



# Living Spaces

CITIES AND REGIONS SHAPING  
THE BUILT ENVIRONMENT  
FOR EVERYONE

# Peer-learning visit in Gdansk

Background paper – Read me before the visit!

5/30/24

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## Welcome to the Living Spaces peer-learning visit in Gdansk!

This peer-learning visit will allow you to see first-hand how the city of Gdansk has implemented policies and projects.

We want you to be actively involved! We will ensure that discussions are lively, and a real group spirit develops. To encourage a genuine exchange, the programme includes interactive formats designed to keep you engaged.

This document will introduce you to Living Spaces and to your host, the Gdansk City Architect Office.

## ABOUT LIVING SPACES

Funded by the Creative Europe programme of the European Union, [Living Spaces - Cities and regions shaping the built environment for everyone](#) (*Living Spaces*) is implemented by [Eurocities](#) and the [Architects' Council of Europe](#).

The action is designed for local and regional authorities to learn how to plan and implement high-quality architectural policies and projects, following up on the work of the EU Member State Expert Group's Report *Towards a shared culture of architecture – Investing in a high-quality living environment for everyone*, published in 2021.

From July 2023 to November 2024, the programme will facilitate exchanges among European Union Member States' cities and regions and relevant stakeholders on processes and good practices ensuring a high-quality living environment for everyone.

Architecture has a fundamental impact on people's quality of life. Today, cities and regions must have well-designed buildings and environments, inclusive and considerate of everyone's needs. At the same time, a focus on high-quality architecture by all people and agencies involved will also contribute to sustaining the planet and combating climate change. The quality of our spaces and places is of vital importance to the recovery of Europe, as quality in architecture and our built environment contribute fundamentally to our wellbeing, leaving no one behind.

The activities carried out in the context of *Living Spaces* will demonstrate that building and planning for everyone improves cohesion, attractiveness, and the sustainability of our cities and regions.

This will be achieved through:

- a [catalogue of 30 good practices](#) from across the European Union, emphasising impacts and transferability from one local context to others.
- [12 onsite peer-learning visits in European cities and regions](#), based on the catalogue of good practices, taking place in 2024 and allowing participants to learn from each other and from experts.



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# Living Spaces in context: an increased awareness of the benefits of a high-quality architecture and built environment in Europe

## European policy outlines

The EU is developing a cross-sectoral and people-centred approach to a sustainable built environment where architecture plays a major role in designing spaces that improve the quality of life for citizens.

The Council initiated this focus in 2001, calling on the European Commission to ‘foster measures to promote, disseminate and raise awareness of architectural and urban cultures with due respect for cultural diversity’ in a resolution on architectural quality in urban and rural environments.

In 2008 the Council stated that architecture can play an integrating and innovative role in implementing sustainable urban development.

In 2018, within the European Year of Cultural Heritage, the European Commission established the European [Framework for Action](#) on Cultural Heritage which set specific clusters of future actions and initiatives, including one entitled on supporting the adaptive re-use of heritage buildings.

In addition, the same year the [Leeuwarden declaration](#) on ‘Adaptive re-use of the built heritage: Preserving and Enhancing the values of our built heritage for future generations’ unveils the economic and social benefits of smart restoration and adaptive reuse of heritage buildings for cities and regions.

The European Commission's [2018 New European Agenda for Culture](#) underscores culture's power in social cohesion, well-being, economic growth, and international relations. It designates EU cities and regions as ‘natural partners’ for social and economic innovation in culture-led development and the importance of adaptive reuse of built heritage.



### TOWARDS A SHARED CULTURE OF ARCHITECTURE

INVESTING IN A HIGH-QUALITY LIVING ENVIRONMENT FOR EVERYONE

The [2019-2022 EU work plan for culture](#) focuses on architecture as a cross-cutting field, leading to the creation of an Open Method of Coordination (OMC) group gathering experts from Member States who focused on high-quality architecture and built environment for everyone. Their 2021 report [‘Towards a shared culture of architecture – Investing in a high-quality living environment for everyone’](#) highlights the public sector's driving role, with a focus on local authorities in achieving high-quality architecture and a built environment. Recommendations to policymakers revolve around knowledge, funding, and regulations, incorporating participatory governance, advise and technical assistance, financial incentives, and tools, and involving cultural professionals in spatial development. The expert group published an [evaluation sheet](#) on how to reach quality goals in architecture and the built environment for everyone,

complying with both the Davos Baukultur Quality System and the 'European quality principles for EU-funded interventions with potential impact upon cultural heritage'

'High-quality living environment for everyone' is one of the priorities of the new EU Work Plan for Culture adopted in November 2022. It focuses on topics such as the quality of tomorrow's housing, the restoration, renovation and adapted re-use of cultural heritage, and improvements of architecture competitions and public procurements, while building synergies with the New European Bauhaus (NEB) network.

## The Davos process



In 2018, the Davos declaration '[Towards a high-quality Baukultur for Europe](#)' adopted by European Ministers of Culture and stakeholders, including the Architects' Council of Europe, marks a turning point. It calls for an integrated and quality approach to architecture, heritage, public space, landscape, and infrastructure. Defined as well-designed environments promoting health and well-being, Baukultur was completed in the 2021 [Davos Baukultur Quality System](#), providing an objective assessment based on 8 criteria: governance, functionality, environment, economy, diversity, context, sense of place and beauty.<sup>1</sup> It supports planning and design teams, competition juries, public authorities and participatory processes. The 2023 Davos [Baukultur Alliance](#) for Vibrant Communities, initiated by the World Economic

Forum and the Swiss Federal Office of Culture, seeks to advance quality design and construction for sustainable and vibrant communities.

## New European Bauhaus



In 2020, President von der Leyen introduced the [New European Bauhaus](#) (NEB) as 'a co-creation space where architects, artists, students, engineers, designers work together to make that happen'. Following a 6-month design phase through a co-creation process, the Commission adopted in September 2021 a [Communication](#) setting out the framework, core principles and key actions that will drive the NEB. The NEB connects the European Green Deal to citizens' daily lives and living spaces, emphasizing sustainability, aesthetics, and inclusion. As demonstrated in the [NEB first](#)

<sup>1</sup> The Living Spaces project focuses on four of the eight quality criteria. Find more information in Annexes.

[report](#) issued in January 2023, the NEB has become a catalyst for the European Green Deal transformation, ensuring social inclusion and participation.

The NEB has evolved into a transformative movement, with a growing community and over 100 million Euros in EU funding driving real change. The ACE initiating the [New European Bauhaus Collective](#) (NEBC) a pan-European grouping of diverse organisations representing built environment professionals.

## Investing in high-quality architecture and built environment is strategic for cities and regions

Living Spaces peer-learning activities are about demonstrating how high-quality architecture and built environment create social bounds and drive sustainable development in cities and regions. This is both about managing and improving the existing building stock and about investing in new and sustainable works.

### Investigating quality

The quality of a place is the outcome of multiple interrelated factors. Designing quality spaces requires tailored and bespoke solutions, based on careful assessments of the context, and needs of the end-users, to optimise economic, social, environmental, and cultural values. Conversely, standardised and “one-size-fits-all” solutions, single-minded approaches, and excessive focus on economic or technical aspects fall short in delivering qualitative outcomes.



Photo credits: Daniel McCullough on Unsplash

Quality is also dependent on the perception of the beholder and can be considered subjective. Stakeholders in a project (funder, developer, designer, user, etc.) may bring diverse perspectives that shape their assessment of a place's quality. They might not have the same requirements or attitudes towards the space and do not attach the same value to the various features that characterise a quality

place.

Certain characteristics are fundamental drivers of quality, as they undoubtedly bring tangible benefits – of an economic, social, environmental, and cultural nature – to individuals and society. While everyone may give a greater or lesser value to these benefits, all of them should be considered when assessing the quality of a space or building. Essential features of a high-quality architecture and built

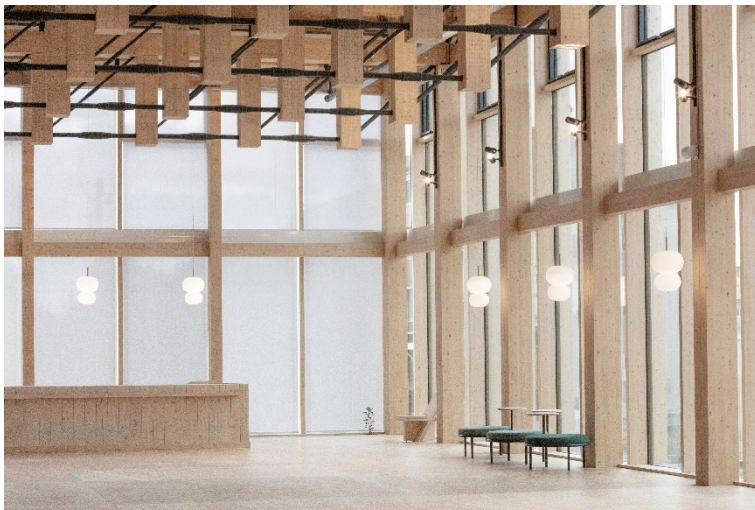


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environment include aesthetics, diversity, habitability, sustainability, accessibility and mobility, inclusiveness, distinctiveness and sense of place, affordability, integration into the surrounding environment.



Sara Cultural Centre. Photo credits: municipality of Skellefteå on Unsplash

In Europe, 85-95% of the buildings that exist today will still be standing in 2050, a large proportion of which are currently energy inefficient. However, existing buildings embody a huge amount of carbon in their materials and have strong economic, social, cultural, and even heritage values. It is crucial to renovate and extend the life of existing buildings instead of demolishing them and building new ones, to improve their performance and quality, save the carbon they

embody and avoid the generation of waste. Feasibility studies should always be conducted to thoroughly explore the potential for renovation. While demolition can be the best option in specific cases, building conservation and retrofit should always be envisaged as a preferred option. Renovation of the existing building stock does not limit itself to energy retrofit. Functional and aesthetic upgrades of buildings and neighbourhoods are essential to optimise the impacts of energy efficiency measures and improve the well-being of occupants.



A house in Bordeaux. Photo credits: Olga Serjantu on Unsplash

For cities and regions, discourses and actions around sustainability go far beyond the environment, and as such they should be at the root of the social fabric. Purely technical solutions cannot be sustainable in the long term if they are not accepted by inhabitants. All steps of urban planning should take users into account and bring forward open design principles. Experimentations with locals should be nurtured,

even if sometimes it leads to challenges or failure. Such innovative ways of designing and managing spaces can inspire new cultural and economic activities, as well as help deliver on environmental and social objectives at the core of the European Green Deal and of the NEB initiative.



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## Setting quality processes

Early decisions in project design have long-term impacts, emphasizing the importance of a quality-focused approach with input from diverse experts. Architectural projects serve as pivotal moments for stakeholders to collaborate, addressing challenges, reconciling interests, and maximizing value.

Public authorities hold a crucial role in providing leadership and regulation to facilitate collective action in achieving social, economic, environmental, and cultural objectives. National laws and policies



Design workshop on city planning in Gdansk, Poland. Photo credits: Municipality of Gdansk

set the stage for enhancing built environment quality. While planning and building regulations ensure technical standards, they alone are insufficient for achieving site-specific quality that meets user needs. Balancing regulatory rigor with flexibility is essential to foster creative solutions and adapt to contemporary cultural dynamics. A proactive stance toward the built environment views it as a malleable landscape shaped by current

societal, cultural, environmental, and economic needs. Embracing collisions as opportunities and allowing hybrid approaches fosters innovation.

Examples in cities and regions include:

- Architectural Design Competitions offer quality-driven selection processes for public works, promoting innovative, cost-effective, and sustainable solutions by tapping into market expertise.
- Local and regional advisory committees serve as platforms for urban reflection, offering guidance on architecture, city planning, and integration of new or renovated buildings into the urban fabric.

## High-quality architecture and built environment are strongly connected to other policy areas

To make the most of the positive impacts of high-quality architecture and built environment at local level, many local and regional authorities have successfully managed to connect policies linked to high-quality architecture and the built environment to other policies. Cities and regions now integrate the different dimensions high-quality architecture and the built environment in their long-term development visions, and in urban planning in general.

Local policies on high-quality architecture and the built environment are no longer about financing new buildings alone or preserving cultural heritage buildings to attract tourists but about inclusion and well-being, economic growth and vitality, urban and territorial regeneration, sustainability.

Building and planning for everyone therefore connects many policy domains:

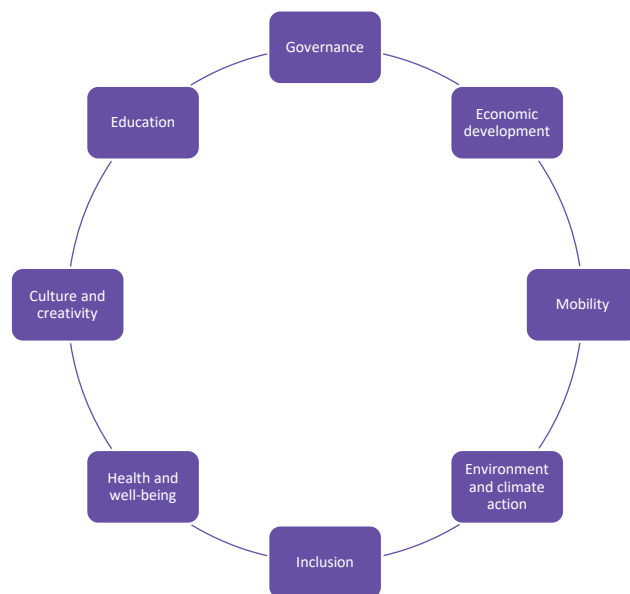


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## *Local authorities' priorities regarding high-quality architecture and built environment*

Living Spaces activities are rooted in cities, regions and professionals' needs in relation to high-quality architecture and built environment.

				
Decision-making with quality in mind: vision and political support	New local and regional partnerships	Fostering inclusion in the built environment	Transitioning towards more sustainable ways of life	Attractive and qualitative public spaces
Good governance for high-quality architecture and built environment	Financial and non-financial resources	Participatory governance: planning with the people	Applying circular economy principles	Regeneration and attractiveness of city centres
Future-fit local administrations for high-quality architecture and built environment			Mitigation and adaptation to climate change	New uses for buildings and mixed spaces
Evidence, measuring impacts				



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The identified learning needs of cities and regions are aligned with the recommendations from the OMC experts group [report](#) "Towards a shared culture of architecture" which highlights:

- the importance of high-quality procedures and solutions for as many people as possible, for everyone, for as long as possible.
- raising awareness about quality, improving spatial knowledge and skills among the populations.
- co-creation at the heart of all decision-making processes concerning the built environment at all governance levels.
- the importance of consistent planning to achieve quality.
- ensuring that public procurement rules and procedures at the national, regional, and local level foster a quality-based approach.



# GET TO KNOW YOUR HOST

## Architecture and built environment in Gdansk

### The Gdansk context

#### Historical context of Gdańsk

Gdańsk is a city marked by history like few others, known as the site where one of the most tragic chapters in human history began: the World War II. This conflict, in which two great totalitarianisms clashed, caused the loss of centuries of achievements, including magnificent works of architecture. In the decades following the war, Gdańsk saw various incomplete urban reconstruction efforts. These included the attempts at restoring its former shape of the 1950s, brutal modernisation of the 1960s and the rapid population growth of the 1970s followed by a huge crisis of the 1980s resulting in the collapse of the Eastern Block.

The legacy of these post-war processes was a depopulated city centre and overcrowded suburbs. The city was characterised by long distances and was cut by roads that divided it rather than connected it. These issues made Gdańsk difficult to manage and maintain.

#### The shift to participatory urban planning

Fortunately, bottom-up efforts of local activists began to identify the root causes of these urban challenges. These self-organising groups have been recognised by the city authorities and invited to participate on spatial recovery efforts. This has resulted in the formation of official stakeholder groups at the neighbourhood level and increase of power handed to the district councils.

An extra result of these efforts was the creation of the Gdańsk Project Workshops (Gdańskie Warsztaty Projektowe, or GWP) as an officially recognised tool for creating design guidelines for urban planning and investment.

#### Gdańsk Project Workshops (GWP)

The Gdańsk Project Workshops, organised by the Office of the City Architect, represent an innovative approach to planning and cityscape design. These workshops are inclusive and open to all interested parties, including residents, specialists and non-specialists in urban planning and architecture, investors, scientific community, local government officials, Non-Government Organisations.

The workshops are particularly effective in situations where there are conflicting visions or interests regarding urban development. By involving diverse stakeholders in the planning process, the GWP promotes collaborative solutions to complex urban challenges.

The process of the workshops lasts between 3 months and 2 years, and typically includes 5 meetings: introduction, three workshops and a conclusion with recommendations for future planning.

About 10 projects have already been implemented using this method.



## Criteria for high-quality architecture and built environment:

- ✓ Each workshop process enhances the urban environment using the available human, architectural, natural and cultural resources while managing the limitations and dysfunctions of the space.
- ✓ The expertise and partners mobilised in the design workshops method is tailor made for each topic, area, and issue. They have involved urban planners, sociologists, architects, historians, engineers, economists, educators, IT specialists, media and PR experts
- ✓ The design workshops have strongly contributed to trust building between the city administration and the community. They resulted in an increased sense of agency in policy-making and shared responsibility for the effects of its implementation on the city's physical, environmental, and social space.
- ✓ Participants to the design workshops all have an emotional connection to the place under transformation. The workshops contribute to the aesthetic education of participants who then feel responsible for the applied solutions and act as ambassadors of their quality and appropriateness.

## Peer-learning visit outline

The peer-learning visit to Gdańsk will focus on the methods developed through the Gdańsk Design Workshops. As part of the visit, participants will learn about the history of local participatory design, which started with pioneering efforts from local NGOs, as well as key projects already executed by the Office of the City Architect under the GPW brand.

The staff from the City Architect's Office will be supported by representatives from these NGOs, as well as other colleagues from municipal institutions including planning, culture, greenery and road management.

Participants will have the opportunity to explore several areas in Gdańsk that are currently undergoing significant transformation and those that await them in the near future:

Długie Ogrody

Dolne Miasto

Podwale Przedmiejskie

Młode Miasto

several problematic nodal points of the Grunwaldzka Avenue Strip.

During the site visits, participants will learn about the results of the public consultations and open workshops that have taken place.

As part of the peer-learning visit, participants will also take part in an arranged workshop session dedicated to one of the areas visited. The session will use the typical tools and methodologies of the



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Gdansk Design Workshops, allowing participants to experience how these workshop taken place in a real scenario. The workshop outcomes will then be discussed in a concluding discussion, where participants can share their insights and reflection.



[Read the related Living Spaces good practice.](#)

#### **Strengths:**

- GWP involves programming, planning, and designing a city with the involvement of all its stakeholders and beneficiaries. Our developed method allows for a vernacular approach to spatial and social issues. Co-designing simultaneously involves co-deciding on spatial changes in the city and consequently taking responsibility for the common good of neighborhoods, public spaces, the environment, climate, and the planet. Every participatory process we undertake reinforces our belief that the GWP method is effective, appropriate, and efficient.
- In the context of Polish cities like Gdańsk, weaknesses in maintaining and conserving high-quality urban environments and architecture are evident. The absence of imposed and enforced methods, standards, and metrics for maintenance and sustainability, possibly supported through EU funding, results in a decline in the quality of built spaces and the depreciation of architectural substance. The consequences of inadequate maintenance and care include a decrease in the quality of spaces and a lower level of user acceptance.



# Peer-learning visit team and speakers

## Your hosts

### Living Spaces team

#### Iris Gleichmann, Living Spaces expert



Iris Gleichmann has more than 25 years of experience in architecture and urban management, cultural heritage and city rehabilitation, in teaching urban planning and urban development in Germany, Ukraine and further countries, in conceptual and implementation support of development cooperation projects with Deutsche Gesellschaft für Internationale Zusammenarbeit (GIZ) and other Institutions. She works as consultant to municipalities, NGOs and international organisations, focusing on integrated urban management, urban environment and climate proof, participatory processes and cultural heritage revitalization.

#### Clémentine Daubeuf, Living Spaces project coordinator, Eurocities



Clémentine Daubeuf is a culture and creative sectors specialist with professional experience in research, consultancy, event, and project management. She has been working with culture and creative stakeholders at European level since 2014, facilitating events and workshops, moderating panels, and roundtables, engaging audiences with project outputs as part of dissemination activities. As a researcher, she contributed to studies and projects at the crossroads of culture, innovation, science, economy, and society as well as international cultural relations and artistic mobility. [LinkedIn](#)

#### Ermioni Chatzimichail, Living Spaces project officer, Eurocities



Ermioni Chatzimichail is an urban planner with a focus on sustainability and experience in research and project management. She has been supporting Eurocities ongoing project work in the areas of culture, climate change and environment. She has experience with data collection, analysis, good-practice case studies as well as event and workshop organisation. [LinkedIn](#)



**Jutta Kastner, Policy Officer, European Commission Directorate-General for Education, Youth, Sport and Culture Unit D.2 – Creative Europe**



Jutta Kastner coordinates efforts in promoting high-quality living environment for everyone towards a shared culture of architecture in Europe as part of her role as Policy officer in the European Commission. Notably, she oversees the European Prize for Contemporary Architecture / Mies van der Rohe Award highlighting outstanding works of architecture and best practices in Europe and the initiative Living Spaces - Cities and regions shaping the built environment for everyone. She has a large expertise in EU policies and funding programmes like Horizon, Erasmus+, and Creative Europe. Her contributions extend to environmental sustainability in the cultural and creative sectors, exemplified by her leadership in the study on How Creative Europe aims to go green. [LinkedIn](#)



Iwona Łopacińska

**The speakers and the local team**



Piotr Grzelak – graduate in Social Sciences and Economics, Deputy Mayor of Gdańsk for Sustainable Development. Previously member of the City Council, vice-chairman of the Commission for Development and Environmental Protection. Vice-President of the Union of Baltic Cities, President of the Polish Union of Active Mobility and Chairman of the Regional Commission for Urban Planning.

Deputy Mayor of the City of Gdańsk



Prof. Piotr Lorens – Head of the Department of Urban and Regional Planning at the Faculty of Architecture, Gdansk University of Technology. City Architect of Gdańsk since 2021. Actively involved in the works of scientific and professional associations, including the Polish Academy of Sciences, ISOCARP and ICOMOS. Engaged in various projects primarily related to urban renewal.

BAM  
Biuro Architekta Miasta  
(City Architect Office)



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Barbara Tusk – deputy director of GZDiZ responsible for the development of public space. Architect and urban planner, interested in the impact of urban planning on social behavior and the reurbanization and revitalization of degraded areas, including post-industrial grounds and neglected greenery.

GZDiZ  
(Gdansk Road and Greenery management)



Prof. Mariusz Czepczyński – cultural geographer and scholar, lecturer at the universities of Gdańsk and Rome. His research focuses on cultural landscapes, transformation of post-socialist cities, cultural heritage, public spaces, as well as the semiotics of space, governance and place-making processes.

Uniwersytet Gdański  
(University of Gdańsk, Faculty of Social Sciences Department of Spatial Economy)



Jarosław Zulewski – MSc in computer science, with experience in book, map and web design. Involved in preparation of exhibitions and competitions organized by the city. Supervisor of the creation of a large-scale model of the historic centre of Gdańsk at IKM scheduled for visit on Friday.

BAM  
Biuro Architekta Miasta  
(City Architect Office)



Wojciech Chmielewski – architectural historian and master of fine arts with experience in both architectural and historical research, and design, including, above all, reconstruction, conservation and adaptation of historic structures and interiors. Involved in a number of educational initiatives and civic activism.

BAM  
Biuro Architekta Miasta  
(City Architect Office)



Grzegorz Sobczyk – MA in art history, postgraduate in geographic information systems (GIS), appointed Specialist in Protection of Cultural Heritage with 13 years of experience in conservation of monuments in Poland and abroad, including renovation technology and historical research.

BAM  
Biuro Architekta Miasta  
(City Architect Office)



Dr. Paulina Borysewicz – engineer and master of fine arts, architect, researcher, winner of several competitions in design and science. Contributor to numerous projects of interactive exhibitions including the Hevelianum science centre, Coordinator of participatory design projects at the City Architect Office.

BAM  
Biuro Architekta Miasta  
(City Architect Office)







Dr. Magdalena Staręga – art historian and museologist, researcher of 19th century architecture. Participant in numerous Polish and German research programs. Since 2011 working at the ECS, where she participated in the creation of the permanent exhibition. Primarily engaged in studying the cultural heritage of the Gdansk Shipyard.

ECS  
(European Solidarity Centre)



Paweł Mrozek – architect and urban planner. Urban activist. Co-founder and vice-head of FRAG, co-founder of Piesza Polska (Pedestrian Poland). His activities focus on participatory planning, interventions in public space and on satirical criticism of pathologies of urban planning and cityscape design.

FRAG  
(Gdansk Agglomeration Development Forum)



Dr. Piotr Czyż – Founder and head of ‘City Initiative’, architect and philosopher, academic teacher. Engaged in the social role of architecture and the cultural background of modernism and postmodernism. Contributor, consultant and participant in numerous urban initiatives, home and away.

Inicjatywa Miasto  
(City Initiative association)



Iga Perzyna – Vice-head of ‘City Initiative’ a pioneering participatory planning-oriented NGO. Architectural historian engaged in projects on the borderline of cultural heritage and urban planning, with research focus on the impact of the past on the cityscape and its inhabitants. Associate of African Architecture Matters org.

Inicjatywa Miasto  
(City Initiative association)



Przemysław Kluz – Sociologist, conductor of community consultations and mediations, since 2009 associated with GFIS, manager of the Neighborhood House in Orunia, author and publisher. Engaged in revitalization projects aimed at positive social and architectural change, involving the locals, especially the youth.

GFIS  
(Gdansk Foundation for Social Innovations)



Dr. Anna Fikus-Wójcik – Architect and urban planner, associated with BRG for 16 years, manager of the Public Spaces and Landscape Team. Co-author of development plans, and urban policies: Gdańsk Green Policy and Gdańsk Water Policy. Co-leader of the Gdańsk Local Spaces (GPL) project aimed at the improvement of the quality of public spaces in neighborhoods.

BRG  
(Gdańsk Development Office)






## HOW TO MAKE THE MOST OF THE PEER-LEARNING VISIT

We want all participants to feel that they can help other participants and that they can all coach each other through:

- transfer of knowledge and experiences through reflective approaches, leading to better organisation, decision making, implementation, better vision, and planning
- jointly seeking and inspiring new local approaches.

Please keep in mind 3 essential points:

- Peer-learning visits are not beauty contests: they are honest exchanges, highlighting successes but also challenges and issues faced by the host.
- We are here to learn together and from each other.
- There are no stupid questions - so don't hesitate to ask!

### Co-learning: help cities share and learn from each other

#### Guiding questions for participants during presentations

While you are being presented different good practices and innovations from the host city, make sure to keep the following questions in mind for your individual reflection:

- Is your city facing similar challenges?
- Are there common elements between the host's approach and existing projects in your city?  
Can similar assets be activated in your city?
- What improvements could the host's innovative approach introduce in your local context?
- What barriers or risks could a potential replication of the model face in your city?
- What can you learn from this model to take back to your city?

You can also keep on a post-it nearby your most pressing need or the question you really want to have answers to as a reminder and a check-up throughout the visit.



## How to ask better questions?

During the Q&A sessions with host's stakeholders and presenters, you will have many burning questions. Before you take the floor, take a moment to reflect on your question and make sure it addresses one or more of the following aspects:

- The model: product, services, activities of the presented good practice
- The processes: delivery, governance, funding model, policy, and regulation, etc.
- People: cultural considerations, values & mindsets, belief systems.

## Would it work in your city? Exploring replicability

During the peer-learning sessions and reflection time individually or in groups, you can use the three questions below as a guide.

- Which elements of the practice would be useful to implement in my city / region? Which elements are the most transferrable? (what can you take home from the presented practice(s))
- What would be challenging in implementing the practice in my city/region and how to overcome these by adapting the practice to my context? What are the potential barriers and risks to implementing this model? How could they be mitigated? (Challenges, adaptations)
- Which elements are essential to achieve the expected impact in different contexts? (Success factors)

Do not hesitate to rephrase and summarise your 2-3 key learning points.

## At the very end, what will you remember?

Write down on two post-its:

- What have you learnt from this visit?
- Which elements would you be willing to transfer to your city?



## AFTER THE VISIT

### Reimbursement procedure

Reimbursement will be based on Unit Travel Costs determined by the European Commission Decision C(2021)35. The unit cost to be paid will depend on the distance between the place of departure and the place of arrival. This [rail and flight calculator](#) will be used to calculate the unit cost.

**Before and during the visit**, ask for and keep all proof of expenses paid:

- Train, flight bookings and invoices
- Your flight boarding passes (for electronic boarding passes, save them or make a print screen) and/or train tickets

**After the visit**, fill in the peer-learning feedback form (see below) and expense claim form with your place of departure and place of arrival. If you have to present your personal expenses to your region/city first, the region/city will reimburse you according to its ordinary procedure and will later have to claim cost to *Living Spaces* using the expenses claim form provided.

- Attach all your scanned versions of your invoices (including boarding passes and all proofs of expenses paid) to the form. Do not forget to indicate your IBAN and BIC/Swift code and to sign your expense claim form.
- Send an electronic copy of the form + invoices + receipts by email to: [clementine.daubeuf@eurocities.eu](mailto:clementine.daubeuf@eurocities.eu) and cc [ermioni.chatzimichail@eurocities.eu](mailto:ermioni.chatzimichail@eurocities.eu) for validation (within the 10-15 days after the peer-learning visit) together with your report.

The payment will take place in a maximum of 4 weeks after validation of the electronic version of the form and upon receipt of the original documents.

### Feedback form

The online feedback form can be accessed from here:

<https://ec.europa.eu/eusurvey/runner/LivingSpaces-feedback-form>

Thank you for your feedback!



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<https://culture.ec.europa.eu/cultural-and-creative-sectors/architecture/living-spaces>

# CONTACTS

Questions related to Living Spaces, travels, and hotel bookings:

- Clémentine Daubeuf, Eurocities: [clementine.daubeuf@eurocities.eu](mailto:clementine.daubeuf@eurocities.eu) / Landline phone: +32 2552 08 48, mobile: +32 483 720 226
- Ermioni Chatzimichail, Eurocities: [ermioni.chatzimichail@eurocities.eu](mailto:ermioni.chatzimichail@eurocities.eu) / Landline phone: +32 2 204 36 02, mobile: +30 698 696 1335
- **Contacts - local team**

Questions related to meeting points, directions, social activities and catering in Gdansk:

- **Hotel Wolne Miasto** ([Świętego Ducha 2](#)) – ca. 500 m from the the Central Station – Gdańsk Główny. The hotel is right at the back of the Theatre. Between two major squares: Targ Węglowy and Targ Drzewny (Coal and Wood Markets).
- **The main venue is [Długi Targ \(Long Market\) no. 39/40](#)**. (AKA former seat of IKM). Literally next to the historic Town Hall and Artus Court (seats of the Gdańsk Museum). The building is signposted “Urząd Miejski w Gdańsku”. A walkable distance from the hotel, ca. 500 m.
- Łąka Bar – social dinner on Day 1 (Wednesday) - [Łąkowa 35/38](#).
- Motława – social dinner on Day 2 (Thursday) - [Stara Stocznia 2/1](#).
- NOMUS – additional venue (shipyard grounds) on Day 2 (Thursday) - [Stefana Jaracza 14](#).
- IKM – additional venue on Day 3 (Friday) – [Targ Rakowy 11](#).
- Note: Roadworks are underway at several key points in the historic center. This includes the area of the Central Station, Dlugi Targ and the Waterfront on the Motława River.
- The shipyard grounds, Wrzeszcz (GDM) and Oliwa districts will be reached by our exclusive bus.

For any questions regarding the visits either before or during please contact us!

[Consult our project website](#) for more information about Living Spaces.

Join the [Living Spaces LinkedIn group](#) to keep in touch with other participants and for Living Spaces updates!

Share your experience of the peer-learning visit on social media with #LivingSpacesEU

#CreativeEurope tagging Creative Europe ([Facebook](#), [Instagram](#), [X](#)); Eurocities ([Instagram](#), [LinkedIn](#), [X](#)) and the Architects Council of Europe ([Facebook](#), [LinkedIn](#), [X](#)).



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# ANNEXES

## 1. Four criteria for high-quality architecture and built environment in Living Spaces

Based on the Davos process and the [Member States Experts' group report](#), the European Commission has identified the following topics to be taken into account for the peer-learning activities with a focus on ways how they are addressed in actual decision-making and planning processes, investment plans, financial measures and procurement processes.

- **Context - no 'one size fits all'**

*Key words: place-based solutions, climate, history, landscape, people, economy*

A place-based approach is an essential to ensure quality in the built environment. When creating or altering buildings or spaces, one should ensure that the result will fit well into the existing built, natural, and social environment. As stated in the Davos Baukultur Quality System, one of the key questions is: does the place dialogue with the surrounding open landscape, urban grain, colour, and materiality?

Context encompasses:

- geographic: taking the climate of the area into account; using regional and traditional material, colours, and resources; considering the historical context, its coherence and identity; preserving the local heritage; considering the natural and built environment when commissioning contemporary creation.
- social: considering the population and its specific needs; providing easy access to infrastructures and efficient public transport.
- economic: planning for uses that match local needs; ensuring that areas dedicated to business are accessible by public transport and provide catering and leisure activities.

- **Diversity - connecting people through the built environment**

*Key words: inclusion, gender, interaction, demography, accessibility*

'High-quality Baukultur ensures diversity by conceiving barrier-free and gender-equitable places – taking into account the needs of children and young people equally – to be able to contribute to social diversity and inclusion for all' (Davos Baukultur Quality System).

Well-designed places encourage people to connect, resulting in communities with a high level of interaction, and more inclusive and cohesive societies.

Planning for all means taking demographics into account: ensuring that senior citizens, child, women, and people with disability have easy access to buildings and spaces and can enjoy them without constraints (adapted public furniture, footpaths, etc.). It also means creating places where people from various age groups, genders, social and ethnic origins, and abilities can live and work.

Public spaces play a key role: they should be well-designed, barrier-free, and safe.

Planning for all also means listening to people's needs and wishes. This can be done through participatory governance.

- **Sense of place - focus on spatial coherence**

*Key words: place attachment, identity, belonging, meaning, heritage*

Sense of place in relation to Baukultur describes the relationship between people and their spatial settings, including concepts such as place attachment, place identity and place dependence.

People perceive the same city or area in different ways. However, they usually recognise common features (built environment or not) that they associate to it: a main square where festivals take place in the summer; a tower that you cannot miss in the landscape; a café that is part of the local heritage... Such elements foster authentic human attachment and belonging and give a special meaning to places.

Local cultural heritage, both tangible and intangible, plays a key role in the sense of a place and we should enhance and maintain them. Sense of place can be particularly present in regions that have a strong identity, local culture and language.

Creating or maintaining a sense of place is a guiding principle in designing liveable and high-quality built environments. Quality places can create and sustain a sense of place and to strengthen identities and engender civic pride.

- **Beauty - aesthetic, spatial and emotional impacts**

*Key words: emotions, value, quality, well-being, sustainability*

Beauty as understood in Baukultur means that a place or landscape has a highly positive aesthetic, spatial and emotional impact on the person looking at it or living there. A 'beautiful' place provides a perceptual experience of pleasure or satisfaction, leading to feelings of attraction and emotional well-being.

Beauty should always be connected to quality, ethics, and sustainability.





## 2. Living Spaces peer-learning visits Code of Conduct

*Living Spaces* values respect, dignity, equality, accessibility, inclusiveness, intercultural exchange, multilingualism, and sustainability. With this Code of Conduct, the project is committed to maintain a culture based on respect, dignity, and equality to ensure full access and participation, reflecting the basic right of everyone to be heard, and reaffirms its zero-tolerance policy towards any kind of discrimination or threatening behaviour.

This Code of Conduct outlines a set of norms, rules and responsibilities that apply to any individual present at the Living Spaces peer-learning visits and for their whole duration.

This Code of Conduct applies to formal, informal, and one-to-one- settings. A formal setting is any part of the working programme of the peer learning visits. Informal settings include any moment surrounding the working programme, including but not limited to social events and online communication, both on and off the premises of the peer learning visits.

**Participation in a *Living Spaces* peer-learning visit constitutes formal acceptance of and adherence to this Code of Conduct.**

### Acting in accordance with the Code of Conduct

#### Be respectful and welcoming to all:

- Treat all participants with courtesy and respect, recognizing the diversity of backgrounds, nationalities, genders, disabilities, languages, cultures, experiences, and perspectives.
- Peer-learning visits are safe and accessible spaces. Any use of abusive, discriminatory, and racist language, any misbehaviour or harassment of any kind towards another participant, a member of the project team or the host, will not be tolerated. This includes offensive comments related, but not limited, to:
  - age
  - gender identity and sex
  - sexual orientation
  - race including colour, nationality, ethnic or national origin
  - religion, belief, faith, or non-belief
  - ability, disability, or impairment
  - physical appearance
  - educational background
  - socio-economic background
  - political convictions
  - belonging to a political party
  - organisational backgrounds
- Refrain from communicating or acting in a way that promotes a particular political party or candidate; that is offensive, incites violence against and/or harassment towards other people; that provides pornographic content or links to pornographic material or websites; that promotes or facilitates illegal activities; that is illegal, hateful, or deliberately false or misleading. This applies both in person and online, including via messages on t-shirts, bags, etc., or on social media channels.
- Providing feedback and critique is encouraged but only in a constructive manner, focusing on ideas and solutions in a respectful way and not on personal attributes.



- Not engage in any behaviour or language that may perpetuate oppression, for example being racist, ageist, sexist, transphobic, homophobic, ableist, classist, sizeist, or any bigoted behaviour.

#### **Active listening:**

- Practice active listening, giving full attention to speakers and valuing the contributions of all participants.

#### **Diversity and inclusion:**

- Embrace and celebrate diversity. Foster an inclusive environment that welcomes participants of all backgrounds and experiences.
- Respect people's opinions, beliefs, differing states of being, and differing points of view.
- Be responsible for your own actions. Be aware that your actions do have an effect on others.
- If someone is upset or offended by your actions, you need to take personal responsibility for this, regardless of whether the harm was intended.

#### **Respect boundaries:**

- Respect people's physical and emotional boundaries.
- Always get explicit verbal consent before touching someone or crossing personal boundaries.

#### **Professionalism:**

- Conduct yourself in a professional manner, acknowledging the importance of the topics discussed and the professional setting of the event.

#### **Timeliness:**

- Adhere to the schedule to ensure the smooth flow of the peer learning visit. Always arrive on time and actively participate in all sessions and activities.

#### **Adherence to agenda:**

- Follow the agenda and contribute to the achievement of the event's objectives.

#### **Collaboration expectations:**

- Actively participate in collaborative activities, sharing knowledge, experiences, and resources for the benefit of all participants.

#### **Conflict resolution process:**



- Report conflicts or issues promptly to designated facilitators or representatives from the *Living Spaces* consortium. Engage in conflict resolution processes with an open mind and a commitment to finding constructive solutions.

#### **Compliance with local laws:**

- Abide by local laws and regulations during the peer-learning visit. Report any legal concerns promptly to organisers.

By participating in a *Living Spaces* peer-learning visit, you agree to uphold this Code of Conduct and contribute to the creation of a positive and collaborative learning environment.

The *Living Spaces* peer-learning visits are inclusive of every individual. If you feel that you cannot abide by the Code of Conduct, you should not participate in a peer-learning visit. Individuals who disregard or continually behave in ways that contravene the Code of Conduct will be challenged about their behaviour and will be asked to leave the peer-learning visit without entitlement to any refund travel expenses or reimbursement costs. Any individual or group engaging in violence (including verbal violence or harassment) will be immediately excluded from the visit and will not be entitled to any refund.

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