



Essentials of placemaking

Report from the kick-off meeting | Amsterdam, March 2023

Participants Cities

Organised by:



In partnership with:













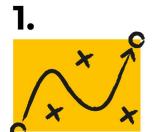




- 1. Public space is the backbone of urban development
- 2. A great public space is 3D
- 3. Consider the Maslow pyramid, fulfill more than basic needs
- 4. Public space includes hardware, software and orgware
- 5. Great public spaces are incomplete, open to co-creation



Strategies with placemaking at their heart



From tactical To strategic



Create the conditions



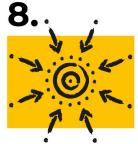
3D: Demands, Data, Dreams



Innovate from inside



The city for whom?



Reconcile Centrality & Proximity





Make change visible



Engagement strategy is development strategy

5. 200,111

Join wider alliances

10.



Locals first, visitors will follow

An Inclusive Process with the Community



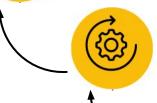
Identify the place and the community



2. Evaluate the space & identify issues



3. Set a Shared Place Vision



Test short-term experiments



5. On-going reevaluation & long-term improvements

Tools for Placemaking

The Place Game



The Spiel Mobile



Street art



Pop-Up Cafe

placemaking-europe.eu/toolbox



15' City Mapping



Plant and Seed Swap Market

Layers of Placemaking







Layers of Placemaking



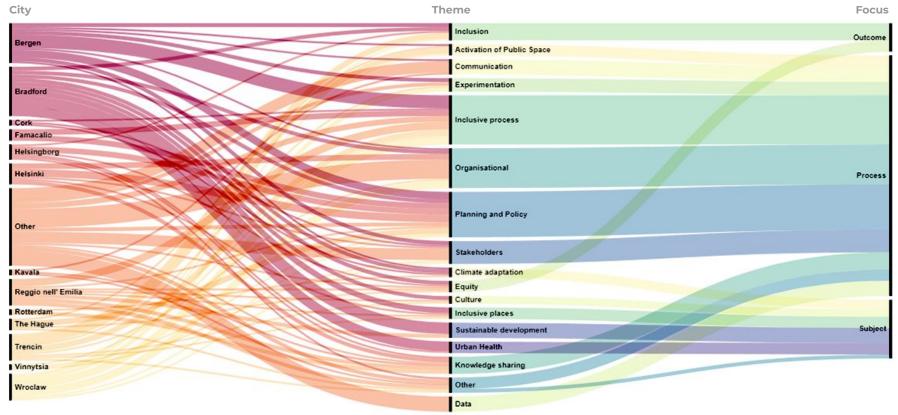




Current state of placemaking in participant cities



Common challenges & themes for future learning



Next Steps

'23 challenges



One-on-one

June 26th to 28th, to discuss the **Placemaking Challenges!**



Thank you for being with us!

See you at the next Cities in Placemaking session in Bergen!