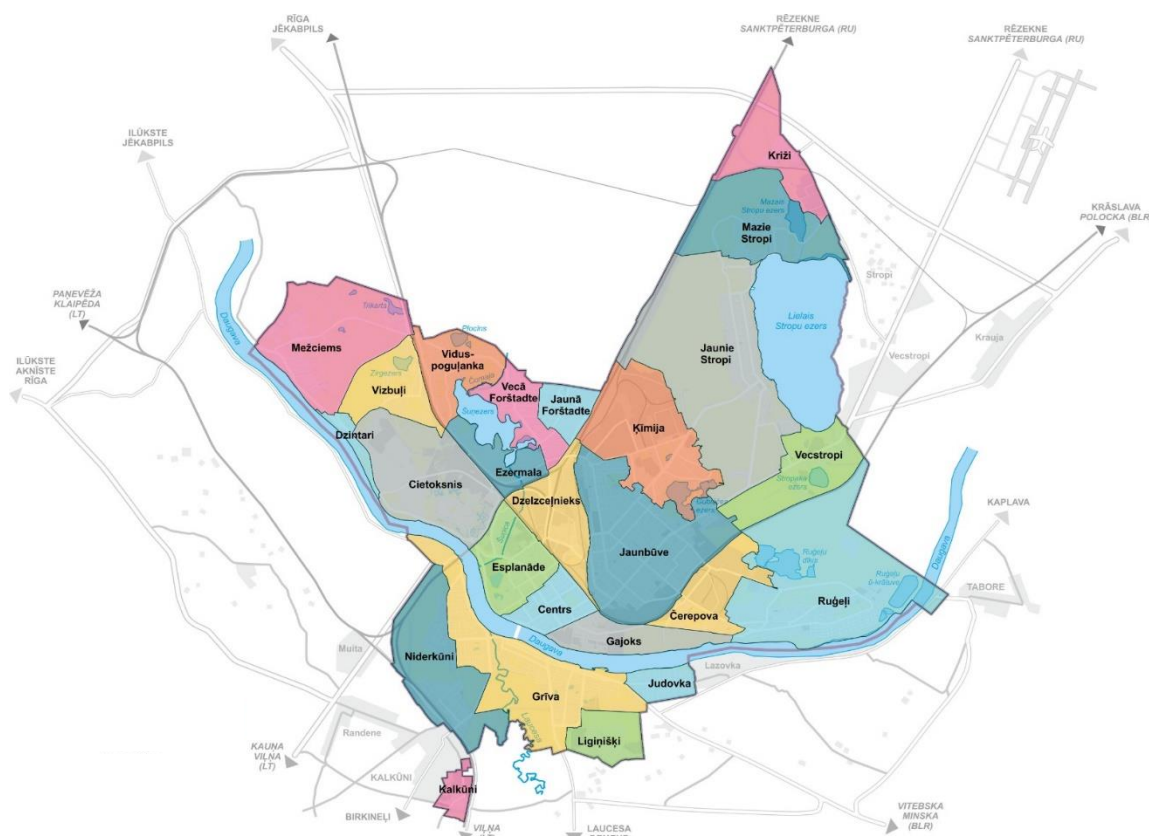
The strategic goals of the city set out in the city development program for 2022-2027



Daugavpils city plans to develop into a place with high standard of living and quality of the environment. Daugavpils City Government closely collaborates with the Augšdaugava municipality, adhering to legal requirements for joint territorial development planning. Consequently, both local governments established a shared sustainable development strategy until 2030 and a cooperative development program in 2021.

Daugavpils boasts a diverse manufacturing sector, excelling in metalworking, mechanical engineering, woodworking, furniture production, textile and clothing manufacturing, food and beverage production, non-metallic mineral products, chemicals, chemical products, paper, rubber, and plastic production. These industries predominantly export their products globally.

Daugavpils comprises 25 distinct neighbourhoods, each characterized by cultural and historical landmarks, a vibrant array of sports and cultural events, and abundant water bodies and green spaces. About 31% of the city's total area are natural and recreational land, 14% of the area is covering water bodies, 25% of the area is forested land. The city boasts seven forest parks, 12 lakes, 2 wake parks, and 33 parks and squares, solidifying its reputation as a green and highly liveable urban center.



Shape 1. Neighbourhoods of the Daugavpils city

Facts and figures

Area: 72.39 km ²	City Population: 78 112	GPP per capita: 11 863 (2022)
Neighbourhoods: 25	City agglomeration: c.a.100 000	Labor pool >34K
Abandoned public spaces: yes	Youngsters (10-19 y.o.): 10,5 %	

1.3

Mapping Stakeholders

The multi-actor approach, facilitated by the Daugavpils URBACT Local Group (ULG), enables stakeholders to collaboratively address the needs of adolescents and develop an adolescents friendly city, starting by design actions to regenerate from public space and co create urban sport hubs. These hubs, co-designed

with input from young people, prioritize street sports while accommodating various cultural and economic activities. This process aligns with the principles of the New European Bauhaus, emphasizing inclusion, gender equality, and systemic thinking. Recognizing the inadequacy of traditional top-down urban planning models in city ecosystem complexities, the ULG strives to unite stakeholders from diverse fields, including local public authorities, civic society, education centres to effectively tackle urban challenges.

Development Department have involved different stakeholders that are relevant for the project theme:

- Daugavpils State City Local Government institution “Daugavpils Youth and Sports Department”, the Youth Initiative Centre “Navigator”;
- Daugavpils State City Local Government institution “Daugavpils Educational Department” (esp. Daugavpils State Gymnasium and other schools);
- Children and Youth center “Jaunība” (incl. neighbourhood spare-time clubs);
- Daugavpils State City Local Government institution “Public Utility Service”;
- Youths and sports associations.

Other stakeholders, including NGOs focusing on education, social services, sports, and inclusion, are being identified being kept well-informed during all project implementation period. All stakeholders have been invited to participate in specific co-design workshops and focus groups when relevant. The ULG coordinators is a members of the municipality staff, who oversees this process and ensure effective communication and collaboration among all stakeholders involved and with the ULG of the other cities of the Network.

The city within the Re-Gen network is addressing policy challenges through an integrated action plan (IAP), adopting a multi-actor approach, involving ULG stakeholders and adolescents. Focus is on regenerating public spaces to better serve the needs of young people, particularly adolescents. Central to this effort are street sports, which aim to breathe new life into neglected areas frequented by youth, promoting active lifestyles and fostering community engagement. Urban Sport Hub is more than just a physical space; it's a vibrant hub within the city dedicated to street sports and recreational activities. The hub serves as dynamic public spaces that encourage physical activity, social interaction, and the cultivation of an active and healthy lifestyle among adolescents and the wider community. The concept of Urban Sport Hubs (USH) plays a critical role, emphasizing the transformative impact of sports on urban landscapes and broader social dimensions. These hubs are envisioned as vibrant community spaces that integrate sports, culture, arts, and social events to foster inclusivity and dynamism. Through the redefinition of underutilized urban areas, Re-Gen aims to create sustainable and vibrant communities that resonate with younger generations, instilling a sense of pride and ownership within the community.

1.4 Target Groups and their needs

The main target group is **young people, aged between 10 and 18**, who must be involved in the transformation of abandoned public areas into urban sports hubs, so developing the city as city for future generations, attracting families with kids and youth to live, learn and work in Daugavpils.

Secondary target group is **all citizens**, that is involved in city development, shaping environment they are living according to their needs and willingness.

1.5 Relevant policies framework

The city's development policy is outlined in the **Sustainable Urban Development Strategy of Daugavpils State City until 2030**, aligning with the dimensions and objectives of the cohesion policy.

The strategic objectives and priorities for Daugavpils until 2030 center around fostering innovative and intelligent economic transformation, advancing clean and equitable energy transition, encouraging green and blue investments, promoting the circular economy, addressing climate change through mitigation and

adaptation measures, enhancing risk prevention and management, facilitating sustainable urban mobility, and fostering a more inclusive and socially equitable urban environment.

The initial focus within **the mid-term development program for Daugavpils State City for 2022-2027** is on creating an inclusive community, with the objective of promoting public engagement, self-initiative, and local patriotism. Additionally, one of the midterm priorities is on territory and infrastructure management, aiming to enhance the administration of municipal assets and improve neglected areas. Another mid-term goal focuses on the development and enhancement of public open spaces within the city's neighbourhoods.

Within the local strategic framework until 2027, there is a specific course of action called "Policies for Priority Target Groups." Its aim is to provide support for youth initiatives and activities, including assistance for disadvantaged young individuals. Another mid-term course of action, "Sport and Active Recreation," concentrates on offering a diverse range of sports and leisure activities, developing services and infrastructure that promote a healthy lifestyle, and fostering folk sports activities in the city's neighbourhoods.

Furthermore, the city's sports development plan is an integral component of the broader "Sustainable Development Strategy of the Daugavpils State City and Augšdaugava Municipality until 2030." This comprehensive approach ensures that sports and recreation are intertwined with the city's overall sustainable development efforts. Mid-term course for action "Territory and infrastructure" aims to facilitate the management of municipal property and improvement of unmanaged areas. "Public open space" aims to develop and improve the public open space areas in the neighbourhoods of the city.

In addition to these thematic priorities, horizontal priorities are established, which apply across all action areas and have a pervasive impact on development. These encompass equal opportunity policies, balanced territorial development, collaboration, effective communication, sustainability, innovative solutions, environmental accessibility, climate neutrality, adaptability, climate resilience, addressing the consequences of the COVID-19 pandemic, nature and biodiversity conservation, and the preservation of cultural and historical heritage.

Council of the Daugavpils City Government has approved **Youth politics development plan for 2023.-2026.** on 26th of October in 2023. This development plan determines three priorities for the work with youth: 1) *Engagement and initiatives* – promoting civic and political participation among young people and supporting various initiatives, 2) *employment and entrepreneurship* – priority that indicates the need of the development of different skills, 3) *inclusive environment and welfare* – that emphasizes the need of youth needs research, providing psychological, social and financial support. Many objectives are set out in this development plan, including such as: to improve the support opportunities for adolescents who are under the social risk; to give every young person the opportunity to spend their free time according to their age, needs and interests; to ensure the promotion of healthy and active lifestyle; to ensure effective information flow etc. The aim of this document is to work out a system to work with youth within the municipality, ensuring a sustainable and inclusive environment for youth's growth of personal / professional life.

The municipality has several institutions directly or indirectly related to youth, which can plan activities and allocate funds from the annual municipal budget:

- Daugavpils City Government institution "Daugavpils Social Service" provides social services and social assistance administration, and one of its tasks is to work with disadvantaged young people.
- Daugavpils City Government institution "Daugavpils City Education Department" is responsible for coordinating the educational process in the city. There are 11 general education schools in Daugavpils. The Education Department organizes the involvement of schools and their students in various project activities.
- Daugavpils City Government institution "Youth Affairs and Sports Department" is responsible for organizing all sporting events in the city, including those for young people. They know all the potential mentors and coaches who could help provide sports activities for the Re-Gen project. The Youth Initiative Center operates under the Youth and Sports Department.
- Development Department of the Daugavpils City Government, which is actively involved in attracting European funding.

Specific activities provided in the integrated action plan may be included in the city investment plan for further years. The implementation of specific measures can also be considered within the framework of EU structural funds available for the city. Local Government has necessary experience and expertise in the field of activities and management of EU and international projects. In previous EU planning period 2014-2020 Daugavpils city implemented many different projects, attracting investments of more than 310 MEUR value, of which 41% from EU structural funds. Daugavpils city is planning to implement projects of more than 378 MEUR value during next EU planning period 2021-2027. Daugavpils has experience in implementing and can further years participate in the implementation of the projects in such programs as ERASMUS+, CERV, INTERREG Latvia Lithuania, INTERREG Baltic Sea Region, URBACT etc.

PART 2 – Vision, Objectives, Expected Changes

Introduction

The city within the Re-Gen action planning network is addressing policy challenges through an integrated action plan (IAP), adopting a multi-actor approach, involving ULG stakeholders and adolescents. Focus is about regenerating public spaces to better serve the needs of young people, particularly adolescents. The aim is to breathe new life into public spaces, as well in neglected areas, promoting active lifestyles and fostering community engagement. In its pursuit of creating adolescent-friendly environments and revitalizing public spaces, city is developing an integrated action plan centered around the co-creation of Urban Sport Hubs (USH) in collaboration with teenagers and key stakeholders.

2.1 Vision

The vision is based on the expectation that the IAP, together with the Municipal Development Plan 2022-2027 and Municipal Youth Policy Development Plan 2023-2026 will serve as the strategic basis for bringing positive change in the thematic areas already identified.

VISION: Daugavpils - Eastern Baltic's significant city, dedicated to catering to the needs of adolescents and shaping itself as a city for future generations. It envisions a future characterized by an elevated quality of life, strong educational systems, active participation of youth, sustainable economic advancement, and a flourishing cultural landscape, all encapsulated within a welcoming environment that prioritizes families.

IAP VISION



DAUGAVPILS - EASTERN BALTIC'S SIGNIFICANT CITY, DEDICATED TO CATERING TO THE NEEDS OF ADOLESCENTS AND SHAPING ITSELF AS A CITY FOR FUTURE GENERATIONS

2.2 Objectives

The general objective of the IAP is to transform public spaces of the Daugavpils city into a vibrant, safe and inclusive public spaces and to foster youth and overall citizens participation in the regeneration of abandoned and unused public spaces through sport and sustainable recreational activities, thus elevating overall community well-being and sense of belonging.

This document focuses on three development areas: Revitalization of Public Spaces, Youth Involvement and Co-creation, Communication & Collaboration. The content of the IAP and actions included are based on the existing municipal planning documents, as well on the results of ULG member workshops, youth engagement co-creation workshops. IAP fully represents areas to work with to ensure participative governance in the field of sustainable urban development and social inclusion.

Specific integrated objectives are:

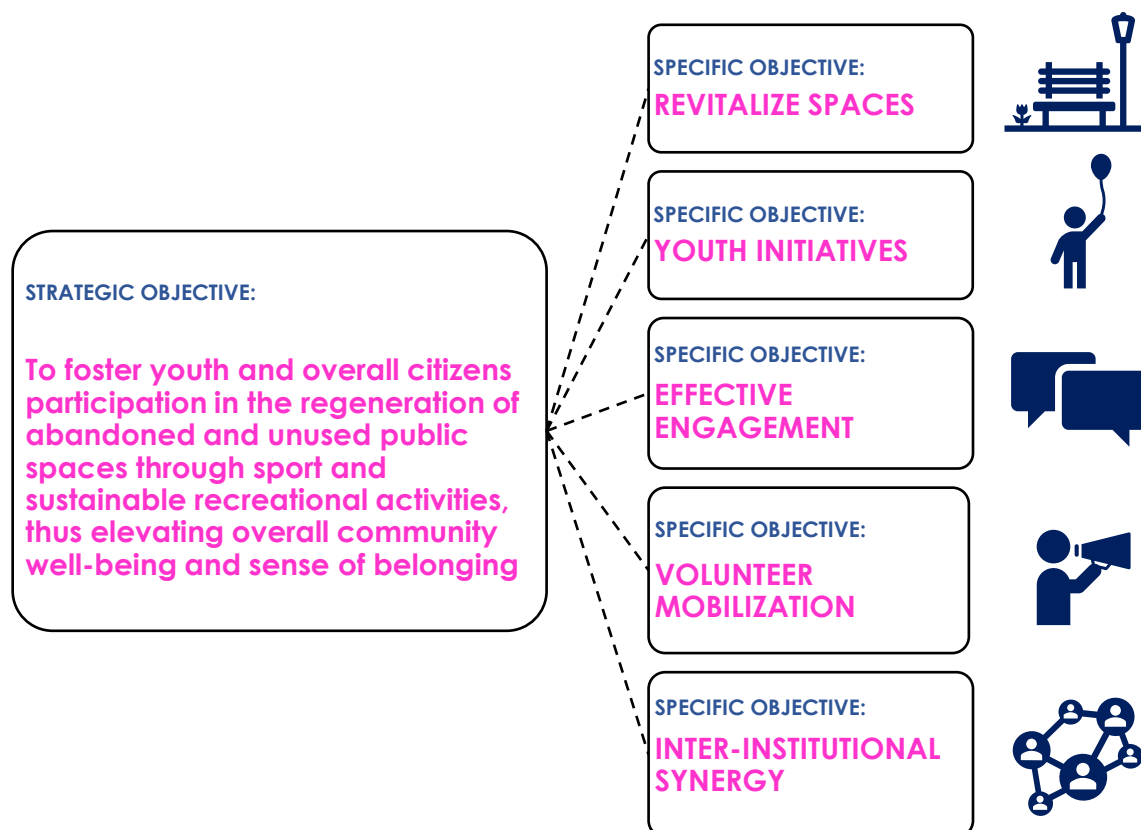
SO1) Revitalize Spaces: To transform underutilized areas to promote social interaction and active lifestyles.

SO2) Youth Initiatives: To support youth-led projects and engage young citizens in the process of urban planning, fostering community involvement.

SO3) Effective Engagement: To utilize popular social networks for better event and opportunity dissemination.

SO4) Volunteer Mobilization: To encourage youth participation in volunteer work and community activities.

SO5) Inter-Institutional Synergy: To strengthen cooperation to address diverse youth needs, ensuring holistic development.



2.3 Smart Goals

In order to assess the progress and results of the activities planned in the Integrated Action Plan, their outputs and impacts over time, the following performance indicators are established.

Smart Goals (SG) linked to **SO1 Revitalize Spaces**

Id	Description	Indicator of result	Unit of measurement	Baseline	Target	Due month
SG1.1	1.1 Improving outdoor public spaces in neighborhoods	Number of improved public outdoor areas	Number of areas	0	At least 2 public areas improved	End of 2030
SG1.2	1.2 Diversifying the healthy lifestyle and sport activities offered	Number of new sports facilities installed	Number of facilities	0	At least 4 new facilities installed	End of 2030

SG1.3	1.3 Co-creating activities for urban development	Public participatory budgeting tool available	Public participatory budgeting tool available	Available	Funds allocated in the annual budget of the municipality (0,1-0,4%)	End of 2035
SG1.4		Regular co-creation workshops to improve public areas	Number of co-creation workshops annually	0	At least 2 per year	End of 2035

Smart Goals (SG) linked to **SO2 Youth Initiatives**

Id	Description	Indicator of result	Unit of measurement	Baseline	Target	Due month
SG2.1	2.1 Supporting youth initiatives to promote participation	Youth Initiative Support Fund established	Number of youth initiatives supported	0	At least 3 per year	End of 2030
SG2.2	2.2 Promoting civic participation to improve their living space and neighbourhood activities	Number of citizens' (youth) meetings, forums, urban development hackathons, surveys etc. organized	Number of public participation events organized annually	0	At least 1 per year	End of 2030
SG2.3	2.3 Developing modern digital solutions for promotion of youth civic participation	Youth engagement through digital platforms	Number of active platform users	0	At least 100 users	End of 2035

Smart Goals (SG) linked to **SO3 Effective Communication**

Id	Description	Indicator of result	Unit of measurement	Baseline	Target	Due month
SG3.1	3.1 Informing community about opportunities for a sporty and active lifestyle and socialisation in the city's public open spaces	The Youth Information Platform provides information on the most relevant participation events in Daugavpils	Number of publications	0	At least 1 publication per week	End of 2035

SG3.2	3.2 Designing digitization and accessibility of information	Digitized online maps of recreational and sports facilities (including USH) in the city's public space	Number of digitized map created	0	At least 1 map	End of 2030
SG3.3	3.3 Promoting the involvement of different social groups in public participative activities	Public participation action plan developed and implemented	Number of document developed	0	1	End of 2035

Smart Goals (SG) linked to **SO4 Volunteer Mobilization**

Id	Description	Indicator of result	Unit of measurement	Baseline	Target	Due month
SG4.1	4.1 Fostering volunteering	Number of adolescents of volunteering	Number of registered volunteers	37	200	End of 2035
SG4.2	4.2 Creating the digital platform for work with youth	Digital platform	Number of digital platform developed	0	1	End of 2035
			Number of active platform users	0	100	End of 2035
SG4.3	4.3 Motivating young people to participate in the organization of social activities in neighborhood parks and squares	Regular community activities in neighborhood parks, organized by sports and youth associations involving young volunteers	Number of public events organized in different neighborhoods	0	At least 2 per year	End of 2035

Smart Goals (SG) linked to **SO5 Inter-Institutional Synergy**

Id	Description	Indicator of result	Unit of measurement	Baseline	Target	Due month
SG5.1	5.2 Improving internal and cooperation communication	Improved internal cooperation scheme	Improved internal cooperation scheme	1	1	End of 2035

SG5.2	5.3 Developing digital solutions to improve cooperation and communication	Digital solution for internal information exchange and communication introduced	Number of digital events calendar introduced	0	1	End of 2035
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2.4 Actions

This IAP highlights purposeful actions which are set with the aim to foster youth and overall citizens participation in the regeneration of abandoned and unused public spaces through sport and sustainable recreational activities, thus elevating overall community well-being and sense of belonging.

- Actions Planned to achieve the **SO1 Revitalize Spaces** and related smart goals

A1.1) "Improving outdoor public spaces in neighborhoods": As the result of this action municipality will strengthen public-private cooperation in public outdoor space improvement, creating for youth and families inclusive, accessible and diversified environment to spend time productively in all neighborhoods.

A1.2) "Diversifying the healthy lifestyle and sport activities offered": Municipality promotes citizens, a special youth, involvement in sport, culture and active lifestyle activities using existing public outdoor infrastructure and developing new urban sport hubs, that way strengthening socialization opportunities, resulting in an increase of adolescents that do regular physical activities outdoors.

A1.3) "Co-creating activities for urban development": This action stands for the organization of different kind of co-creation activities and workshops, involving youth, especially adolescents between 10 and 18 years old, in creation of sport equipment and public events organization.

A1.4) "Available sport, cultural and social hubs within public outdoor spaces": Within this action municipality creates sport, cultural and social hubs in city neighborhoods, where information exchange and non-formal education activities for young people are organized.

- Actions Planned to achieve the **SO2 Youth Initiatives** and related smart goals

A2.1) "Supporting youth initiatives to promote participation": Municipality is involved in local and international projects and activities for different social groups. City government supports youth submitted projects connected to sport and culture. As the result increase the number of adolescents that actively engage in the city development processes.

A2.2) "Promoting civic participation to improve their living space and neighborhood activities": Different kind of events is organized to involve citizens in city development processes and exchange ideas for improvements of public spaces of neighborhoods.

A2.3) "Developing modern digital solutions for promotion of youth civic participation": Different kinds of information channels and tools, digital platforms, are used to inform youth, about possibilities to be engaged in city development and exchange ideas for neighborhood improvements.

- Actions Planned to achieve the **SO3 Effective Engagement** and related smart goals

A3.1) "Informing community about opportunities for a sporty and active lifestyle and socialization in the city's public open spaces": The information about projects and activities in the related field is published online, maintaining social pages in Facebook, Instagram etc., regular information about USH activities is published.

A3.2) “Designing digitization and accessibility of information”: Digitized online maps of recreational and sport facilities (including USH) in the public space of the city.

A3.3) “Promoting the involvement of different social groups in public participative activities”: This action is about the development and implementation of public participation action plan, which includes such activities like public opinion surveys etc.

A3.4) “Maintaining, modernizing and updating the municipality's websites”: Assessment of municipal website, regularity of information updating, that results in an increase of visits and high citizens' awareness.

A3.5) “Ensuring youth mentoring”: Every adolescent looks for an adult mentor, who shows the right way how to be involved in projects and activities, to create their living environment.

➤ Actions Planned to achieve the **SO4 Volunteer Mobilization** and related smart goals

A4.1) “Fostering volunteering”: Disseminating information about volunteering in public events, incl. sport festivals, cultural events as well in environmental clean-ups etc. Fostering youth involvement as volunteers and increasing the sense of belonging of local community to the city.

A4.2) “Creating the digital platform for work with youth”: developing digital platform to improve the information exchange with youth and making voluntary work, registration for summer work and camps more accessible, improving information exchange between the volunteers and institutions, businesses that offer volunteering opportunities, in that way increasing number of volunteers engaged in events planning and organization.

A4.3) “Motivating young people to participate in the organization of social activities in neighborhood parks and squares”: This action is about regular sport, cultural activities in city neighborhoods, that are organized by sport and youth associations involving adolescents.

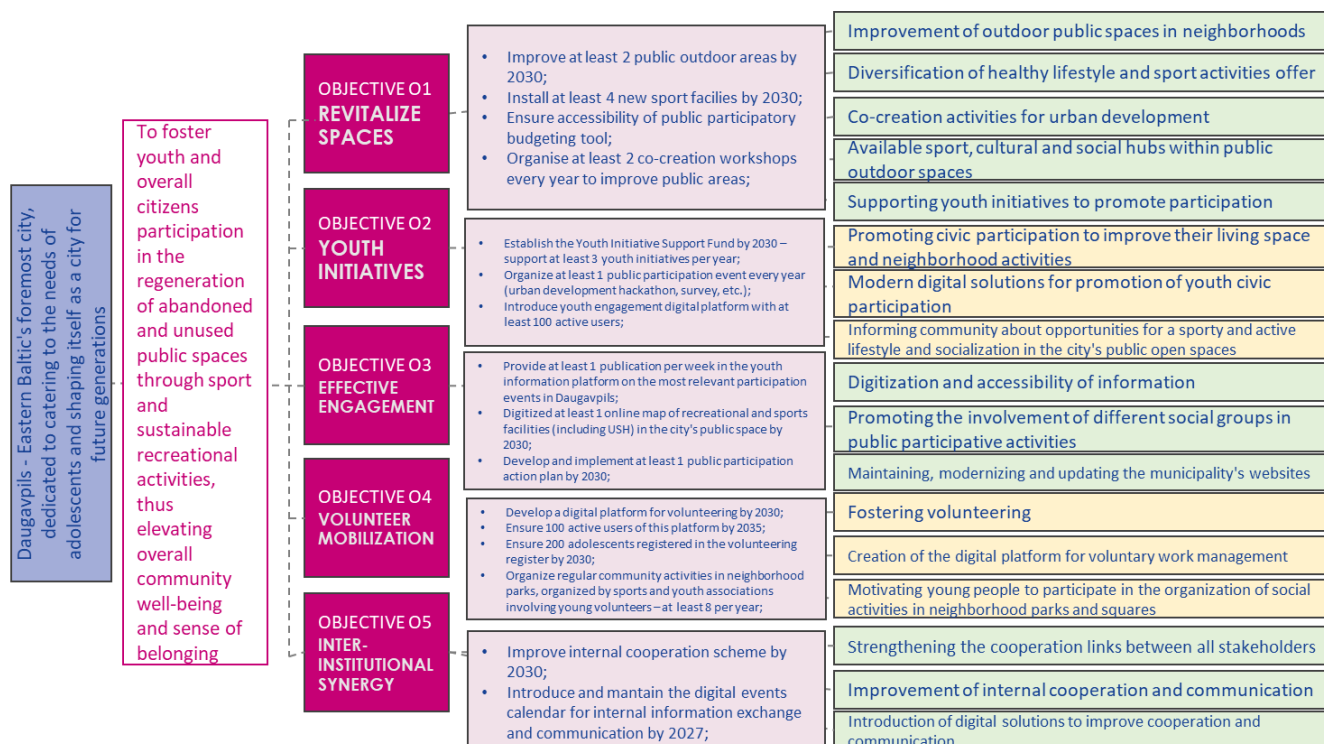
➤ Actions Planned to achieve the **SO5 Inter-Institutional Synergy** and related smart goals

A5.1) “Strengthening the cooperation links between all stakeholders”: Action helps to foster the cooperation between all internal and external stakeholders to improve the overall youth engagement process in public space regeneration from the very beginning.

A5.2) “Improving internal cooperation and communication”: Action helps to foster the cooperation between all internal stakeholders of the municipality to improve the overall youth engagement process in public space regeneration from the very beginning, improving information exchange process within the municipality.

A5.3) “Developing digital solutions to improve cooperation and communication”: Digital solutions may help to attract youth attention to participate in activities municipality announces, so it is crucial to develop digital solutions in cooperation and communication at the beginning.

The following work breakdown structure represent the project overall logic.



2.5 PRIORITIZATION of actions

Taking into account the municipality's own financial capacity, as well as the possibility of attracting external funding for certain activities through various support programs, the municipality identifies the following activities as priorities for implementation that could be implemented in next 5 years:

- A1.1) "Improving outdoor public spaces in neighborhoods";
- A1.2) "Diversifying the healthy lifestyle and sport activities offered";
- A2.1) "Supporting youth initiatives to promote participation";
- A2.2) "Promoting civic participation to improve their living space and neighborhood activities";
- A3.2) "Designing digitization and accessibility of information";
- A5.1) "Strengthening the cooperation links between all stakeholders".

2.6 Policies Areas/Sectors involved in the realization of the Action (Sectoral integration)

The Integrated Action Plan (IAP) of Daugavpils city will play significant role supporting the municipality and the local stakeholders towards overcoming the previously identified challenges and will help go towards achievement of municipality's ambition to become the significant city, dedicated to catering to the needs of adolescents shaping itself as a city for future generations. The IAP key intervention areas focus on **youth, sport, public spaces and culture**, aligning with Re-Gen network theme and specific objective.

The youth engagement aims to involve youth in different kind of activities that are connected with urban space regeneration and activities shaping through co-creation workshops and different kind of

collaborations with stakeholders and local community. It also aims to support youth-led initiatives and projects, fostering the youth involvement in the process of urban planning.

The sport area focuses on taking into account physical activities and sport events as relevant component of Urban Sport Hub concept, fostering them as an essential thing to be discussed and planned within the revitalization and development of public urban spaces.

Public space revitalization aims to transform underutilized areas to promote social interaction and active lifestyles, by transformation meaning not only investments in the infrastructure, but also organization of co-working activities to develop different kind of equipment, details, activity zones, etc. according local community needs and willingness, as well transforming public spaces into vibrant Urban Sport Hubs that focuses on social integration, gender equality and environmental friendly approach.

The culture stands for inter-institutional synergy that will strengthen cooperation of stakeholders to address the diverse youth needs, this way ensuring holistic development of public urban spaces.

Within IAP of Daugavpils, the specific objectives and areas of intervention mentioned above are interconnected, emphasizing the integrated and holistic approach for the revitalization of urban public spaces.

ACTION	Policies areas/ sectors			
	YOUTH	SPORT	SPATIAL PLANNING	CULTURE
Act 1.1 Improving outdoor public spaces in neighborhoods	✓	✓	✓	
Act 1.2 Diversifying the healthy lifestyle and sport activities offered	✓	✓	✓	
Act 1.3 Co-creating activities for urban development	✓	✓	✓	
Act 1.4 Available sport, cultural and social hubs within public outdoor spaces	✓	✓	✓	
Act 2.1 Supporting youth initiatives to promote participation	✓		✓	✓
Act 2.2 Promoting civic participation to improve their living space and neighbourhood activities	✓		✓	✓
Act 2.3 Developing modern digital solutions for promotion of youth civic participation	✓		✓	✓
Act 3.1 Informing community about opportunities for a sporty and active lifestyle and socialisation in the city's public open spaces	✓			✓
Act 3.2 Designing digitization and accessibility of information	✓			✓
Act 3.3 Promoting the involvement of different social groups in public participative activities	✓			✓

Act 3.4 Maintaining, modernising and updating the municipality's websites	✓			✓
Act 3.5 Ensuring youth mentoring	✓			✓
Act 4.1 Fostering volunteering	✓	✓	✓	✓
Act 4.2 Creating the digital platform for work with youth	✓	✓	✓	✓
Act 4.3 Motivating young people to participate in the organisation of social activities in neighbourhood parks and squares	✓	✓	✓	✓
Act 5.1 Strengthening the cooperation links between all stakeholders	✓		✓	✓
Act 5.2 Improving internal cooperation and communication	✓		✓	✓
Act. 5.3 Developing digital solutions to improve cooperation and communication	✓		✓	✓

The specific objective (SO) “Revitalize spaces” is tightly connected with civic participation in the planning and urban space development process, to make them into vibrant, inclusive, and sustainable community space that aligns with youth’s needs and increase the willingness to engage in activities that are offered to do in this space after revitalization. SO aligns with sports and recreational facilities, to make public spaces of the city environmental and human health friendly, offering great opportunity to build social connections and engage adolescents in the development of the adjacent areas and in public events organization.

The specific objectives “Youth initiatives” and “Inter-institutional synergy” align with youth engagement in revitalization of public spaces, giving youth the opportunity to be involved from the very beginning – planning of the activities, as well in management process, thus strengthening usage of the participatory approach and make municipal decision-making transparent.

The specific objective “Effective engagement” directly supports the municipality's work with youth and communication between the municipality's departments and stakeholders in general, offering the mentoring support for youth, information how to be involved in related activities, as well where to go to actively participate shared ideas, attending events etc.

The specific objective “Volunteer mobilization” aligns with all areas of intervention as it is tightly connected with youth encouragement to participate in volunteer work and community activities, so fostering the sense of belonging of local community to the city and making the municipal decisions more transparent.

2.7 Schedule

This Integrated Action Plan has a duration of 9 years. The activities set in the schedule could be divided into 3 implementation periods by timeline:

- 1) Activities to be implemented from very beginning till the end of 2034;
- 2) Activities to be implemented once a year till 2034;
- 3) Activities to be implemented from Q3, 2028 till 2035 (introduction of digital solutions, assessing the possibilities of attracting external funding in the EU new planning period).

Activities that municipality identifies as priority could be implemented in next 5 years.

		Year 1 2026				Year 2 2027				Year 3 2028				Year 4 2029				Year 5 2030				Year 6 2031				Year 7 2032				Year 8 2033				Year 9 2034			
		Q 1	Q 2	Q 3	Q 4	Q 1	Q 2	Q 3	Q 4	Q 1	Q 2	Q 3	Q 4	Q 1	Q 2	Q 3	Q 4	Q 1	Q 2	Q 3	Q 4	Q 1	Q 2	Q 3	Q 4	Q 1	Q 2	Q 3	Q 4	Q 1	Q 2	Q 3	Q 4				
WP1	WP1 title: Co-creation and engagement																																				
	Act 1.1 Improving outdoor public spaces in neighborhoods																																				
	Act 1.2 Diversifying the healthy lifestyle and sport activities offered																																				
	Act 1.3 Co-creating activities for urban development																																				
	Act 1.4 Available sport, cultural and social hubs within public outdoor spaces																																				
WP2	WP2 title: Support initiatives																																				
	Act 2.1 Supporting youth initiatives to promote participation																																				

2.6 Necessary Resources

To successfully implement the planned actions and achieve the strategic objectives outlined in this Integrated Action Plan, the following resources will be necessary:

1. Human Resources

- Municipal Staff: Project managers, youth coordinators, urban planners, communications officers, and community engagement professionals.
- External Experts: sport and recreation experts, co-creation and facilitation specialists.
- Youth Mentors and Volunteers: Adults engaged in mentorship, local youth leaders, and community volunteers to support events and workshops.
- Partnerships: Collaboration with schools, youth associations, sport clubs, NGOs.

2. Financial Resources

- Municipal Budget Allocations: Dedicated funding for infrastructure improvements, program development, communication campaigns, and staffing.
- Grants and Co-funding: National and EU-level funding programs supporting youth engagement, urban regeneration, and digital innovation.
- Private Sector Contributions: Public-private partnerships and sponsorships to support hub creation, events, and digital platforms.

3. Infrastructure and Equipment

- Urban Infrastructure: Renovated and well-equipped public outdoor spaces, sport hubs, and cultural centers across neighborhoods.
- Digital Infrastructure: Platforms and tools for communication, volunteering coordination, and participatory urban planning (e.g., maps, mobile apps, websites).
- Event Equipment: Sport gear, workshop materials, audio-visual tools, and logistics support for community and youth-led events.

4. Digital and Information Resources

- Online Tools: Websites, digital maps, social media channels, and platforms for civic participation and volunteer management.
- Content Creation: Information materials, promotional content, and regular updates to ensure awareness and engagement.

5. Institutional Support

- Governance Framework: Policies and procedures supporting inter-departmental and inter-institutional collaboration.
- Monitoring and Evaluation Systems: Tools and processes to track progress, measure impact, and ensure accountability in action implementation.

PART 3 – Cooperation framework for implementation: Multilevel governance – Multi Actor Approach ...

3.1 The Role of the URBACT LOCAL GROUP in the IMPLEMENTATION PHASE

In the Re-Gen project, the URBACT Local Group (ULG) in Daugavpils serves as a central platform for collaboration among municipal departments, non-governmental organizations, educational institutions, and youth representatives. Established in early 2024, the ULG's primary objective was to develop and execute an Integrated Action Plan (IAP) aimed at transforming underutilized public spaces into inclusive urban sports hubs that foster youth participation and social inclusion.

Key activities undertaken by the ULG included:

Stakeholder Engagement: Bringing together specialists from education, development planning, international cooperation, and youth work to align on project goals and define local activities.

Capacity Building: Organizing training and co-creation workshops focused on civic participation, green transition principles, gender equality, and social inclusion to enhance the competencies of ULG members.

Youth Involvement: Facilitating educational events and interactive workshops for young people aged 10–18 to engage them in development planning processes and gather their input for the IAP.

Through these initiatives, the ULG ensures that the Re-Gen project is implemented in a manner that is participatory, sustainable, and reflective of the community's needs, particularly those of its younger citizens.

In the Re-Gen project, the URBACT Local Group (ULG) in Daugavpils applied several URBACT Planning Action Methods to ensure a participatory, inclusive, and effective implementation of the Integrated Action Plan (IAP). These methods are drawn from URBACT's well-established toolkit for sustainable urban development and civic engagement. Key methods used include:

1. Stakeholder Mapping and Analysis

The ULG identified and engaged key local actors, including municipal departments (education, development, youth affairs), NGOs, schools, youth centers, and young people themselves. This helped ensure a wide representation of interests and fostered ownership of the project outcomes. At the very beginning of the project ULG members were involved in idea and knowledge exchange, brainstorming using Problem tree method for defining and understanding the issue, as well filling in the problems and solutions table for analyzing issues and brainstorming possible solutions.

2. Co-Creation Workshops

A core URBACT tool, co-creation sessions were organized to involve ULG members and youth in brainstorming, prioritizing ideas, and shaping the vision for urban spaces. These workshops enabled inclusive decision-making and emphasized hands-on collaboration between stakeholders. Within these workshops were used such method as “World Café” and mapping of the city areas to be involved / need analysis.

3. Visioning and Scenario Planning

Participants developed shared visions for how transformed public spaces could better support youth physical activity and inclusion. Different future scenarios were discussed, helping the group anticipate challenges and evaluate feasible solutions. Whithin the urban development hackaton, that was organized as testing actions within the project, was used the method “Empathy mapping”, identifying specific challenges or problems for Jaunās Forštates Park to become a vibrant sports, cultural and social centre.

4. Integrated Problem-Solving

The group approached public space planning not only as a physical challenge but as a social, environmental, and governance issue. They integrated themes such as green transition, gender equality, accessibility, and youth empowerment into every phase of planning.

5. Peer Review and Transnational Exchange

The Daugavpils ULG also benefited from knowledge exchange within the Re-Gen network by sharing experiences with partner cities. This method enriched local strategies through exposure to international best practices and peer validation.

3.2 Cities DPT and external Partners to be involved in the Implementation

Different stakeholders that are relevant for the implementation of IAP:

- Daugavpils State City Local Government institution “Central administration” Development department.
- Daugavpils State City Local Government institution “Daugavpils Youth and Sports Department”, the Youth Initiative Centre “Navigator”.
- Daugavpils State City Local Government institution “Daugavpils Educational Department” (Daugavpils State Gymnasium and other schools).
- Children and Youth center “Jaunība” (incl. neighbourhood spare-time clubs).
- Daugavpils State City Local Government institution “Public Utility Service”.
- Youths and sports associations.

ACTION	City's DPTs TO BE INVOLVED					
	DEVELOPMENT DEPARTMENT	YOUTH AND SPORTS DEPARTMENT	CHILDREN AND YOUTH CENTRE "JAUNĪBA"	EDUCATIONAL DEPARTMENT	PUBLIC UTILITY SERVICE	YOUTH AND SPORT ASSOCIATIONS
Act 1.1 Improving outdoor public spaces in neighborhoods	✓	✓			✓	✓
Act 1.2 Diversifying the healthy lifestyle and sport activities offered	✓	✓			✓	✓
Act 1.3 Co-creating activities for urban development	✓	✓			✓	✓
Act 1.4 Available sport, cultural and social hubs	✓	✓			✓	✓

within public outdoor spaces						
Act 2.1 Supporting youth initiatives to promote participation	✓	✓	✓	✓		
Act 2.2 Promoting civic participation to improve their living space and neighbourhood activities	✓	✓	✓	✓		
Act 2.3 Developing modern digital solutions for promotion of youth civic participation	✓	✓	✓	✓		
Act 3.1 Informing community about opportunities for a sporty and active lifestyle and socialisation in the city's public open spaces	✓	✓				
Act 3.2 Designing digitization and accessibility of information	✓	✓				
Act 3.3 Promoting the involvement of different social groups in public participative activities	✓	✓				
Act 3.4 Maintaining, modernising and updating the municipality's websites	✓	✓				
Act 3.5 Ensuring youth mentoring	✓	✓				
Act 4.1 Fostering volunteering	✓	✓	✓	✓	✓	✓

Act 4.2 Creating the digital platform for work with youth	✓	✓	✓	✓	✓	✓
Act 4.3 Motivating young people to participate in the organisation of social activities in neighbourhood parks and squares	✓	✓	✓	✓	✓	✓
Act 5.1 Strengthening the cooperation links between all stakeholders	✓	✓	✓	✓	✓	✓
Act 5.2 Improving internal cooperation and communication	✓	✓	✓	✓	✓	✓
Act. 5.3 Developing digital solutions to improve cooperation and communication	✓	✓	✓	✓	✓	✓

3.5 Methods, tools and channels to engage and to inform stakeholders and citizens

Strategic goals and actions set in the IAP emphasize inclusive urban regeneration through participatory governance and active citizen involvement. Engaging and informing stakeholders and local communities is central to achieving sustainable, community-driven outcomes. A mix of participatory methods, digital tools, and accessible communication channels is employed to ensure all voices are heard and integrated into regeneration strategies. Effective engagement with stakeholders and citizens is essential to ensure transparency, foster trust, and promote active participation in decision-making processes. A multi-faceted approach, combining both traditional and digital methods, is necessary to reach diverse audiences and accommodate varying levels of access and preferences.

To ensure inclusive, informed, and active participation in the regeneration of public spaces through youth-driven sport and cultural activities, the IAP employs a range of targeted methods, tools, and communication channels. These are strategically aligned with the plan's specific objectives and actions, enhancing visibility, ownership, and collaboration among youth, stakeholders, and the wider community.

1. Digital Communication Platforms

- Social media (e.g., Facebook, Instagram) and the municipality's website are used extensively to disseminate real-time updates, highlight and promote opportunities for civic engagement.

- Digitized maps of public spaces and recreational facilities (including Urban Sport Hubs) support transparency and help citizens visualize and access available amenities.
- The digital platform for work with youth will be developed to match youth with relevant events and initiatives, facilitating easier engagement and coordination.

2. Participatory Workshops and Co-Creation Sessions

- Youth-centered workshops enable adolescents to directly contribute to the design of sports infrastructure and public events.
- These co-creation activities help foster a sense of agency and belonging while generating innovative, community-driven ideas for neighborhood improvement.

3. URBACT Local Group

- Engagement of local stakeholder groups underpins action Act. 5.1 “Strengthening the cooperation links between all stakeholders”, creating structured avenues for collaboration between public institutions, civil society, youth organizations, and residents.
- These groups support ongoing dialogue, feedback, and co-governance in public space regeneration efforts.

4. Public Events and Informal Engagement

- Events such as sports festivals, cultural programs, and environmental clean-ups double as outreach platforms to promote volunteerism, civic pride, and community spirit.
- Information booths, pop-up installations, and peer-led activities are used during these events to reach a broad demographic, particularly those less engaged digitally.

5. Youth Mentorship and Peer Networks

- Action Act. 3.5 “Ensuring youth mentoring” outlines the importance of youth mentoring, where adolescents are paired with experienced mentors to navigate civic participation opportunities. This personalized support boosts confidence and long-term engagement.

6. Surveys and Feedback Mechanisms

- Public opinion surveys (Act. 3.3 “Promoting the involvement of different social groups in public participative activities”) are deployed to capture resident insights and evaluate satisfaction with implemented actions. These tools help shape responsive, data-informed policy adjustments.

7. Internal and Inter-Institutional Communication Tools

- Action 5.2 “Improvement of internal cooperation and communication” and Act. 5.3 “Introduction of digital solutions to improve cooperation and communication” highlight efforts to streamline internal communication within the municipality and between external partners using digital tools. This enhances coordination, message consistency, and response efficiency.

3.6 Governance, cooperation and management methodology

Effective implementation of the IAP a robust governance structure, active multi-stakeholder cooperation, and an adaptive management methodology. These elements ensure that actions are strategically coordinated, locally relevant, and rooted in transparency and accountability. The following outlines the key components of governance and operational delivery within the framework of this Integrated Action Plan:

1. Multi-Level Governance Structure

The implementation of the IAP is governed through a combination of municipal leadership, inter-departmental coordination, and participatory mechanisms.

- **Municipal Coordination:** Various departments (development, youth affairs, sports, education, and public relations) are integrated into the governance process to ensure cohesion and resource efficiency.
- **Policy Alignment:** Project actions are aligned with broader, higher level urban regeneration, youth development, and digital inclusion policies, ensuring long-term sustainability and institutional support.

2. Stakeholder Cooperation and Synergies

The actions set in the IAP fosters strategic partnerships between public institutions, civil society, education institutions, and the private sector to maximize resources and expand impact.

- **External Partnerships:** Collaboration with national and international programs, NGOs, and knowledge institutions enables innovation, capacity building, and resource mobilization.
- **Internal Collaboration:** Strengthening interdepartmental cooperation within the municipality supports information sharing and synchronized action delivery.

3. Digital Tools and Communication Systems

In line with Action 5.3, digital solutions support both civic and stakeholder engagement. IAP implementation progress is tracked through shared digital platforms that facilitate transparent information flow and documentation of outcomes.

- **Public Information Portals:** Regular updates and calls for participation are communicated via municipal websites and social media channels.

4. Monitoring, Evaluation, and Adaptive Management

The implementation process follows a cyclical planning-monitoring-review approach. Smart goals are established for each strategic objective, allowing performance to be tracked using both quantitative and qualitative indicators.

5. Youth-Centered Leadership and Capacity Building

Recognizing youth as key drivers of urban regeneration, the project incorporates leadership development and mentoring (Act. 3.5), empowering young people to take active roles in IAP implementation.

PART 4 – Impacts, Innovation and Sustainability

4.1 Expected changes and Impacts

This IAP is designed to generate meaningful and measurable change in how public spaces are revitalized and how young people and communities are engaged in urban development. By fostering inclusive participation, supporting youth-led initiatives, and improving governance and communication, the project is expected to create both immediate and long-term impacts across social, spatial, institutional, and behavioral dimensions.

1. Revitalized and Inclusive Public Spaces

- At least 2 abandoned or underutilized public areas will be transformed into vibrant, multifunctional spaces that encourage healthy lifestyles, social interaction, and cultural expression.
- Outdoor infrastructure improvements will make public spaces more accessible and attractive, particularly for youth and families, supporting increased physical activity and time spent outdoors (linked to Act. 1.1, 1.2, 1.4).

2. Increased Youth Participation in Urban Life

- Young people, especially adolescents aged 10–18, will take on more active roles in shaping their living environments through co-creation activities, civic engagement platforms (Act. 1.3, 2.1, 2.2).
- Enhanced mentoring and leadership opportunities will empower youth to become long-term contributors to their communities (Act. 3.5).

3. Strengthened Civic Culture and Community Engagement

- The one of objectives of the IAP is to foster a culture of civic responsibility and volunteerism, increasing community participation in the development of public spaces (Act. 4.1, 4.3).
- A greater number of citizens will engage in neighborhood improvement activities, supported by improved information access and event visibility.

4. Improved Digital Access and Communication

- With the development of digital platforms, maps, and communication tools, information about public space use, events, and civic participation will become more accessible and engaging, especially to young audiences (Act. 3.1, 3.2, 4.2).
- Municipal websites and social media pages will serve as active communication hubs, fostering greater transparency and ongoing dialogue between institutions and citizens.

5. Enhanced Institutional Collaboration and Efficiency

- Stronger cooperation among municipal departments and external stakeholders will lead to more coherent, cross-sectoral urban development strategies (Act. 5.1, 5.2).
- Digitally-supported governance and improved internal communication will result in more responsive and effective public administration (Act. 5.3).

6. Behavioral and Cultural Shifts

- In the IAP defined approach will stimulate a shift in public attitudes toward civic participation, especially among youth, positioning them not just as beneficiaries but as active agents of change.
- Public space will increasingly be seen as a shared, co-managed asset, encouraging continued investment, care, and innovation.

4.2 Policy Innovation achievement

Through the implementation of the Integrated Action Plan (IAP), city demonstrates how local policy can evolve to be more inclusive, adaptive, and community-driven—contributing to a broader shift in how urban development is governed and delivered.

One of the most significant policy innovations is the formal integration of youth voices into local decision-making structures. By institutionalizing mechanisms such as co-creation workshops, the municipality is setting a precedent for youth as co-designers and co-implementers of public space regeneration policies. This represents a shift from consultation to **active co-governance**, laying the foundation for long-term structural youth engagement in urban policy.

The IAP provides a structured yet flexible framework that other municipalities can adapt to activate underused spaces through participatory methods. Its emphasis on smart objectives, stakeholder synergy, and community mobilization makes it a replicable model.

4.3 Economic Sustainability: Budget and sources of funding

The estimates are based on the municipality's experience with similar activities in previous years. They are indicative and may change.

Budget estimation

Actions	Action Title	Estimated Action Cost (€)	Funding Source
SO1 – Revitalize Spaces			
Act. 1.1	Improving outdoor public spaces in neighborhoods	500 000	Municipal budget, EU funding
Act. 1.2	Diversifying the healthy lifestyle and sport activities offered	40 000	Municipal budget
Act. 1.3	Co-creating activities for urban development	550 000	Municipal budget
Act. 1.4	Available sport, cultural and social hubs within public outdoor spaces	-	Municipal budget
Subtotal SO1		1 090 000	
SO2 – Youth Initiatives			
Act. 2.1	Supporting youth initiatives to promote participation	15 000	Municipal budget
Act. 2.2	Promoting civic participation to improve their living space and neighborhood activities	20 000	Municipal budget, EU funding
Act. 2.3	Developing modern digital solutions for promotion of youth civic participation	10 000	Municipal budget, EU funding

Subtotal SO2		45 000	
SO3 – Effective Engagement			
Act. 3.1	Informing community about opportunities for a sporty and active lifestyle	-	Municipal budget
Act. 3.2	Designing digitization and accessibility of information	10 000	Municipal budget, EU funding
Act. 3.3	Promoting involvement of different social groups in public participative activities	10 000	Municipal budget, EU funding
Act. 3.4	Maintaining, modernizing and updating the municipality's websites	25 000	Municipal budget, EU funding
Act. 3.5	Ensuring youth mentoring	-	Municipal budget
Subtotal SO3		45 000	
SO4 – Volunteer Mobilization			
Act. 4.1	Fostering volunteering	-	Municipal budget
Act. 4.2	Creating the digital platform for work with youth	30 000	Municipal budget, EU funding
Act. 4.3	Motivating youth to organize social activities in neighborhood parks	20 000	Municipal budget
Subtotal SO4		50 000	
SO5 – Inter-Institutional Synergy			
Act. 5.1	Strengthening cooperation links between all stakeholders	-	Municipal budget
Act. 5.2	Improving internal cooperation and communication	-	Municipal budget
Act. 5.3	Developing digital solutions to improve cooperation and communication	10 000	Municipal budget
Subtotal SO5		10 000	
TOTAL IAP ACTION IMPLEMENTATION COSTS		1 240 000	

Sources of Funding

To implement the actions outlined in the Integrated Action Plan (IAP), a combination of funding sources will be mobilized. This multi-source funding strategy is designed to ensure financial sustainability, maximize resource efficiency, and support long-term impact.

The municipality plays a key role in co-financing IAP actions, particularly those linked to public space improvement, infrastructure enhancement, and youth services.

Some actions may be eligible for co-financing through national programs aligned with youth development, urban regeneration, sport, or digital transformation.

Possibilities for attracting EU funding instruments will also be explored:

- **European Regional Development Fund (ERDF)** – for infrastructure investments and digital solutions;

- “Erasmus+” – for youth exchanges, capacity-building, and informal education programs;
- **Citizens, Equality, Rights and Values Programme (CERV)** – for civic engagement and participatory democracy initiatives;
- etc.

IAP aims to engage private stakeholders through co-financing of public space enhancements, sponsorship of youth and cultural events, or collaboration on digital solutions.

4.4 Social - environmental - political - administrative Sustainability

IAP is designed to ensure long-term sustainability across social, environmental, political, and administrative dimensions. Its holistic approach to youth-centered urban regeneration not only targets immediate improvements in public spaces and participation but also embeds mechanisms for enduring impact, inclusive governance, and resilient community structures. The following aspects will be taken into account during the implementation of the actions:

1. Social Sustainability

- **Inclusive Participation:** By empowering youth and citizens in general to co-design and co-implement public space initiatives.
- **Lifelong Engagement:** Mentoring programs, volunteer structures, and informal education activities encourage continuous engagement beyond the IAP implementation period, nurturing active citizens.
- **Equity and Accessibility:** Actions prioritize equal access to safe, inclusive recreational and cultural spaces, in all city neighborhoods, ensuring all citizens benefit from urban improvements.

2. Environmental Sustainability

- **Revitalization over New Construction:** The IAP emphasizes the regeneration and multi-functional use of existing public spaces rather than environmentally costly new developments.
- **Promotion of Active Mobility and Green Lifestyles:** By encouraging community participate in activities and visit USH, supporting low-carbon, health-promoting urban behaviors.

3. Political Sustainability

- **Policy Integration:** The Re-Gen IAP is aligned with municipal development strategies and broader EU urban policy priorities (e.g., the Green Deal), ensuring institutional commitment and policy relevance.
- **Cross-Party Support:** The project's focus on youth well-being, inclusive development, and urban improvement garners broad political appeal, increasing the likelihood of continuity across political cycles.

4. Administrative Sustainability

- **Capacity Building:** Training for municipal staff, collaboration and internal coordination mechanisms strengthen institutional capacity for participatory governance.

- **Interdepartmental Integration:** Through enhanced cooperation among urban planning, education, youth, and communication departments, actions included in the IAP promotes efficient resource use and policy coherence.
- **Digital Transformation:** Investments in digital tools (e.g., mapping platforms, engagement apps, volunteering systems) modernize administrative practices and make citizen engagement more scalable and manageable over time.

4.5 Horizontal aspects integration (green, gender, digital, cultural,)

The URBACT Re-Gen project and also Daugavpils city IAP integrates key horizontal priorities—**green transition, gender equality, digital innovation, and cultural inclusion**. These cross-cutting dimensions not only reinforce the relevance and equity of urban regeneration activities but also align the with broader EU values and sustainability goals.

1. Green (Environmental Sustainability and Climate Resilience)

- Public space revitalization emphasizes the use of nature-based solutions, including the preservation of green areas, promotion of biodiversity, and installation of eco-friendly sport infrastructure.
- Activities such as clean-up events, community gardening, and environmental education campaigns engage youth and citizens in climate-positive actions.
- Outdoor spaces and sport hubs are designed to promote walking, cycling, and low-carbon lifestyles, contributing to urban resilience and public health.

2. Gender (Equality and Inclusive Participation)

- The IAP ensures **gender balance in youth initiatives, co-creation workshops, and volunteering activities**, actively encouraging participation of everyone, without gender distinction.
- Public spaces and activities are designed with **universal safety, accessibility, and inclusivity** in mind, removing barriers to participation for all genders.

3. Digital (Smart Engagement and Inclusion)

- Actions set in the IAP leverages **digital tools and platforms** to promote civic participation, streamline volunteer management, and share information on public activities and urban spaces.
- Digitized maps ensure broad, real-time engagement, especially among digitally active youth.

4. Cultural (Heritage, Identity, and Community Expression)

- Cultural programming is also essential pillar of the IAP, using music, art, and festivals to activate public spaces and reflect local identity.
- The initiative supports youth-led cultural events and encourages **intercultural dialogue and community storytelling**, strengthening belonging and diversity appreciation.

By integrating these horizontal aspects holistically, the Daugavpils IAP includes a public spaces regeneration model that is equitable, future-proof, and culturally resonant—laying the foundation for inclusive, smart, and sustainable urban development.

PART 5 Implementation framework

OBJECTIVE O1 Revitalize Spaces: To transform underutilized areas to promote social interaction and active lifestyles.										
ACTION	TASKS	WHEN	WHERE	WHO /RESP IN BOLD	PARTICIPANTS	OUTPUTS	RESULT	RESOURCES	BUDGET	FUNDING SCHEME
A1.1. IMPROVING OUTDOOR PUBLIC SPACES IN NEIGHBORHOODS	T1.1.1 TO STRENGTHEN PUBLIC-PRIVATE COOPERATION IN PUBLIC OUTDOOR SPACE IMPROVEMENT	By the end of 2030	All neighborhoods	Local City Government	Youth, families, private sector, Youth and sports associations	New sport facilities Co-creation activities, workshops, information exchange	Transformed underutilized areas to promote social interaction and active lifestyles Elevated community well-being and inclusion	Staff, infrastructure, community input Local organizations, municipal planners	500 000	Municipal budget, EU funding
	T1.1.2 TO CREATE FOR YOUTH AND FAMILIES INCLUSIVE, ACCESSIBLE AND DIVERSIFIED ENVIRONMENT TO SPEND TIME PRODUCTIVELY IN ALL NEIGHBORHOODS	By the end of 2030	All neighborhoods							
A1.2 DIVERSIFYING THE HEALTHY LIFESTYLE AND SPORT ACTIVITIES OFFERED	T1.2.1 TO PROMOTE CITIZENS, A SPECIAL YOUTH, INVOLVEMENT IN SPORT, CULTURE AND ACTIVE LIFESTYLE	By the end of 2030	Citywide	Local City Government	Youth, Youth and sports associations	Increased outdoor physical activities New urban sport hubs	Improved health and social interaction More youth participation in sports	Existing facilities Funding for new builds	40 000	Municipal budget

	ACTIVITIES USING EXISTING PUBLIC OUTDOOR INFRASTRUCTURE									
	T1.2.2 TO PROMOTE CITIZENS, A SPECIAL YOUTH, INVOLVEMENT IN SPORT, CULTURE AND ACTIVE LIFESTYLE ACTIVITIES DEVELOPING NEW URBAN SPORT HUBS	By the end of 2030	City neighborhoods							
A1.3 CO-CREATING ACTIVITIES FOR URBAN DEVELOPMENT	T1.3.1 TO ORGANIZE DIFFERENT KIND OF CO-CREATION ACTIVITIES AND WORKSHOPS, INVOLVING YOUTH, ESPECIALLY ADOLESCENTS	By the end of 2035	Public spaces	Local City Government	Adolescents (10-18), Local community, Youth and sports associations	Youth-designed events and equipment	Active youth participation in city life	Facilitators, materials	550 000	Municipal budget
A1.4 AVAILABLE SPORT, CULTURAL AND SOCIAL HUBS WITHIN PUBLIC OUTDOOR SPACES	T1.4.1 TO CREATE SPORT, CULTURAL AND SOCIAL HUBS IN CITY NEIGHBORHOODS	By the end of 2035	City neighborhoods	Local City Government	Local community	Multi-use social spaces Educational sessions Participatory budgeting platform	Accessible activity centers Increased youth skills and knowledge Civic engagement growth	Space renovations Training resources Software, outreach	Within the annual municipal budget	Municipal budget
	T1.4.2	By the end of 2035	City neighborhoods	Local City Government	Youth,					

	TO ORGANIZE INFORMATION EXCHANGE AND NON-FORMAL EDUCATION ACTIVITIES FOR YOUNG PEOPLE				Youth and sports associations					
	T1.4.3 TO ENSURE PUBLIC PARTICIPATORY BUDGETING TOOL	By the end of 2035	Citywide	Local City Government	Residents incl. youth					
RISKS				LIKELIHOOD	EFFECT	MITIGATION MEASURES				
LOW COMMUNITY ENGAGEMENT <ul style="list-style-type: none"><i>If local residents, especially youth, are not actively involved in co-creation activities, the improved spaces may not meet their needs, reducing usage and impact.</i>				Medium	High	Conduct early-stage focus groups and workshops with local youth and families; use participatory budgeting tools; ensure frequent feedback loops.				
INSUFFICIENT FUNDING OR DELAYS IN BUDGET ALLOCATION <ul style="list-style-type: none"><i>Long-term infrastructure projects often face funding issues, which may delay or halt the development of sport hubs and public spaces.</i>				High	High	Diversify funding sources (EU, private sponsors); implement phased project rollouts.				

OBJECTIVE O2		Youth Initiatives: To support youth-led projects and engage young citizens in the process of urban planning, fostering community involvement.								
ACTION	TASKS	WHEN	WHERE	WHO /RESP IN BOLD	PARTICIPANTS	OUTPUTS	RESULT	RESOURCES	BUDGET	FUNDING SCHEME
A2.1 SUPPORTING YOUTH INITIATIVES TO PROMOTE PARTICIPATION	T2.1.1 TO INVOLVE IN LOCAL AND INTERNATIONAL PROJECTS AND ACTIVITIES FOR DIFFERENT SOCIAL GROUPS	By the end of 2030	Citywide	Local City Government	Youth	Engaged youth in projects Support Fund established Funded youth projects	Youth-driven development Increased youth project funding More youth engagement	Programs, partnerships Financial support systems Grant schemes	15 000	Municipal budget
	T2.1.2 TO ESTABLISH YOUTH INITIATIVE SUPPORT FUND	By the end of 2030	Citywide	Local City Government	Youth					
	T2.1.3 TO SUPPORT YOUTH SUBMITTED PROJECTS CONNECTED TO SPORT AND CULTURE	By the end of 2030	Citywide	Local City Government	Youth					

A2.2 PROMOTING CIVIC PARTICIPATION TO IMPROVE THEIR LIVING SPACE AND NEIGHBOURHOOD ACTIVITIES	T2.2.1 TO ORGANIZE DIFFERENT KIND OF EVENTS TO INVOLVE CITIZENS IN CITY DEVELOPMENT PROCESSES	By the end of 2030	Neighborhoods	Local City Government	Youth, Local residents	Civic events	Improved local involvement	Event planning, communication	20 000	Municipal budget, EU funding
A2.3 DEVELOPING MODERN DIGITAL SOLUTIONS FOR PROMOTION OF YOUTH CIVIC PARTICIPATION	T2.3.1 TO USE DIFFERENT KINDS OF INFORMATION CHANNELS AND TOOLS, DIGITAL PLATFORMS TO INFORM YOUTH, ABOUT POSSIBILITIES TO BE ENGAGED IN CITY DEVELOPMENT	By the end of 2035	Online	Local City Government	Youth, Local residents	Online engagement tools	Digital civic participation	Web platforms, social media	10 000	Municipal budget, EU funding
RISKS				LIKELIHOOD	EFFEct	MITIGATION MEASURES				
LIMITED YOUTH PARTICIPATION				Medium	High	Launch awareness campaigns through schools and social media; provide incentives such as certificates, awards, or small grants.				
UNEQUAL ACCESS TO OR FAMILIARITY WITH DIGITAL PLATFORMS				Medium	Medium	Ensure offline participation options (e.g., in-person events); promote digital literacy workshops; partner with schools to reach underserved youth.				

OBJECTIVE O3	Effective Engagement: To utilize popular social networks for better event and opportunity dissemination.									
ACTION	TASKS	WHEN	WHERE	WHO /RESP IN BOLD	PARTICIPANTS	OUTPUTS	RESULT	RESOURCES	BUDGET	FUNDING SCHEME
A3.1 INFORMING COMMUNITY ABOUT OPPORTUNITIES FOR A SPORTY AND ACTIVE LIFESTYLE AND SOCIALISATION IN THE CITY'S PUBLIC OPEN SPACES	T3.1.1 TO PUBLISH ONLINE THE INFORMATION ABOUT PROJECTS AND ACTIVITIES IN THE RELATED FIELD	By the end of 2035	Online	Local City Government	Youth, Local residents	Youth info publications Social media updates	Better informed youth Enhanced online presence	Web content Social media accounts	Within the annual municipal budget	Municipal budget
	T3.1.2 TO MAINTAIN SOCIAL PAGES IN FACEBOOK, INSTAGRAM ETC., PUBLISH REGULAR INFORMATION ABOUT USH ACTIVITIES	By the end of 2035	Online	Local City Government	Youth, Local residents					
A3.2 DESIGNING DIGITIZATION AND ACCESSIBILITY OF INFORMATION	T3.2.1 TO DIGITIZE ONLINE MAPS OF RECREATIONAL AND SPORT FACILITIES (INCLUDING USH) IN THE PUBLIC SPACE OF THE CITY	By the end of 2030	Citywide	Local City Government	Public	Online maps	Increased accessibility	GIS tools	10 000	Municipal budget, EU funding

A3.3 PROMOTING THE INVOLVEMENT OF DIFFERENT SOCIAL GROUPS IN PUBLIC PARTICIPATIVE ACTIVITIES	T3.3.1 TO DEVELOP AND IMPLEMENT PUBLIC PARTICIPATION ACTION PLAN	By the end of 2035	Citywide	Local City Government	All social groups	Participation plan	More diverse engagement	Survey tools	10 000	Municipal budget, EU funding
A3.4 MAINTAINING, MODERNISING AND UPDATING THE MUNICIPALITY'S WEBSITES	T3.4.1 TO ASSESS MUNICIPAL WEBSITE AND REGULARITY OF INFORMATION UPDATING	By the end of 2035	Online	Local City Government	Youth, Local residents	Updated websites	Higher awareness	Website management	25 000	Municipal budget, EU funding
A3.5 ENSURING YOUTH MENTORING	T3.5.1 TO PROVIDE MENTORS FOR YOUNG PEOPLE IN ALL CITY NEIGHBORHOODS	By the end of 2035	Neighborhoods	Local City Government	Youth	Mentorship programs	Youth guidance and involvement	Mentor network	Within the annual municipal budget	Municipal budget
RISKS				LIKELIHOOD	EFFECT	MITIGATION MEASURES				
INEFFECTIVE COMMUNICATION CHANNELS <ul style="list-style-type: none">If social media pages and websites are not updated regularly or are poorly managed, communication efforts may not reach the target audience.				High	Medium	set schedules for regular updates; use analytics to assess and improve reach.				
LOW DIGITAL LITERACY AMONG TARGET GROUPS <ul style="list-style-type: none">Some social groups may not be comfortable using online tools, limiting the reach of digital information campaigns.				Medium	Medium	Offer community-based digital training sessions; involve schools and NGOs to help reach and educate diverse groups.				

OBJECTIVE O4	Volunteer Mobilization: To encourage youth participation in volunteer work and community activities.									
ACTION	TASKS	WHEN	WHERE	WHO /RESP IN BOLD	PARTICIPANTS	OUTPUTS	RESULT	RESOURCES	BUDGET	FUNDING SCHEME
A4.1 FOSTERING VOLUNTEERING	T4.1.1 TO DISSEMINATE INFORMATION ABOUT VOLUNTEERING IN PUBLIC EVENTS	By the end of 2035	Events	Local City Government	Youth, Local residents	Volunteering promotions Increased volunteers	More volunteer interest Community cohesion	Events, brochures Community networks	Within the annual municipal budget	Municipal budget
	T4.1.2 TO FOSTER YOUTH INVOLVEMENT AS VOLUNTEERS AND THE SENSE OF BELONGING OF LOCAL COMMUNITY TO THE CITY	By the end of 2035	Citywide	Local City Government	Youth, Local residents					

A4.2 CREATING THE DIGITAL PLATFORM FOR WORK WITH YOUTH	T4.2.1 TO DEVELOP DIGITAL PLATFORM, IMPROVING INFORMATION EXCHANGE WITH YOUTH	By the end of 2035	Online	Local City Government	Youth, Youth and sports associations	Digital platform	USERS WILL HAVE ACCESS TO UP-TO- DATE INFORMATION AND THE POSSIBILITY TO REGISTER FOR VOLUNTEERING, EMPLOYMENT PROGRAMMES AND CAMPS. STREAMLINED VOLUNTEER OPPORTUNITIES	IT development	30 000	Municipal budget, EU funding
A4.3 MOTIVATING YOUNG PEOPLE TO PARTICIPATE IN THE ORGANISATION OF SOCIAL ACTIVITIES IN	T4.3.1 TO PROVIDE REGULAR SPORT, CULTURAL ACTIVITIES IN CITY NEIGHBORHOODS	By the end of 2035	Neighborhoods	Youth and sports associations	Youth	Neighborhood activities Youth- organized events	Engaged communities Empowered adolescents	Sports, cultural groups Association support	20 000	Municipal budget

NEIGHBOURHOOD PARKS AND SQUARES	T4.3.2 TO COOPERATE WITH SPORT AND YOUTH ASSOCIATIONS, INVOLVING ADOLESCENTS IN SOCIAL ACTIVITIES IN NEIGHBORHOODS PARKS AND SQUARES	By the end of 2035	Neighborhoods	Local City Government	Youth and sports associations					
RISKS				LIKELIHOOD	EFFEct	MITIGATION MEASURES				
LACK OF INCENTIVES FOR YOUTH VOLUNTEERS				High	Medium	Develop a recognition system (certificates, public acknowledgments); offer volunteer hours as credits in school programs or community awards.				
COORDINATION FAILURES AMONG ORGANIZING ENTITIES				Medium	High	Create a centralized volunteer coordination platform; hold regular inter-agency planning meetings; assign a lead coordinator.				

OBJECTIVE O5		Inter-Institutional Synergy: To strengthen cooperation to address diverse youth needs, ensuring holistic development.								
ACTION	TASKS	WHEN	WHERE	WHO/RESP IN BOLD	PARTICIPANTS	OUTPUTS	RESULT	RESOURCES	BUDGET	FUNDING SCHEME
A5.1 STRENGTHENING THE COOPERATION LINKS BETWEEN ALL STAKEHOLDERS	T5.1.1 TO CREATE PARTNERSHIPS WITH SCHOOLS, YOUTH AND SPORT ASSOCIATIONS, UNIVERSITY ETC. TO OFFER EDUCATIONAL LECTURES AND MATERIALS	By the end of 2030	Citywide	Local City Government	Youth, educators, Youth and sports associations	Educational collaborations	Stronger institutional cooperation	Lectures, materials	Within the annual municipal budget	Municipal budget
A5.2 IMPROVING INTERNAL COOPERATION AND COMMUNICATION	T5.2.1 TO IMPROVE INTERNAL COOPERATION SCHEME	By the end of 2035	Municipality	Local City Government	Staff	Internal cooperation plan	Effective operations	Internal communications	Within the annual municipal budget	Municipal budget
A5.3 DEVELOPING DIGITAL SOLUTIONS TO IMPROVE COOPERATION AND COMMUNICATION	T5.3.1 TO CREATE THE DIGITAL CALENDAR OF PUBLIC EVENTS	By the end of 2035	Online	Local City Government	Staff, Citizens, Youth and sports associations	Events calendar	Improved participation	Digital tools	10 000	Municipal budget

RISKS	LIKELIHOOD	EFFECT	MITIGATION MEASURES
<p>RESISTANCE TO COLLABORATION</p> <ul style="list-style-type: none"> <i>Institutional separation and unwillingness to share resources can block the intended synergies between stakeholders.</i> 	Medium	High	Build trust through joint pilot projects;
<p>TECHNOLOGICAL BARRIERS IN DIGITAL INTEGRATION</p> <ul style="list-style-type: none"> <i>Failure to effectively implement digital tools for communication may impair cooperation and youth engagement.</i> 	Medium	Medium	Provide IT support and training; adopt user-friendly digital platforms; allocate budget for software/hardware improvements.

ANNEXES

REPORT ON MAIN TESTING ACTIONS

1. The Urban Development Hackathon

The Hackathon was organised as one of the project's small-scale (testing) actions, which as a result of cross-sectoral cooperation and co-design methods will lead to development solutions for the territory of Jaunā Foršate Park.

The aim of the Hackathon as a small-scale action of the project **was to find out:**

- 1) whether the local community is interested in promoting its own initiatives to create a adolescents-friendly public space centred on sport, socialising and activities in the public open space;
- 2) what if the municipality involves pupils, students, business representatives and other members of the local community in an urban development hackathon to generate ideas for the regeneration and development of specific areas of public open space, taking into account the needs and interests of the local community in improving the living environment;
- 3) the level of interest of the local community in participating in such hackathons, in order for the municipality to consider organising such events on a regular basis.

The Hypothesis before the event:

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 hypothesis was partially ACCEPTED, as less than 30 participants registered for the hackathon before the event.

The specific aim of the Hackathon is to generate new ideas for the development of the Jaunā Foršate 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.

Profile of participants:	<p>In total 41 people attended the event each day, including 29 participants working in 7 teams.</p> <p>The following people worked as members of the teams:</p> <ul style="list-style-type: none">- 13 young people under 18 years of age- 6 participants aged 19 to 30- 8 participants aged 31-39- 2 participants over 40. <p>The majority of team members were women (22), 7 were men.</p>
Sector, field represented:	<ul style="list-style-type: none">- 7 participants were pupils.

	<ul style="list-style-type: none"> - 8 participants were students (Daugavpils Design and Art High School Saules School, Latgale Industrial Technical College (LIT), Daugavpils University) - Other participants were from the IT sector, engineers in the private sector, working as teachers, but also local residents, professionals working in the public sector.
Expectations before the event and ideas for development:	<p>Upon registration, 5 out of 7 teams indicated that they already had ideas for the development of the Jaunā Forštate Park, also participants were asked to indicate their expectations for the hackathon, the answers were:</p> <ul style="list-style-type: none"> - The opportunity to create a modern public outdoor space in collaboration with the citizens and professionals of the city. - Inspiration for development. - The opportunity to push their ideas in the direction they want. - The creation of a modern park in the Jaunā Forštate neighbourhood. - They hope to gain new experiences. - To hear other teams' ideas and to talk about their own. - Ideas, joint plans to develop the urban environment and make it multifunctional. <p>We also asked participants to indicate whether they think that the municipality should organise this kind of hackathons and co-creation workshops on a regular basis to generate ideas for the development of Daugavpils' public outdoor space?</p> <ul style="list-style-type: none"> - One team out of 7 said "no", the others agreed with the statement.
"Do you think that the municipality should organise such hackathons and co-creation workshops on a regular basis in order to generate ideas for the development of the public outdoor space of Daugavpils?"	<p>All participants have indicated that they rather agree and agree that the municipality should organise this kind of hackathons and co-creation workshops to generate ideas for the development of Daugavpils public outdoor space on a regular basis, and would be happy to take part in the future.</p> <p>Upon registration one team indicated that they disagree with this statement, but after the event the team changed their opinion and all participants agreed with the statement.</p>
It is important for citizens to express their views and needs before implementing regeneration projects in Daugavpils public open space areas:	<p>Participants have indicated that they rather agree and agree that it is important for them to express their views and needs before the implementation of regeneration projects in the public open space areas of Daugavpils.</p>

Participants believe that all neighbourhood parks and squares should be developed into vibrant centres for sport, culture and socialising:	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.														
The opportunity to be consulted by thematic mentors during the hackathon helped to significantly improve the quality of the team's prototypes:	<p>Participants had the opportunity to be consulted by thematic mentors who were invited to take part in the hackathon. The mentors also evaluated the ideas developed. The mentors represented municipal institutions and departments related to youth, sport, public spaces, healthy lifestyle promotion:</p> <table border="1"> <thead> <tr> <th>Thematic area</th><th>Department represented</th></tr> </thead> <tbody> <tr> <td>Healthy lifestyle</td><td><i>Development Department Project Division Senior expert in project issues, head of the EU-funded project "Healthy and Active Daugavpils", coordinator of the National Network of Healthy Municipalities</i></td></tr> <tr> <td>Sport activities and youth participation</td><td><i>Senior Youth Specialist of Youth affairs and sports department</i></td></tr> <tr> <td>Community involvement</td><td><i>Member of Daugavpils City Council</i></td></tr> <tr> <td>Landscape planning</td><td><i>Acting Landscape Architect, Urban Planning and Construction Department, Urban Environment Division</i></td></tr> <tr> <td>Urban infrastructure, Environment and climate change</td><td><i>Municipal Engineer of Public utilities service</i></td></tr> <tr> <td>Urban infrastructure, Environment and climate change</td><td><i>Road construction technician Public utilities service</i></td></tr> </tbody> </table> <p>A practical guide for mentors was developed before the hackathon, summarising the role of the mentor and the issues that should be discussed with participants during the prototyping process.</p> <p>After the event, 95% of participants indicated that the opportunity to consult thematic mentors during the hackathon helped to significantly improve the quality of the team's prototypes.</p> <p>The mentors said that the hackathon allowed them to introduce the citizens who participated in the hackathon to how activities and investments are planned to improve the public open space, as well as being a great opportunity for citizens to get to know the people who plan and work on these issues on a daily basis.</p>	Thematic area	Department represented	Healthy lifestyle	<i>Development Department Project Division Senior expert in project issues, head of the EU-funded project "Healthy and Active Daugavpils", coordinator of the National Network of Healthy Municipalities</i>	Sport activities and youth participation	<i>Senior Youth Specialist of Youth affairs and sports department</i>	Community involvement	<i>Member of Daugavpils City Council</i>	Landscape planning	<i>Acting Landscape Architect, Urban Planning and Construction Department, Urban Environment Division</i>	Urban infrastructure, Environment and climate change	<i>Municipal Engineer of Public utilities service</i>	Urban infrastructure, Environment and climate change	<i>Road construction technician Public utilities service</i>
Thematic area	Department represented														
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Urban infrastructure, Environment and climate change	<i>Municipal Engineer of Public utilities service</i>														
Urban infrastructure, Environment and climate change	<i>Road construction technician Public utilities service</i>														
Quality assessment:	All seven teams produced high quality prototypes - presentations, posters, including zoning layouts (attached).														

	Some teams successfully used the power of artificial intelligence and generated different visualisations that represented their wishes and planned solutions.
Innovation:	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.

Whether the objectives set at the beginning have been achieved, what is the assessment of their achievement?

N.p.k.	Objective of the small-scale project activity action:	Results achieved:
1.	Whether the local community is interested in promoting its own initiatives to create a adolescents-friendly public space centred on sport, socialising and activities in the public open space?	<p>The local community is partially interested in participating in this type of event, as evidenced by the low registration activity.</p> <p>Meanwhile, those who were really interested in participating - registered and participated in the hackathon, developing high-quality ideas for the development of the park, so that it becomes a adolescents-friendly public space, centered on sports, socializing and activities in public outdoor space.</p> <p><i>Perhaps a more aggressive marketing strategy is needed next time if municipality plans this type of engagement event.</i></p>
2.	What if the municipality involves pupils, students, business representatives and other members of the local community in an urban development hackathon to generate ideas for the regeneration and development of specific areas of public open space, taking into account the needs and interests of the local	<p>The hackathon took place in a positive atmosphere, all registered participants attended both days of the hackathon and prepared tangible materials that they were able to present qualitatively to all other attendees.</p> <p>All those involved were able to successfully collaborate with each other and created ideas that are truly transferable for evaluation, whether the municipality could implement them in reality.</p> <p>On 31.03.2025. the project coordinator sent an e-mail with the ideas and presentation materials developed by the hackathon participants to all related municipal departments and institutions, with an invitation to evaluate the possibilities of implementing the participants' proposals, as well as to be inspired by new</p>

	community in improving the living environment?	improvement elements that might someday be possible to place in the city's public outdoor space.
3.	What is the level of interest of the local community in participating in such hackathons, in order for the municipality to consider organising such events on a regular basis?	According to the data obtained in the event evaluation survey, all participants have indicated that they rather agree and agree that the municipality should organize this type of hackathons and co-creation workshops on a regular basis to generate ideas for the development of Daugavpils' public outdoor space, and would be happy to participate in the future events.

The organization of the urban development hackathon as a small-scale (testing) activity of the Re-Gen project, in the opinion of the local action group of the project, has been successful and should be taken over as a regularly organized activity before the implementation of significant investment projects in the territory of the municipality, but communication with the public should be improved before the hackathon, inviting people to register for participation and explaining the significance of these hackathons to the public, as well as the benefits of participating in them.

Secondly, this activity was of a testing nature, but the developed solutions were of a proposal nature, which the municipality is recommended to include in the future development project of the Jaunā Forštate Park, therefore, if this type of urban development hackathons is to be organized regularly in the future, it is necessary to agree and specify in the hackathon regulations that the best, highest-rated ideas must be implemented in reality by improving specific territories. This would increase the added value of the hackathon and the willingness of residents to get involved and be heard.