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# INTEGRATED ACTION PLANS FINAL REPORT

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**PUBLIC SPACE RE-GENERATION THROUGH  
INTEGRATED URBAN SPORTS HUBS FOR THE  
PARTICIPATION OF YOUNG CITIZENS**

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# **RE-GEN YOUTH AND URBAN REGENERATION: LET'S TAKE BACK PUBLIC SPACES**

**INTEGRATED ACTION PLAN FINAL REPORT**

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# CREDITS

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# RE-GEN PROJECT

Re-Gen is an URBACT IV Action Planning Network that supports sustainable urban development and social inclusion through the active involvement of young people.

The network is led by the City of Verona (Italy) and brings together nine European cities that address common challenges related to underused public spaces, youth disengagement and the need for more integrated urban policies. The partner cities are: Verona (Italy – Lead Partner), Albacete (Spain), Milan (Italy), Daugavpils (Latvia), Dobrich (Bulgaria), Pula (Croatia), Vila do Conde (Portugal), Lezha (Albania), and Corfu (Greece). Re-Gen places sport and secondary school students aged 10 to 18, particularly from disadvantaged backgrounds, at the centre of urban transformation processes. Young people are involved as protagonists in the regeneration of abandoned or underused public areas, contributing to the creation of Urban Sport Hubs: multifunctional public spaces combining sport, social interaction and creativity. The hubs are developed through tactical urbanism, allowing cities to test flexible and low-cost interventions, while integrating green and gender-sensitive design principles to ensure inclusiveness, safety and accessibility. Across the network, sport—especially informal and street-based sport—is used not as an end in itself, but as a social, cultural and spatial tool to activate public space and strengthen community life.

The core objective of Re-Gen is to support cities in planning integrated actions to include sport in urban policies and involve youngsters in regeneration processes of disadvantaged neighborhoods. Following the URBACT Action Planning methodology, partners worked through a progressive process combining baseline analysis, stakeholder engagement and testing actions, hackathons and co-design activities. These learning laboratories enabled cities to define scenarios and translate them into long-term strategies.







# EXECUTIVE SUMMARY

The Re-Gen /URBACT IV Action Planning Network) led by the City of Verona involved nine cities: Verona, Albacete, Milan, Daugavpils, Dobrich, Pula, Vila do Conde, Lezha and Corfu, to explore how sport—particularly informal and street-based sport—can act as a strategic lever for the regeneration of public spaces and for the social inclusion of adolescents, especially in disadvantaged and peripheral urban areas.

The IAP Final Report documents and reflects on the process of co-producing Integrated Action Plans (IAPs) across the network. Rather than summarising local plans, the report focuses on the methodological journey, governance arrangements and learning processes that supported their development. It highlights how cities addressed shared challenges—underused public spaces, limited opportunities for adolescents, fragmented policies—through integrated, participatory and place-based approaches. A central outcome of the Re-Gen process is the consolidation of the Urban Sport Hub as a shared policy concept. The Urban Sport Hub is understood as a flexible and multifunctional public space where sport, social interaction, creativity and green elements intersect. Across the nine IAPs, this concept was translated into diverse, site-specific models shaped by local contexts, ranging from networks of hubs to park-based solutions, indoor–outdoor facilities and micro-hubs in dense urban districts. This diversity demonstrates the adaptability, scalability and transferability of the model.

The URBACT Action Planning methodology provided the framework for a progressive planning journey, moving from baseline analysis and IAP roadmaps to experimentation and strategic consolidation. Testing Actions, hackathons and temporary pilots played a key role in this process, allowing cities to explore real patterns of use, test assumptions and refine

strategies before embedding them into long-term plans. Learning emerged as an integral component of planning, strengthening institutional capacity and cross-sector collaboration.

At local level, URBACT Local Groups (ULGs) functioned as governance platforms rather than consultation bodies. They brought together municipal departments, schools, youth organisations, sport associations and civil society actors, helping to overcome silos and build shared ownership of the plans. Adolescents were actively involved as co-creators, contributing insights that shaped spatial choices, activities and governance arrangements. Schools and educators acted as key gateways to youth participation, linking educational environments with public spaces and supporting inclusive engagement. The transnational dimension of Re-Gen generated significant added value. Peer reviews, site visits and thematic sessions supported collective learning, encouraged critical reflection and reinforced coherence across the IAPs. Participation in the network contributed to cultural change within local administrations, promoting more collaborative approaches to urban planning and a renewed recognition of young people and informal sport as resources for city-making.

The inclusion of an Impact Section in each IAP strengthened the link between planning and implementation. By connecting actions, indicators and expected change, cities improved accountability, monitoring and implementation readiness, enhancing their capacity to mobilise resources and align with broader policy frameworks.

Integrated Action Plans represent both a strategic outcome and a starting point. They provide cities with concrete, integrated and participatory roadmaps for the regeneration of public spaces with and for young people.





# 1. WHY INTEGRATED ACTION PLANS IN RE-GEN

## **PUBLIC SPACE, YOUTH AND STRUCTURAL URBAN INEQUALITIES**

Public space represents a key component of urban life, influencing social interaction, wellbeing and territorial cohesion. In many European cities, however, public spaces located in peripheral or socio-economically fragile neighbourhoods suffer from long-term neglect, limited investment and weak social recognition. These areas are frequently characterised by social housing estates, limited access to services and a high concentration of young residents, including second-generation adolescents and young people from disadvantaged backgrounds.

In such contexts, public space often loses its role as a shared urban resource and becomes residual, underused or perceived as unsafe. Adolescents are particularly affected by this condition. Positioned at the intersection of childhood and adulthood, young people aged between 10 and 18 are rarely considered a priority group in public space design and management. As a result, they experience restricted access to legitimate places for socialisation, physical activity and self-expression, which can reinforce processes of exclusion, stigmatisation and disengagement from civic life.

Re-Gen starts from the recognition that the quality of public space and the inclusion of young generations are structurally interconnected issues. Addressing one without the other risks producing ineffective or short-lived interventions.

## **SPORT AS A SOCIAL, CULTURAL AND SPATIAL REGENERATIVE FACTOR**

Within this framework, Re-Gen identifies sport—particularly informal and street-based sport—as a strategic factor for urban regeneration. Unlike formal sport infrastructures, street sports

such as basketball, skateboarding, parkour or informal fitness practices are accessible, adaptable and embedded in everyday urban life. They require limited physical investment while generating high levels of social interaction and spatial activation.

From an urban policy perspective, sport functions as a **mediating practice** between people and space. It supports the emergence of shared routines, fosters interaction across social and cultural differences and contributes to the redefinition of underused spaces as places of collective relevance. When combined with other forms of youth culture, including music, street art and creative activities, sport contributes to the construction of inclusive and recognisable public environments.

## FROM UNDERUSED SPACES TO SOCIALLY RECOGNISED PLACES

A central objective of Re-Gen is the transformation of abandoned or underused public spaces into **socially recognised places**. This transformation occurs through regular use, visibility and collective presence, rather than through physical redesign alone. Youth engagement plays a critical role in this process. When young people are involved in shaping and activating spaces through sport and cultural practices, they contribute to redefining their meaning, function and perception.

Empirical evidence from urban regeneration practices shows that such processes can lead to increased use, improved perceived safety and stronger informal care of public spaces. Everyday presence replaces vacancy, and shared use reduces conflict and territorial fragmentation. In Re-Gen, public space regeneration is therefore understood as a combined spatial and social process.

## YOUNG PEOPLE, SHARED GOVERNANCE AND LONG-TERM SUSTAINABILITY

Re-Gen places strong emphasis on **shared governance and collective responsibility** for public spaces. Regeneration is not limited to the planning or construction phase but extends to management, programming and maintenance. By involving young people, local communities, schools, associations and municipal departments, cities develop collaborative governance arrangements that support continuity over time.

This approach strengthens local ownership and contributes to the sustainability of interventions. Spaces that are actively used and recognised by youth communities are more likely to be respected, maintained and integrated into everyday urban life. Young people, in particular, become key actors in sustaining these spaces through regular use, informal supervision and social recognition.

## AN INTEGRATED VISION ALIGNED WITH THE NEW EUROPEAN BAUHAUS

The Re-Gen approach is aligned with the principles of the **New European Bauhaus**, which promote sustainability, inclusion and aesthetic quality as interrelated dimensions of urban transformation. Regenerated spaces integrate environmental considerations, accessibility, safety and visual quality, especially in neighbourhoods where spatial inequalities are most evident.

Re-Gen provides a new framework to addressing structural urban challenges in an integrated manner, by connecting public space regeneration with youth participation, informal sport and shared governance. Integrated Action Plans are the primary instrument through which this framework is translated into coherent local strategies, supporting long-term, inclusive and sustainable urban development.





## 2. THE URBACT ACTION PLANNING JOURNEY

### THE URBACT METHODOLOGY APPLIED IN RE-GEN

Re-Gen adopted the URBACT Action Planning methodology as the common framework for developing Integrated Action Plans addressing complex and interrelated urban challenges. The methodology is grounded in the principles of integration, participation and iterative learning, and is particularly suited to themes—such as youth inclusion, public space regeneration and sport-based interventions—that cut across multiple policy domains.

In Re-Gen, the URBACT method enabled cities to connect urban planning, youth policies, sport, education, culture, health and environmental strategies within a single action-planning process. Rather than treating sport or public space as sectoral issues, partner cities framed them as cross-cutting policy fields requiring coordinated responses. This approach is reflected across the IAPs, which consistently link spatial interventions with social programmes, governance arrangements and long-term policy objectives.

### FROM BASELINE STUDY TO IAP ROADMAPS

The action-planning journey began with a Baseline Study, which provided a shared analytical foundation for the network. This phase focused on understanding the structural conditions affecting public spaces and youth inclusion in partner cities, including spatial inequalities, governance frameworks, existing sport infrastructures and patterns of youth participation. The Baseline Study highlighted common challenges—such as the marginalisation of adolescents in public space planning and the underuse of strategic urban areas—while also acknowledging the diversity of local contexts.

Building on this analysis, each city developed an IAP Roadmap, identifying priority areas, key objectives and relevant stakeholders. These roadmaps were not fixed plans, but evolving frameworks that guided local work throughout the project. For example, cities such as Verona and Milan used the roadmap phase to refine their territorial focus on specific neighbourhoods, while others, including Albacete and Daugavpils, explored multi-site or networked approaches to public space regeneration. The roadmap phase was essential in translating analytical insights into actionable directions aligned with both local needs and the network's shared thematic focus.

## **THE PROGRESSIVE NATURE OF THE ACTION-PLANNING PROCESS**

A defining characteristic of the Re-Gen journey was its progressive and non-linear structure. Rather than moving directly from analysis to final planning, cities advanced through successive phases of reflection, stakeholder engagement, testing and refinement. This progression allowed local teams to deepen their understanding of youth behaviours, spatial dynamics and governance constraints before consolidating strategic choices.

The iterative nature of the process is evident across the IAPs. In several cities, initial assumptions regarding the location, function or target users of future Urban Sport Hubs were revised following stakeholder feedback and field-based observations. This adaptability strengthened the coherence and realism of the final plans, ensuring that strategies were grounded in lived experience rather than abstract design concepts.

## **FROM EXPLORATION TO EXPERIMENTATION TO STRATEGIC PLANNING**

Experimentation played a central role in the transition from exploration to strategic planning. Partner cities implemented a wide range of testing actions, including temporary sport installations, tactical urbanism interventions, hackathons, co-design workshops and pilot events. These initiatives functioned as

empirical tools, enabling cities to observe how young people interacted with spaces and activities in real conditions.

The outcomes of these testing actions directly informed the content of the IAPs. For instance, cities working in dense urban contexts refined their focus on flexible, small-scale interventions, while those operating in park-based or peri-urban areas strengthened the integration of green elements and environmental functions. Across the network, experimentation supported more precise definitions of target groups, spatial priorities and governance models, contributing to the strategic clarity of the final plans.

## **THE IMPORTANCE OF LEARNING-BY-DOING**

The action-planning journey fostered structured learning processes at both local and network level. Through direct engagement with stakeholders, comparison with peer cities and continuous reflection, municipal teams expanded their capacity to work across sectors and with non-traditional actors, including adolescents and informal youth groups.

This learning dimension is visible in the way IAPs increasingly articulate governance arrangements, maintenance strategies and monitoring frameworks. Cities moved beyond a project-based logic towards a more systemic understanding of public space regeneration, recognising the importance of long-term coordination, shared responsibility and institutional adaptability. As a result, the URBACT Action Planning Journey in Re-Gen did not only lead to the production of nine Integrated Action Plans, but also contributed to strengthening local governance capacities and strategic thinking.



TABLE – From Testing Actions to Strategic Choices

Phase	Role in the IAP Process
Testing Actions	Explore uses and behaviours
Temporary pilots	Assess feasibility
Hackathons	Generate ideas & priorities
Peer reviews	Refine strategies
Final IAP	Consolidate long-term actions



# 3. CO-PRODUCTION AT LOCAL LEVEL

## 3.1 URBACT LOCAL GROUPS AS ENGINES OF CO-PRODUCTION

Before analysing specific participatory actors and practices, it is important to recognise the central role played by **URBACT Local Groups (ULGs)** in the Re-Gen action-planning journey. Across the network, ULGs functioned as the primary interface between strategic planning and local implementation, transforming co-production from a consultative exercise into a structured governance mechanism. This diversity reflects the adaptability of the ULG model while confirming its structural role in the co-production process.

### Overview of ULG Roles Across the Network

City	Main ULG Composition	Key Contribution to IAP
Verona	Municipal departments, schools, youth organisations, sport associations	Territorial focus on southern neighbourhoods; scalable hub model
Milan	Youth workers, NGOs, schools, sport clubs, planners	Integration of micro-hubs into social and educational policies
Albacete	Youth services, urban planners, cultural actors, associations	Multi-site hub strategy and placemaking actions
Daugavpils	Municipal units, schools, youth centres	Activation of parks and neighbourhood spaces
Dobrich	Municipality, environmental NGOs, families, educators	Nature-based hub and community stewardship
Pula	Cultural organisations, youth groups, planners	Integration of sport, art and creative identity
Vila do Conde	Community groups, schools, social services	Intergenerational use of green public spaces
Lezha	Municipality, educators, sport actors	Adaptive reuse of public buildings
Corfu	Municipal departments, environmental actors, youth representatives	Safety, accessibility and park regeneration

## ULGS AS GOVERNANCE PLATFORMS, NOT CONSULTATION BODIES

In Re-Gen, ULGs were not conceived as temporary consultation groups or advisory committees. Instead, they operated as **local governance platforms**, where strategic decisions were discussed, tested and refined collectively. This distinction is crucial: rather than gathering feedback on predefined solutions, cities used ULGs to co-produce problem definitions, priorities and actions.

In several partner cities, ULGs directly influenced the strategic orientation of the IAPs. For example, Verona's focus on the southern neighbourhoods emerged from sustained dialogue between municipal departments, schools and youth organisations. In Albacete, the ULG played a key role in shifting the plan from a single-site intervention to a distributed network of Urban Sport Hubs. In Dobrich, the consolidation of a nature-based hub model was shaped through long-term collaboration between environmental actors, educators and local communities. These examples show how ULGs functioned as **decision-making arenas**, capable of mediating between political objectives, technical constraints and community expectations.

## MULTI-ACTOR AND MULTI-DEPARTMENT COLLABORATION

Another defining feature of ULGs in Re-Gen was their **multi-actor and multi-department composition**. ULGs typically brought together representatives from youth services, sport departments, urban planning, environment, education and culture, alongside schools, NGOs, sport associations and informal groups.

This configuration allowed cities to address the inherently cross-sectoral nature of sport-based urban regeneration. In Milan, for instance, collaboration between youth workers, schools and planners enabled the integration of Urban Sport Hubs into broader social and educational programmes. In Vila do Conde, the involvement of social services and community organisations supported the development of intergenerational public spaces. In

Corfu, cooperation between environmental and technical departments ensured that safety and accessibility improvements were aligned with ecological considerations. By creating regular spaces for dialogue, ULGs reduced institutional fragmentation and supported more coherent and realistic action planning.

## OVERCOMING SILOS AND BUILDING SHARED OWNERSHIP

One of the most significant impacts of the ULG process was its contribution to overcoming administrative and organisational silos. Through continuous interaction, municipal departments developed a shared understanding of objectives, constraints and responsibilities. This process fostered **collective ownership of the IAPs**, extending beyond individual departments or project teams. Shared ownership also emerged at community level. In cities such as Daugavpils and Pula, ULGs strengthened trust between institutions and young people, cultural actors and local associations. This trust proved essential for sustaining engagement over time and for ensuring that proposed actions were perceived as legitimate and relevant.

As a result, ULGs in Re-Gen acted as **institutional learning spaces**, supporting not only the co-production of Integrated Action Plans but also longer-term changes in governance culture. Their role extends beyond the planning phase, as many cities intend to maintain or adapt these collaborative structures during implementation.

## **3.2 THE ROLE OF YOUNG PEOPLE: FROM TARGET GROUP TO CO-CREATORS**

### **ENGAGING ADOLESCENTS IN MEANINGFUL WAYS**

In Re-Gen, adolescents were engaged as active contributors throughout the action-planning process. Cities adopted participatory methods tailored to young people's age, interests and everyday practices, including workshops, co-design sessions, urban walks, hackathons and creative laboratories. These formats enabled adolescents to express needs, preferences and ideas in accessible and non-institutional ways, fostering sustained engagement rather than one-off consultation.

### **YOUTH-LED INSIGHTS SHAPING SPATIAL AND POLICY DECISIONS**

Young people's contributions directly influenced both spatial and strategic choices within the IAPs. Their input informed the selection of sites, the design of activities, the integration of informal sport practices and the definition of accessibility and safety measures. In several cities, youth feedback led to adjustments in the scope and focus of planned actions, ensuring that proposed Urban Sport Hubs reflect actual patterns of use and social dynamics.

### **IMPACT ON RELEVANCE, LEGITIMACY AND SUSTAINABILITY OF THE IAPS**

The involvement of adolescents increased the relevance and credibility of the IAPs. When young people recognise public spaces as places they helped shape, they are more likely to use them consistently and take responsibility for their care. Youth participation thus strengthened the legitimacy of the plans and contributed to their long-term sustainability by embedding shared ownership within local communities.





## **3.3 THE ROLE OF SCHOOLS AND EDUCATORS**

### **SCHOOLS AS GATEWAYS TO YOUTH PARTICIPATION**

Schools played a strategic role in enabling access to a broad and diverse group of adolescents, including those less likely to participate in public initiatives. Through collaboration with teachers and school staff, cities were able to engage students in co-design activities, discussions and testing actions, ensuring continuity and inclusiveness in youth participation.

### **EDUCATORS AS INTERPRETERS OF YOUTH NEEDS**

Educators supported the action-planning process by helping interpret young people's perspectives and behaviours. Their insights contributed to a more nuanced understanding of mobility patterns, inclusion challenges and the social use of public space. In several cities, teachers acted as mediators between municipal teams and students, strengthening communication and mutual understanding.

### **LINKING EDUCATIONAL SPACES AND PUBLIC SPACES**

The collaboration between schools and municipalities reinforced connections between educational environments and public spaces. Outdoor activities, learning experiences and testing actions extended beyond school boundaries, positioning public space as an educational and social resource. This linkage supported the integrated nature of the IAPs, connecting youth policy, education, sport and urban regeneration within a coherent framework.

**TABLE – Participation and Co-production Approaches**

<b>Participation Dimension</b>	<b>Common Approach Across IAPs</b>
Youth role	Co-designers and contributors
Schools involvement	Gateways to youth participation
ULG function	Governance platforms
Participation tools	Workshops, hackathons, testing actions
Decision-making influence	Inputs reflected in IAP actions
Continuity	Participation foreseen during implementation



## 4. FROM A SHARED NETWORK THEME TO DIFFERENT INTEGRATED ACTION PLANS

### 4.1 A COMMON THEMATIC FOCUS

#### SPORT, YOUTH AND PUBLIC SPACE REGENERATION

All partner cities in Re-Gen share a common thematic focus centred on the regeneration of public space through sport-based and youth-centred approaches. Despite differences in size, geography and governance contexts, cities start from similar challenges: underused or degraded public spaces, limited opportunities for adolescents to engage in public life, and fragmented policy responses across sectors.

Within Re-Gen, sport is understood as a cross-cutting urban resource rather than a sectoral activity. Informal and street-based sport practices are particularly relevant, as they are accessible, adaptable and embedded in everyday urban life. When combined with social, cultural and creative activities, sport becomes a tool for activating public spaces, fostering inclusion and strengthening social cohesion. Across the IAPs, this thematic focus consistently links physical regeneration with social objectives, positioning young people as key actors in the transformation of urban environments.

#### THE URBAN SPORT HUB AS A SHARED POLICY CONCEPT

The concept of the Urban Sport Hub represents the main shared policy framework developed within the network. Rather than a predefined typology, the Urban Sport Hub is understood as a flexible and multifunctional public space where sport, social interaction, creativity and community life intersect. It integrates informal sport facilities, green elements, spaces for gathering and

opportunities for cultural expression, responding to the needs and practices of adolescents.

Across the network, the Urban Sport Hub functions as a strategic tool to connect spatial interventions with governance arrangements, programming and long-term maintenance. Its shared definition provides a common reference point for cities while allowing substantial room for local adaptation. This balance between coherence and flexibility is one of the key strengths of the Re-Gen approach.

**TABLE – Focus of Each IAP and Contribution to the Network Theme**

City	Core IAP Focus	Contribution to Re-Gen Theme
Albacete	Citywide network of Urban Sport Hubs	Equity of access, multi-site regeneration
Milan	Micro-hubs in dense district	Sport as social infrastructure
Verona	Replicable hubs in southern neighbourhoods	Scalability & policy embedding
Daugavpils	Neighbourhood parks activation	Civic engagement & everyday use
Dobrich	Nature-based Urban Sport Hub	Ecology, stewardship & wellbeing
Pula	Community-based creative hubs	Health, inclusion & non-mainstream sport
Vila do Conde	Intergenerational public spaces	Participation & social cohesion
Lezha	Indoor–outdoor adaptive reuse	Small-city regeneration model
Corfu	Safety-oriented park regeneration	Accessibility & inclusive design

## 4.2 INTEGRATED APPROACHES ACROSS THE IAPS

### SPATIAL, SOCIAL, CULTURAL, ENVIRONMENTAL AND HEALTH DIMENSIONS

The Integrated Action Plans developed within Re-Gen reflect a consistently **multi-dimensional approach** to urban regeneration. Spatial interventions are systematically combined with social programmes, cultural activities, environmental considerations and health-related objectives. Public spaces are not treated solely as physical infrastructures, but as environments shaped by use, perception and collective practices.

Many IAPs integrate green and climate-sensitive elements, such as increased vegetation, shaded areas and nature-based solutions, contributing to environmental resilience and wellbeing. Health objectives are addressed through the promotion of physical activity, mental wellbeing and healthier lifestyles, particularly for adolescents. Cultural and creative components—such as music, street art and events—support identity-building and social interaction, reinforcing the attractiveness and inclusiveness of regenerated spaces.

Integration also occurs at governance level. Horizontally, IAPs connect departments responsible for urban planning, youth, sport, education, culture, environment and social services. This cross-departmental coordination is essential to address the complexity of sport-based regeneration and is reflected in shared objectives, joint actions and coordinated implementation frameworks.

Vertically, several IAPs establish links between local strategies and broader municipal, regional or national policies, particularly in relation to youth inclusion, health promotion and sustainable urban development. This alignment strengthens the strategic positioning of the Urban Sport Hubs and enhances the potential for long-term implementation beyond the project timeframe.

**Table – Relationship Between IAPs and Main Thematic Areas of Intervention**  
*Legend*

- ✓ = Core focus of the IAP
- = Strong integrated component
- = Supporting component

Thematic Area	Albacete	Milán	Verná	Daugavpils	Dobrich	Pula	Vila do Conde	Lezhë	Corfu
Public Space Regeneration	✓	✓	✓	✓	✓	✓	✓	✓	✓
Youth Participation & Co-creation	✓	✓	✓	●	●	✓	✓	●	●
Sport & Active Lifestyles	✓	✓	✓	●	●	✓	●	●	●
Governance & Partnerships	●	●	✓	●	●	●	●	●	●
Green & Environmental Sustainability	●	○	●	●	✓	●	✓	○	✓
Health & Wellbeing	●	●	●	●	●	✓	●	●	●
Culture, Creativity & Identity	●	✓	●	○	○	●	●	○	○
Safety & Accessibility	○	●	●	●	●	●	●	○	✓
Replicability / Scalability	✓	●	✓	●	●	●	●	○	●

## 4.3 FROM SHARED VISION TO SITE-SPECIFIC FUTURE MODELS

### COMPARATIVE OVERVIEW OF THE NINE PARTNER CITIES

While grounded in a shared thematic framework, each city translated the Urban Sport Hub concept into a **site-specific and context-sensitive future model** within its IAP. These differences reflect local spatial conditions, demographic profiles, governance capacities and strategic priorities, and collectively demonstrate the adaptability of the model. Albacete adopts a **citywide, multi-**

**site strategy**, developing a network of Urban Sport Hubs across several underused spaces to ensure equitable access for adolescents. Milan focuses on a **dense urban district**, proposing interconnected micro-hubs that integrate sport with social and educational services. Verona concentrates on the **southern neighbourhoods of the city**, developing youth-centred hubs designed to be replicable in other districts. Daugavpils and Dobrich embed the hub concept within **parks and green spaces**, strengthening neighbourhood life and environmental awareness. Pula integrates sport with **creative and cultural identity**, activating the outdoor areas of community centres and playgrounds. Vila do Conde focuses on **high-quality green public spaces**, combining sport, intergenerational use and landscape values. Corfu prioritises **safety, accessibility and environmental improvement** in an urban park setting, while Lezha proposes an **indoor-outdoor model** through the adaptive reuse of an abandoned gym.

## HOW LOCAL CONTEXTS SHAPED DIFFERENT IAP SOLUTIONS

Local contexts played a decisive role in shaping IAP solutions. Urban density influenced the scale and distribution of interventions; socio-economic conditions informed the focus on inclusion and accessibility; environmental assets guided the integration of green and nature-based elements. Governance capacity and existing partnerships also affected how cities structured participation, management and implementation mechanisms.

Rather than weakening the shared framework, these differences reinforce its relevance. The Urban Sport Hub operates as a common reference that can be reinterpreted in response to local challenges and opportunities.

TABLE – Types of Urban Sport Hub Models Across the Network





































Hub Model Type	Cities	Key Characteristics
Network of hubs	Albacete	Distributed, citywide approach
Micro-hubs	Milan	Small-scale, dense urban fabric
Replicable neighbourhood hubs	Verona	Pilot → scaling logic
Park-based hubs	Daugavpils, Dobrich	Green, accessible, everyday use
Creative–community hubs	Pula	Sport + culture + health
Intergenerational hubs	Vila do Conde	Youth–elderly interaction
Indoor–outdoor hubs	Lezha	Adaptive reuse
Safety-oriented hubs	Corfu	Lighting, accessibility, perception

REPLICABILITY, SCALABILITY AND ADAPTABILITY AS CORE STRENGTHS

Across the IAPs, replicability and scalability emerge as recurring strategic objectives. Cities explicitly designed actions and governance models that can be extended to additional sites or neighbourhoods over time. This forward-looking approach positions the Urban Sport Hub not as a one-off intervention, but as a **policy model** capable of informing future urban regeneration efforts.

The diversity of site-specific solutions developed within Re-Gen demonstrates that adaptability is a core strength of the network.

**Table: What Makes Each IAP Distinct**

City	USH Model	Youth Role	Space Type	Governance
Albacete	 Network	 Co-design	 Multiple sites	 Advisory board
Milan	 Micro-hubs	 Storytellers	 Dense district	 District platform
Verona	 Replicable hubs	 Co-creators	 Neighbourhoods	 Permanent table
Daugavpils	 Park-based	 Participants	 Parks	 Interdept.
Dobrich	 Nature hub	 Stewards	 Green park	 NGO–city
Pula	 Community hub	 Students	 Playgrounds	 ULG-led
Vila do Conde	 Intergenerational	 Councils	 Neighbourhood	 Strong ULG
Lezha	 Indoor–outdoor	 Co-designers	 Reused building	 Partnerships
Corfu	 Safe park	 Co-design	 Park	 Cross-sector







## 5. TOOLS AND METHODS SUPPORTING THE CO-PRODUCTION PROCESS

The co-production of the Integrated Action Plans in Re-Gen was supported by a wide range of tools and methods operating at both local and transnational level. These instruments were not applied mechanically, but adapted to local contexts, target groups and governance cultures. Together, they formed a coherent methodological ecosystem that enabled participation, experimentation and strategic learning. Local tools for participation and co-design.

### 5.1 LOCAL TOOLS FOR PARTICIPATION AND CO-DESIGN

At local level, cities employed diverse participatory tools to engage stakeholders and young people throughout the action-planning process. These tools were designed to be accessible, inclusive and responsive to local conditions, particularly in neighbourhoods characterised by social fragility or limited institutional trust.

Commonly used tools included co-design workshops, focus groups, participatory mapping, urban walks and creative laboratories. These formats allowed participants to explore public spaces, identify problems and propose solutions using visual, spatial and experiential methods rather than purely verbal or technical discussions. In several cities, activities were deliberately organised in informal settings—schools, youth centres, parks or streets—to reduce barriers to participation and encourage open dialogue.

These tools proved particularly effective in engaging adolescents and young people, enabling them to articulate needs related to safety, accessibility, comfort and identity. At the same time, they facilitated dialogue between municipal departments, associations

and local actors, supporting shared understanding and collective problem-solving. As a result, local participatory tools contributed directly to shaping the content and priorities of the IAPs.

## 5.2 TESTING ACTIONS AS LABORATORIES FOR POLICY LEARNING

Testing Actions represented one of the most distinctive methodological components of the Re-Gen process. Rather than treating them as pilot projects aimed at immediate implementation, cities used Testing Actions as **temporary and exploratory interventions** to observe behaviours, test assumptions and assess feasibility.

Testing Actions took various forms, including temporary sport installations, tactical urbanism interventions, pop-up events, youth-led activities and short-term programming in underused spaces. These actions enabled cities to gather concrete evidence on how public spaces were used, which activities attracted adolescents, and which design or governance solutions required adjustment.

Importantly, Testing Actions informed strategic decision-making. Insights gained through experimentation influenced site selection, activity programming, spatial layouts and management models within the IAPs. In some cases, they led cities to revise initial priorities or expand the scope of planned interventions. By embedding Testing Actions within the action-planning journey, Re-Gen reinforced an evidence-informed approach to policy development grounded in real urban conditions.

## 5.3 NETWORK-LEVEL TOOLS: PEER REVIEWS, SITE VISITS AND THEMATIC SESSIONS

Transnational exchange played a key role in strengthening the co-production process. At network level, Re-Gen made extensive use of peer reviews, site visits and thematic sessions to support collective learning and comparison across cities.

Peer reviews provided structured opportunities for partners to present their progress, receive feedback and reflect on challenges with the support of other cities and experts. This process encouraged critical reflection and helped cities refine their strategies before finalising their IAPs. Site visits allowed partners to experience local contexts directly, facilitating deeper understanding of spatial conditions, governance arrangements and participatory practices.

Thematic sessions and masterclasses addressed cross-cutting issues such as youth participation, governance, health, nature-based solutions and inclusive design. These moments of collective reflection contributed to the development of a shared conceptual framework and reinforced coherence across the IAPs, while respecting local diversity.

## 5.4 TAILOR-MADE TOOLS DEVELOPED WITHIN RE-GEN

In addition to established URBACT tools, the Re-Gen network developed **tailor-made methods** to respond to the specific needs of sport-based, youth-centred regeneration. These included adapted co-design formats for adolescents, hybrid tools combining sport activities with participatory reflection, and visual frameworks to translate complex strategies into accessible representations.

Several cities experimented with creative engagement tools—such as storytelling, visual mapping and youth-led presentations

—to bridge the gap between technical planning and everyday experience. At network level, shared templates and frameworks were developed to support the alignment of Testing Actions, IAP structures and impact considerations.

Together, these tailor-made tools strengthened the coherence of the action-planning process and enhanced its accessibility to non-specialist audiences. They also represent a transferable methodological legacy of Re-Gen, offering practical insights for other cities seeking to co-produce integrated urban strategies with and for young people.



**TABLE – Shared SMART Goals Across Re-Gen IAPs**

This table shows common goals in IAPs

Thematic Area	SMART Goal (Network Level)
Public Space	Regenerate at least 1–3 underused public spaces per city as active, accessible Urban Sport Hubs by the end of IAP implementation
Youth Participation	Involve at least 100–300 adolescents (10–18) per city in co-design, testing actions or governance processes
Sport & Physical Activity	Increase regular use of public space for informal sport among young people within 2 years
Inclusion & Safety	Improve perceived safety and inclusiveness of regenerated spaces, especially for girls and vulnerable groups
Governance	Establish at least one stable multi-actor governance mechanism (ULG evolution, advisory board, co-management group)





## 6. ADDED VALUE OF THE TRANSNATIONAL NETWORK

The transnational dimension of Re-Gen generated added value that goes beyond the individual Integrated Action Plans. Through continuous exchange, comparison and collective reflection, the network functioned as a shared learning environment where cities were able to strengthen capacities, rethink planning cultures and introduce institutional innovations. This added value represents one of the most significant outcomes of the project and supports the long-term implementation of the IAPs.

### 6.1 LEARNING AND CAPACITY BUILDING

The Re-Gen network fostered learning at multiple levels: individual, institutional and collective. At individual level, municipal officers, practitioners and local stakeholders expanded their skills in areas such as participatory planning, youth engagement, co-design and cross-sector collaboration. Exposure to different approaches and contexts helped participants reflect critically on their own practices and explore alternative solutions.

At institutional level, cities developed greater capacity to address complex challenges through integrated approaches. By comparing experiences across the network, partners refined their understanding of how sport-based regeneration can be embedded within broader urban strategies. Learning was reinforced through structured peer reviews, thematic sessions and site visits, which enabled cities to test ideas, adapt tools and strengthen the coherence of their action plans.

At collective level, the network produced shared knowledge on youth-centred public space regeneration. This collective learning is reflected in the convergence of IAP structures, the shared use of concepts such as the Urban Sport Hub, and the adoption of



common principles related to inclusion, sustainability and participation. The network thus operated as a community of practice, supporting continuous learning beyond the lifespan of the project.

## **6.2 CULTURAL CHANGE IN URBAN PLANNING AND GOVERNANCE**

One of the most significant impacts of Re-Gen concerns cultural change within urban planning and governance. Participation in the network encouraged cities to reassess traditional planning approaches and to adopt more open, collaborative and adaptive practices. In particular, attitudes towards young people, sport and public space evolved substantially over the course of the project.

Across the network, adolescents increasingly came to be recognised as legitimate actors in urban transformation rather than passive beneficiaries or problematic users of public space. Sport—especially informal and street-based practices—was reframed as a policy resource capable of addressing social inclusion, wellbeing and spatial quality, rather than as a sectoral activity confined to dedicated facilities.

This shift supported a gradual move away from top-down planning towards more collaborative processes. Municipal teams became more willing to engage with uncertainty, incorporate feedback and adjust strategies over time. Participation was no longer treated as a procedural requirement, but as a source of knowledge and innovation that improves the quality and legitimacy of urban policies.

# 6.3 INSTITUTIONAL INNOVATION

The learning and cultural shifts generated through Re-Gen translated into concrete forms of institutional innovation. Many cities introduced new governance routines, strengthened cross-departmental coordination and formalised partnerships with schools, youth organisations, sport associations and civil society actors. These innovations are visible in the structure of the IAPs, which increasingly articulate roles, responsibilities and coordination mechanisms for implementation. Some cities experimented with new forms of shared management and programming for public spaces, while others integrated youth participation more systematically into existing policy frameworks.

At network level, Re-Gen contributed to the creation of a shared methodological repertoire and a durable set of professional relationships. This institutional legacy enhances cities’ ability to mobilise resources, align policies and sustain collaboration over time. As such, the added value of the transnational network extends beyond immediate project outcomes, supporting longer-term processes of urban transformation grounded in integration, participation and shared governance.

**TABLE – Governance and Institutional Change**

Governance Aspect	Evidence Across IAPs
Cross-department coordination	Formalised in all cities
New partnerships	Schools, NGOs, sport clubs
Youth in governance	Planned in most IAPs
Co-management models	Piloted or planned
Institutional learning	New routines and tools
Post-project governance	Structures maintained



## 7. FROM PLANNING TO IMPACT

### WHY THE IMPACT SECTION MATTERS IN THE IAPS

A distinctive element of the Integrated Action Plans developed within Re-Gen is the presence of a clearly articulated Impact Section. This component plays a strategic role in connecting planning intentions with expected change. Impact is not treated as an external or subsequent evaluation exercise, but as an integral part of the planning logic that guides the design and prioritisation of actions.

Within the Re-Gen framework, the Impact Section helps cities clarify the purpose of proposed interventions and articulate how sport-based regeneration is expected to influence social inclusion, wellbeing, safety, participation and governance. This approach strengthens the strategic consistency of the IAPs and reinforces their orientation towards outcomes rather than isolated activities or short-term projects.

### LINKING ACTIONS, INDICATORS AND EXPECTED CHANGE

Across the network, IAPs establish explicit relationships between planned actions, indicators and anticipated results. This structure supports a clearer understanding of how individual interventions contribute to broader objectives. Indicators reflect both physical and non-physical dimensions, including the use and perception of public space, youth participation, environmental quality and levels of institutional cooperation.

The articulation of these links enhances the internal coherence of the plans and supports informed decision-making. It also encourages coordination across departments, as shared objectives and indicators require alignment between different policy areas. As a result, the Impact Section functions as a

reference framework that guides implementation and evaluation over time.

**TABLE 2 – Core Impact Indicators**

Impact Dimension	Indicator	Unit of Measure
Space Activation	Number of regenerated / activated public spaces	No. of spaces
Use of Space	Frequency of activities/events in regenerated spaces	Events per month
Youth Engagement	Number of adolescents involved	No. of participants
Gender Inclusion	Share of female participants in activities	%
Physical Activity	Number of sport / active lifestyle activities offered	No. of activities
Safety Perception	Change in perceived safety of spaces	Survey (before/after)
Environmental Quality	Presence of green / nature-based elements	Yes / No + description
Governance	Number of active partner organisations	No. of partners

## ACCOUNTABILITY, MONITORING AND ADAPTIVE MANAGEMENT

The inclusion of impact-related elements reinforces accountability and monitoring practices within the IAPs. Defined indicators provide reference points for assessing progress and enable cities to track whether interventions are producing the intended effects. This contributes to transparency and supports evidence-informed adjustments during implementation. Monitoring is understood as a continuous process rather than a fixed reporting requirement. In youth-centred public space projects, patterns of use, social dynamics and community engagement can evolve rapidly. The Impact Section allows cities to respond to these changes, refine actions and adapt management approaches while maintaining strategic direction.

## STRENGTHENING IMPLEMENTATION AND FUNDING READINESS

The Impact Sections also improve the implementation readiness of the IAPs. Clear articulation of expected outcomes enhances the credibility of the plans and supports dialogue with political

leaders, funding bodies and external partners. The ability to demonstrate anticipated social, spatial and environmental benefits strengthens the positioning of the IAPs within broader policy and investment frameworks. This clarity supports alignment with municipal budgets, sectoral strategies and external funding opportunities. In this sense, the Impact Section serves both as a planning tool and as a strategic asset that facilitates the transition from planning to long-term implementation.

### Table – Shared Impact Indicators Across Re-Gen IAPs

[illegible]

## 8. LEGACY AND FUTURE PERSPECTIVES

### THE URBAN SPORT HUB AS A LONG-TERM STRATEGIC ASSET

One of the most significant legacies of Re-Gen is the consolidation of the **Urban Sport Hub** as a long-term strategic asset for urban policy. Across the network, the hub concept has evolved from an initial thematic idea into a structured framework that integrates public space regeneration, youth participation, sport, culture and environmental quality. Its value lies in its flexibility and capacity to adapt to different spatial conditions, governance arrangements and community needs. The Urban Sport Hub is not conceived as a single infrastructure or a standardised model. Instead, it operates as a policy reference that supports cities in rethinking how public spaces can be activated, managed and sustained over time. As demonstrated in the IAPs, the hub model can be applied to parks, neighbourhood spaces, dense urban districts and reused buildings, offering a scalable and transferable approach to youth-centred regeneration.

### THE LEGACY OF CO-PRODUCTION AND PARTICIPATION

Beyond physical transformations, Re-Gen leaves a strong legacy in terms of **co-production and participatory governance**. The action-planning journey enabled cities to establish new forms of collaboration between municipal departments, schools, youth organisations, sport associations and local communities. Adolescents were recognised as legitimate contributors to urban policy, influencing priorities, designs and implementation strategies. This participatory legacy is reflected in the governance structures proposed in the IAPs, which often include mechanisms for continued stakeholder involvement during implementation. The experience of working collaboratively has strengthened trust, improved communication and increased institutional openness to inclusive processes. These outcomes are likely to influence future planning practices beyond the specific scope of Re-Gen.



## INTEGRATED ACTION PLANS AS LIVING DOCUMENTS

The Integrated Action Plans developed within Re-Gen are intended to function as **living documents** rather than fixed blueprints. They provide strategic direction while allowing adaptation in response to changing conditions, emerging opportunities and lessons learned during implementation. This flexibility is essential in complex urban contexts, particularly when working with young people and public spaces. The IAPs establish priorities, actions, governance arrangements and impact frameworks that can be updated and refined over time. This dynamic character enhances their relevance and supports long-term use as reference tools for decision-making, investment and coordination. In this sense, the IAPs serve as foundations for ongoing urban transformation rather than as final outputs of the project.

## RE-GEN AS A EUROPEAN COMMUNITY OF PRACTICE

At transnational level, Re-Gen has contributed to the formation of a **European community of practice** focused on sport-based, youth-centred urban regeneration. Through sustained collaboration, cities developed a shared language, common methodological references and durable professional relationships. These connections extend beyond the formal duration of the network and create opportunities for continued exchange, joint initiatives and knowledge transfer. This community of practice represents an important asset for future European projects and policy development. It enables cities to build on shared experience, adapt tested approaches to new contexts and contribute to broader debates on public space, youth inclusion and sustainable urban development. In this way, the legacy of Re-Gen extends beyond individual cities, supporting long-term learning and innovation at European level



# ALBACETE

## BUILD YOUR DREAMS, BUILD YOUR CITY

### OVERALL OBJECTIVE

Regenerate underused and abandoned public spaces in Albacete through the development of a citywide network of Urban Sport Hubs, promoting youth participation (10–18), active lifestyles, social inclusion and environmental sustainability as integral components of urban policy.

### SPECIFIC OBJECTIVES

Revitalize neglected public spaces as safe, accessible and multifunctional places for sport, culture and social interaction.

Empower adolescents as co-designers and active contributors to urban regeneration processes.

Promote informal sport and active lifestyles, improving physical and mental wellbeing.

Strengthen cross-sector governance by integrating urban planning, youth, sport, culture and environmental policies.

### MAIN AREAS OF INTERVENTION

**Public Space Regeneration**  
Redevelopment of underused sites across the city into Urban Sport Hubs connected through a network approach.

**Youth Participation & Co-creation**  
Structured involvement of adolescents through co-design workshops, hackathons and participatory processes.

**Urban Sport Hubs (USH)**  
Creation of multifunctional hubs combining street sports, creative activities and community use.

**Sustainability & Green Design**  
Integration of green infrastructure, climate-sensitive solutions and sustainable materials.

**Governance & Partnerships**  
Collaboration between municipal departments, schools, youth organisations, sport clubs and civil society.

## KEY ACTIONS

Transformation of the Linear Park Pavilion into a multifunctional Urban Sport Hub.

Adaptive reuse of an abandoned grain silo as a hybrid sport, cultural and community facility.

Creation of multi-use outdoor sport areas in different neighbourhoods, supporting informal and street sports.

Establishment of a Youth Lab, enabling continuous youth participation and co-design.

Organisation of regular urban sport and cultural events to activate spaces and strengthen identity.

Creation of a multi-actor advisory body to support coordination and long-term management.



## EXPECTED IMPACTS

A network of Urban Sport Hubs distributed across the city.

Increased youth participation in public space planning and governance.

Improved use, safety and perception of regenerated public spaces.

Stronger institutional coordination across municipal departments.

Integration of sport-based regeneration into long-term urban strategies.



# DAUGAVPILS

## THE ENGAGING CITY FOR ACTIVE FUTURE GENERATIONS

### OVERALL OBJECTIVE

Transform underused and abandoned public spaces into **inclusive Urban Sport Hubs**, strengthening youth participation (10–18), active lifestyles, and community cohesion through sport-based and co-created regeneration.

### SPECIFIC OBJECTIVES

**Revitalize public spaces** as safe, accessible and multifunctional environments for sport, culture and social interaction.

**Empower youth** as co-designers and active contributors to urban transformation.

**Strengthen civic participation** through co-creation, volunteering and digital engagement.

**Improve institutional cooperation** across municipal departments and local stakeholders.

### MAIN AREAS OF INTERVENTION

#### Public Space Regeneration

Upgrade neighbourhood parks and squares, prioritising reuse, inclusivity and multi-functionality.

#### Youth Participation & Co-creation

Workshops, hackathons, street-sport actions and youth-led design of spaces and equipment.

#### Urban Sport Hubs (USH)

Development of sport-based hubs integrating physical activity, culture, education and community use.

#### Digital & Communication Tools

Digital maps, youth platforms, online participation and improved municipal communication.

#### Governance & Partnerships

Multi-departmental coordination, cooperation with schools, NGOs, youth and sport associations.

## KEY ACTIONS

Improving outdoor public spaces in neighbourhoods (parks, squares, green areas).

Diversifying sport and active lifestyle activities, with a strong focus on street sports.

**Regular co-creation processes** (workshops, urban hackathons, participatory design).

**Support to youth initiatives** through funding schemes and mentoring.

**Digital tools for participation**, including maps of sport facilities and youth engagement platforms.

**Volunteer mobilisation** linked to sport, culture and community events.

## EXPECTED IMPACTS

- At least **two regenerated public areas** functioning as Urban Sport Hubs.
- Increased **youth involvement** in urban planning and public life.
- Stronger sense of belonging and civic culture at neighbourhood level.
- Improved **cross-sector governance** and coordination within the municipality.
- Long-term integration of **sport-based regeneration** into local urban policies.



# DOBRICH

## APPLE PARK WHERE SPORT MEETS NATURE

### OVERALL OBJECTIVE

Regenerate a neglected green public space in the Druzhiba neighbourhood by transforming The Apple Park into a nature-based Urban Sport Hub that promotes youth participation (10–18), active lifestyles, social inclusion and community stewardship through sport, culture and environmental education.

### SPECIFIC OBJECTIVES

Revitalise underused public spaces as safe, accessible and multifunctional environments for youth and community life.

Empower young people as co-creators and active participants in urban regeneration and decision-making.

Promote informal sport, volunteering and healthy lifestyles, strengthening social cohesion and wellbeing.

Strengthen participatory governance, fostering cooperation between municipality, schools, NGOs and civil society.

### MAIN AREAS OF INTERVENTION

Nature-Based Public Space  
Regeneration

Enhancement of green areas, paths and sport facilities within The Apple Park and surrounding spaces.

Youth Participation & Co-creation  
Structured involvement of adolescents through workshops, school-based activities, hackathons and volunteering.

Urban Sport Hub Development  
Creation of a multifunctional hub

integrating sport, cultural, educational and social activities.

Volunteering and Civic Engagement  
Support for youth-led initiatives, volunteer programmes and community events.

Digital Participation and  
Communication

Development of digital tools for youth engagement, volunteering and information sharing.

Governance and Partnerships  
Multi-actor collaboration involving municipal departments, schools, NGOs, sport clubs and community organisations.



## KEY ACTIONS

Renovation of The Apple Park as a flagship Urban Sport Hub combining green space, sport and community use.

Installation of new sport and recreational facilities supporting informal and street-based activities.

Regular co-creation workshops and youth-led events in public spaces. Establishment of a Youth Initiative Support Fund to finance small youth-driven projects.

Creation of a digital platform for volunteering and participation, connecting youth, schools and associations.

Implementation of a Public Participation Action Plan, including participatory budgeting tools.

## EXPECTED IMPACTS

At least two improved public spaces functioning as Urban Sport Hubs.

Increased youth engagement, volunteering and civic participation.

Improved use, perception and environmental quality of public green spaces.

Stronger intergenerational interaction and community ownership.

Consolidation of a nature-based and participatory regeneration model replicable in other neighbourhoods



# CORFU

## SAFE, INCLUSIVE, GREEN AND ACCESSIBLE PUBLIC SPACES FOR ALL

### OVERALL OBJECTIVE

Regenerate neglected and underused public spaces in Corfu by transforming them into safe, inclusive and sustainable Urban Sport Hubs, strengthening youth participation (10–18), community wellbeing and environmental resilience, while respecting the island's cultural and UNESCO World Heritage context.

### SPECIFIC OBJECTIVES

Improve safety and accessibility of degraded public spaces, starting from the park near the correctional facilities.

Promote social inclusion and community cohesion through participatory design and shared use of public spaces.

Integrate green and nature-based solutions to enhance environmental quality and climate resilience.

Support physical and mental wellbeing through sport, recreation and health-oriented activities.

Strengthen governance and policy integration for long-term, coordinated urban regeneration.

### MAIN AREAS OF INTERVENTION

Public Space Regeneration and Safety  
Physical upgrading of neglected spaces with inclusive design, lighting, accessibility and maintenance systems.

Youth and Community Participation  
Engagement of students, schools and local communities through co-design, hackathons and participatory structures.

Urban Sport Hub Development  
Creation of multifunctional hubs

combining sport, play, culture, wellbeing and everyday use.

Green Urbanism and Sustainability

Nature-based solutions, green infrastructure, active mobility and biodiversity enhancement.

Governance and Policy Integration

Cross-sector coordination, funding mobilisation and alignment with local, national and EU frameworks.

## KEY ACTIONS

Pilot regeneration of the park adjacent to the correctional facilities, serving as a prototype Urban Sport Hub.

Installation of safety, lighting and accessibility features to improve usability and perception of security.

Organisation of large-scale youth hackathons and co-design workshops, involving schools and educators.

Delivery of recurring cultural, sport and wellbeing programmes in regenerated public spaces.

Implementation of green infrastructure and active mobility measures, including pedestrian and cycling connections.

Establishment of permanent participatory and governance

structures, including youth councils and stakeholder boards.

## EXPECTED IMPACTS

Regeneration of at least three public spaces as safe and inclusive Urban Sport Hubs.

Increased youth engagement and civic participation in urban planning and public life.

Improved wellbeing, safety and environmental quality of public spaces.

Stronger cross-departmental and multi-actor governance for urban regeneration.

A replicable and scalable model for sustainable public space transformation in Corfu and similar contexts.



# LEZHA

## INCLUSIVE INDOOR—OUTDOOR URBAN SPORT HUBS FOR YOUTH AND COMMUNITY

### OVERALL OBJECTIVE

Regenerate underused municipal infrastructure in Lezha by transforming an abandoned gymnasium and its surrounding areas into a multifunctional indoor—outdoor Urban Sport Hub, promoting youth participation (10–18), active lifestyles, social inclusion and community engagement.

### SPECIFIC OBJECTIVES

Rehabilitate abandoned public buildings and spaces through adaptive reuse and inclusive design. Expand access to sport and physical activity for adolescents and vulnerable groups. Promote youth participation and civic engagement in planning, programming and management. Strengthen social cohesion through shared community use of sport and public spaces. Improve local governance capacity for integrated urban regeneration.

### MAIN AREAS OF INTERVENTION

Adaptive Reuse of Public Infrastructure

Renovation of an abandoned gym and adjacent outdoor areas into a multifunctional sport and community facility.

Youth Participation & Co-creation  
Engagement of students, schools and youth groups in co-design and programming activities.

Urban Sport Hub Development  
Integration of indoor and outdoor sport facilities with social and cultural functions.

Inclusive Access and Social Programmes  
Activities addressing gender inclusion, disadvantaged groups and people with disabilities.  
Governance and Partnerships  
Collaboration between municipality, schools, sport clubs, NGOs and community organisations.

## KEY ACTIONS

Rehabilitation of the abandoned gymnasium as the core of the Urban Sport Hub.

Development of outdoor sport and activity areas connected to the indoor facility.

Organisation of youth-led sport, cultural and community programmes.

Co-design workshops with students and educators to shape activities and spaces.

Training and capacity-building activities for local actors involved in hub management.

Formalisation of partnership agreements to support long-term governance and maintenance.

## EXPECTED IMPACTS

Creation of a fully operational indoor-outdoor Urban Sport Hub.

Increased participation of adolescents and vulnerable groups in sport and community life.

Improved use and perception of rehabilitated public infrastructure.

Strengthened local governance and partnership models.

A replicable adaptive reuse model for small and medium-sized cities.



# MILAN

## RE-GENERATING SPORT

### OVERALL OBJECTIVE

Regenerate underused municipal infrastructure in Lezha by transforming an abandoned gymnasium and its surrounding areas into a multifunctional indoor–outdoor Urban Sport Hub, promoting youth participation (10–18), active lifestyles, social inclusion and community engagement.

### MAIN AREAS OF INTERVENTION

Adaptive Reuse of Public Infrastructure

Renovation of an abandoned gym and adjacent outdoor areas into a multifunctional sport and community facility.

Youth Participation & Co-creation  
Engagement of students, schools and youth groups in co-design and programming activities.

### SPECIFIC OBJECTIVES

Rehabilitate abandoned public buildings and spaces through adaptive reuse and inclusive design. Expand access to sport and physical activity for adolescents and vulnerable groups.

Promote youth participation and civic engagement in planning, programming and management.

Strengthen social cohesion through shared community use of sport and public spaces.

Improve local governance capacity for integrated urban regeneration.

Urban Sport Hub Development  
Integration of indoor and outdoor sport facilities with social and cultural functions.

Inclusive Access and Social Programmes

Activities addressing gender inclusion, disadvantaged groups and people with disabilities.

Governance and Partnerships  
Collaboration between municipality, schools, sport clubs, NGOs and community organisations.

## KEY ACTIONS

Rehabilitation of the abandoned gymnasium as the core of the Urban Sport Hub.

Development of outdoor sport and activity areas connected to the indoor facility.

Organisation of youth-led sport, cultural and community programmes. Co-design workshops with students and educators to shape activities and spaces.

Training and capacity-building activities for local actors involved in hub management.

Formalisation of partnership agreements to support long-term governance and maintenance.

## EXPECTED IMPACTS

Creation of a fully operational indoor–outdoor Urban Sport Hub.

Increased participation of adolescents and vulnerable groups in sport and community life.

Improved use and perception of rehabilitated public infrastructure.

Strengthened local governance and partnership models.

A replicable adaptive reuse model for small and medium-sized cities.





# PULA

## HEALTHY YOUTH IN A HEALTHY CITY

### OVERALL OBJECTIVE

Regenerate underused and neglected public spaces in Pula through the creation of inclusive Urban Sport Hubs, promoting youth participation (10–18), active lifestyles, social inclusion and environmental sustainability, while strengthening integrated local governance and community wellbeing.

### SPECIFIC OBJECTIVES

Activate youth participation in the co-design, use and governance of public spaces through sport, culture and community initiatives.

Diversify and adapt sport programmes to better reflect young people's interests, including non-mainstream and inclusive sports. Improve accessibility, functionality and sustainability of public sport and recreational infrastructure.

Strengthen cross-sector collaboration between youth policy, urban planning, education, sport and environmental strategies.

### MAIN AREAS OF INTERVENTION

Public Space Regeneration  
Transformation of underused parks and playgrounds into multifunctional Urban Sport Hubs.

Youth Participation & Co-creation  
Structured engagement of adolescents through workshops, school-based activities and participatory governance.

Urban Sport Hubs Development  
Integration of sport, green

infrastructure and community programming in regenerated spaces.

Sport, Health and Inclusion  
Promotion of active lifestyles, lesser-known sports and inclusive activities for vulnerable groups.

Governance and Partnerships  
Multi-actor coordination through the URBACT Local Group and cross-departmental collaboration.

## KEY ACTIONS

Student-led reactivation of ROJC Park as a pilot Urban Sport Hub.

Tactical urbanism interventions at the Valica playground, involving youth in low-cost, high-impact redesign.

School-based outreach programmes promoting lesser-known sports and active lifestyles.

Organisation of the “Small Sports Olympics”, a citywide inclusive sport event.

Establishment of co-management and monitoring mechanisms involving youth, schools and civil society organisations.

## EXPECTED IMPACTS

Regeneration of at least two public spaces as inclusive Urban Sport Hubs.

Increased youth participation in public life and urban decision-making.

Improved access to sport and recreational opportunities, particularly for underrepresented groups.

Enhanced health, wellbeing and social cohesion at neighbourhood level.

Strengthened institutional capacity for integrated and participatory urban planning.



# VERONA

## SPORT IN THE CITY: URBAN SPORT HUBS FOR YOUTH-LED PUBLIC SPACE REGENERATION

### OVERALL OBJECTIVE

Regenerate public spaces in Verona through the creation of **Urban Sport Hubs co-designed with and for young people**, with a strategic focus on the **southern neighbourhoods of the city**, where adolescents face limited access to attractive, safe and inclusive public spaces. The IAP aims to embed sport as a permanent urban policy lever, with actions designed to be **replicable and scalable across other neighbourhoods**.

### SPECIFIC OBJECTIVES

**Regenerate underused public spaces** through a network of multifunctional Urban Sport Hubs combining sport, green areas, social and cultural activities.

**Promote youth participation and protagonism**, involving adolescents and young people as co-designers, users and co-managers of public spaces.

Integrate sport into urban, social, educational and environmental policies, strengthening cross-sector governance.

**Develop a long-term post-2026 legacy**, linking Re-Gen experimentation with the Olympic momentum and the city's 2026–2030 strategy.



## MAIN AREAS OF INTERVENTION

### **Urban Sport Hubs Network**

Creation of multifunctional hubs in neighbourhood public spaces, starting from the southern districts.

### **Street Sports and Active Public Spaces**

Development of informal sport areas (skate, parkour, calisthenics, street basket) and active parks.

### **Active Mobility and Connectivity**

Safe cycling and pedestrian connections linking hubs, schools, parks and daily services.

### **Youth Participation and Co-design**

Hackathons, labs, Youth Urban Sport & Street Culture Lab and participatory governance tools.

### **Education, Culture and Olympic Values**

Schools as micro-hubs, educational programmes and Casa Verona as a civic and cultural anchor.

### **Governance and Shared Management**

Evolution of the ULG into a permanent "Sport & City" integrated governance table.

## KEY ACTIONS

**Development of a network of Urban Sport Hubs** in southern neighbourhoods, as pilot sites for citywide replication.

Activation of active parks and street sport areas, integrating green and nature-based solutions.

Implementation of hub-to-hub cycling and pedestrian connections to promote active mobility.

Opening schools as civic and sport micro-hubs, extending access beyond school hours.

**Activation of Casa Verona** as a permanent hub for sport culture, youth participation and Olympic legacy.

**Launch of the Youth Urban Sport & Street Culture Lab**, supporting co-design, creativity and youth-led initiatives.

## EXPECTED IMPACTS

Regeneration of **multiple public spaces** as inclusive and youth-oriented Urban Sport Hubs.

Increased participation of adolescents and young people in urban planning and public life.

Improved accessibility, safety and environmental quality of neighbourhood public spaces.

Strengthened cross-departmental governance and community partnerships.

A **replicable and scalable urban regeneration model** applicable to other districts of Verona and to other European cities.

# VILA DO CONDE

## HEALTHY YOUTH IN A HEALTHY CITY

### OVERALL OBJECTIVE

Regenerate underused and neglected public spaces in Vila through the creation of **inclusive Urban Sport Hubs**, promoting youth participation (10–18), active lifestyles, social inclusion and environmental sustainability, while strengthening integrated local governance and community wellbeing.

### SPECIFIC OBJECTIVES

**Activate youth participation** in the co-design, use and governance of public spaces through sport, culture and community initiatives.

**Diversify and adapt sport programmes** to better reflect young people's interests, including non-mainstream and inclusive sports. Improve accessibility, functionality and sustainability of public sport and recreational infrastructure.

**Strengthen cross-sector collaboration** between youth policy, urban planning, education, sport and environmental strategies.

### MAIN AREAS OF INTERVENTION

#### **Public Space Regeneration**

Transformation of underused parks and playgrounds into multifunctional Urban Sport Hubs.

#### **Youth Participation & Co-creation**

Structured engagement of adolescents through workshops, school-based activities and participatory governance.

#### **Urban Sport Hubs Development**

Integration of sport, green

infrastructure and community programming in regenerated spaces.

#### **Sport, Health and Inclusion**

Promotion of active lifestyles, lesser-known sports and inclusive activities for vulnerable groups.

#### **Governance and Partnerships**

Multi-actor coordination through the URBACT Local Group and cross-departmental collaboration.

## KEY ACTIONS

Student-led reactivation of ROJC Park as a pilot Urban Sport Hub.

Tactical urbanism interventions at the Valica playground, involving youth in low-cost, high-impact redesign.

**School-based outreach programmes** promoting lesser-known sports and active lifestyles.

Organisation of the “Small Sports Olympics”, a citywide inclusive sport event.

Establishment of co-management and monitoring mechanisms involving youth, schools and civil society organisations.

## EXPECTED IMPACTS

Regeneration of **at least two public spaces** as inclusive Urban Sport Hubs.

Increased youth participation in public life and urban decision-making.

Improved access to sport and recreational opportunities, particularly for underrepresented groups.

- Enhanced health, wellbeing and social cohesion at neighbourhood level.
- Strengthened institutional capacity for integrated and participatory urban planning.







