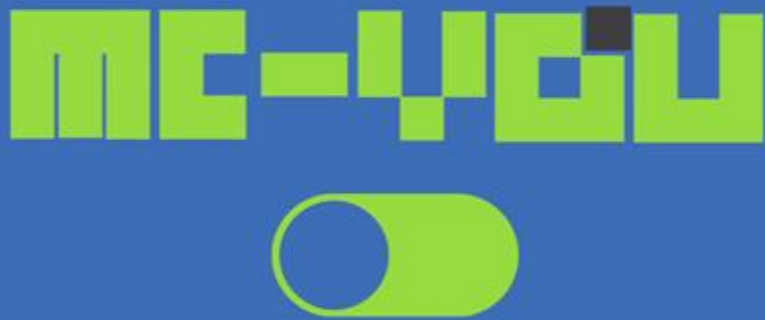




Minecrafting Resilient Cities: Innovative Youth-led Policy Process for Sustainable Europe

Erasmus+ Project no: 101134512



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Why Minecraft?

- Large number of users in the audience of children and young people
- Unlimited creativity and freedom
- The platform is adaptable to the fields of involvement of natural sciences, urban sciences, arts, etc.

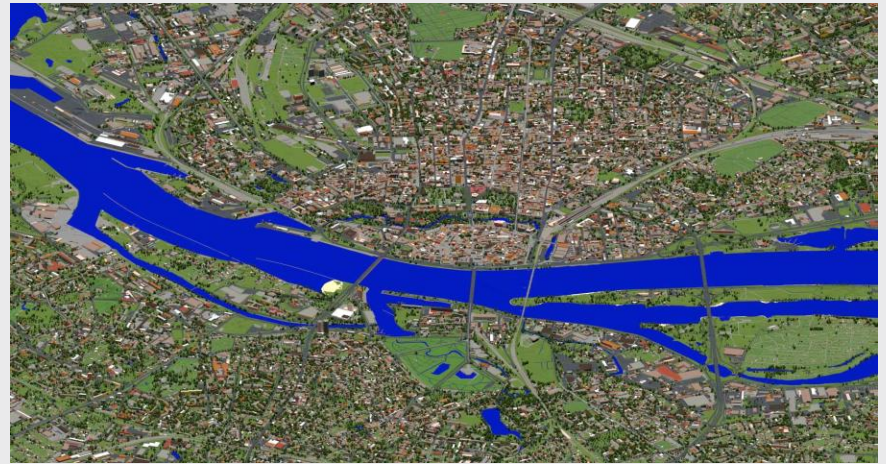


Previous activities

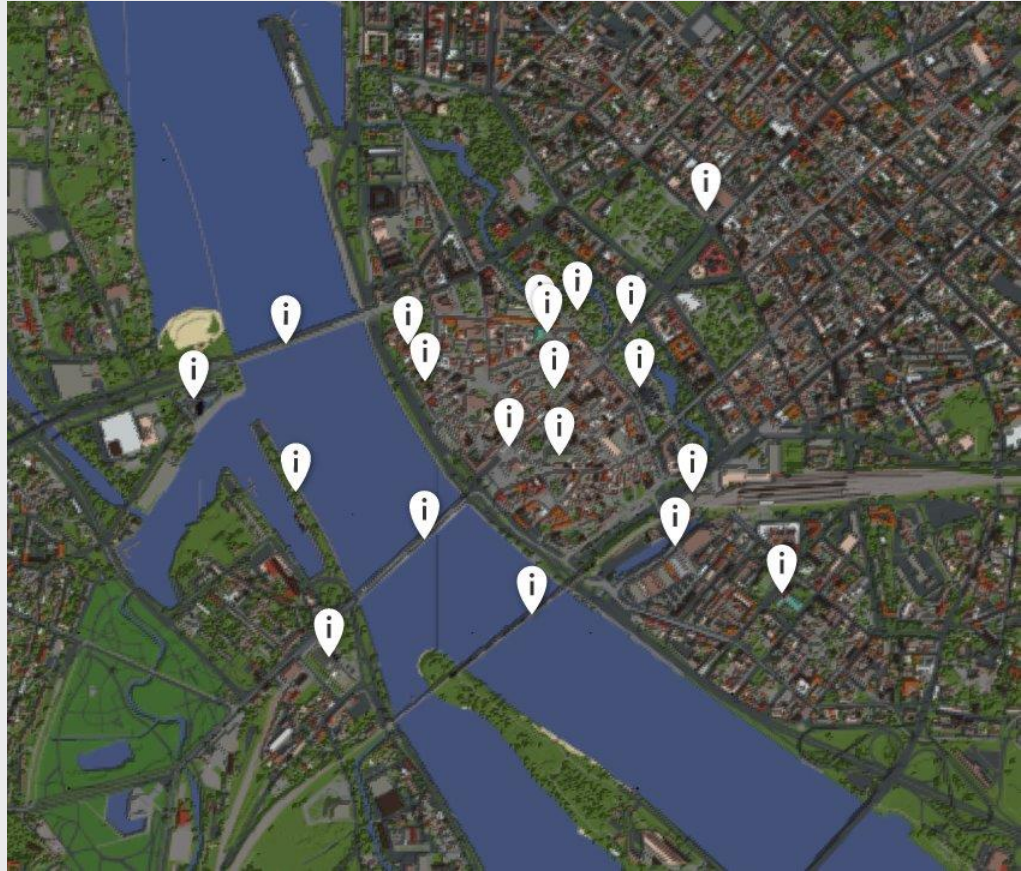
- UrbCultural Planning (2019-2020) Bolderājā
- Riga Construction Championship (2020-2021)



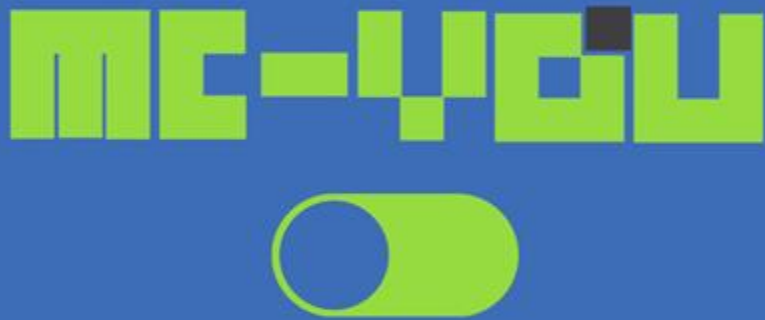
UrbCultural Planning (2019-2020) Bolderājā



Riga Construction Championship (2020-2021)





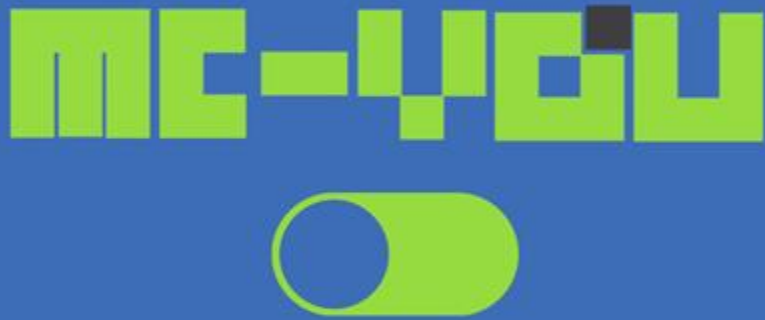


Minecrafting Resilient Cities: Innovative Youth-led Policy Process for Sustainable Europe

Erasmus+ Project no: 101134512



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



- 7 partners (Belgium, Poland, Portugal, Latvia, Bulgaria, Germany, Italy)
- 3 pilot cities – Riga, Faro (Portugal), Sandanski (Bulgaria)
- Period: 12.2023–12.2025.
- EU budget: EUR 400 000
- Riga total budget: 48 675 EUR



Objectives of MC-YOU

The "selfish" goal:

to involve youth in the development of sustainable places «at the next level" -

*not as participants, but as partners –
«what you create yourself, will not spoil it»*

1. Develop children's digital skills!

2. Let kids get involved and learn to get involved!

3. Teach municipalities how to better engage children!

Main topics

- Sustainability
- Resilience
- Participation
- Cities for people
- Gamification



The main tool

MC-YOU toolkit
for Resilient Cities



Other tools

1. MC-WEB - project website

2. MC-METRE – platform for surveys

3. MC-Inventory – inventory forms for visioned places



Activities that took place

- (09.2024) Seminars for policymakers and educators
- (10.2024) Selection of and visits to visioned locations
- (11.-12.2024) Pupil training on the main topics of the project
- (12.2024) Educator Minecraft Education Training

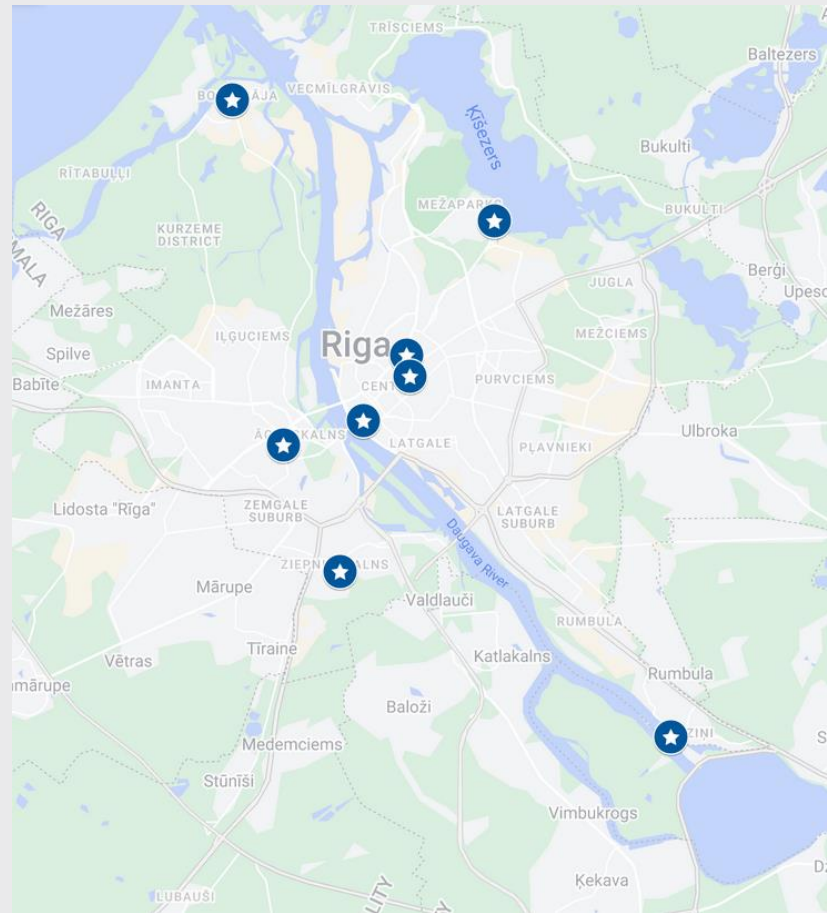


Activities that took place

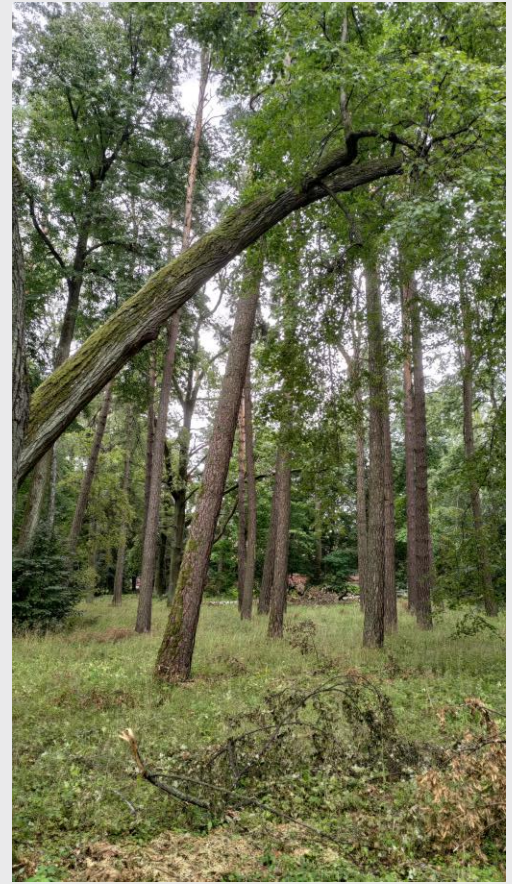
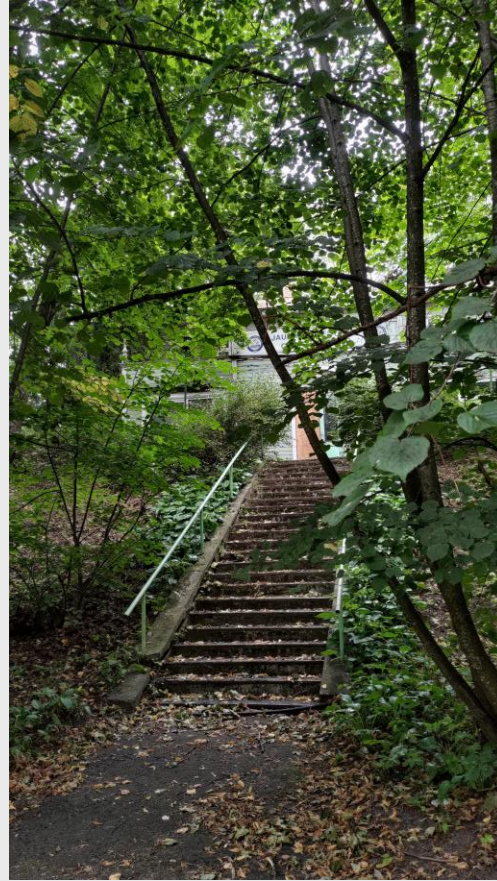
- (01.-02.2025) «Agoras» or «Dates with the city»: public consultations-lectures
- (02.-04.2025) Visioning and applying
- (04.-05.2025) Evaluation and preparation of finalists
- (06.2025) «Children and youth engagement conference» and announcement of the winner!

Visioned locations

- At least 5 places open to the public in Riga
- Aligned with the municipality's vision/strategy/goals/priorities/activities
- Where possible, relevant to youth policies/audience



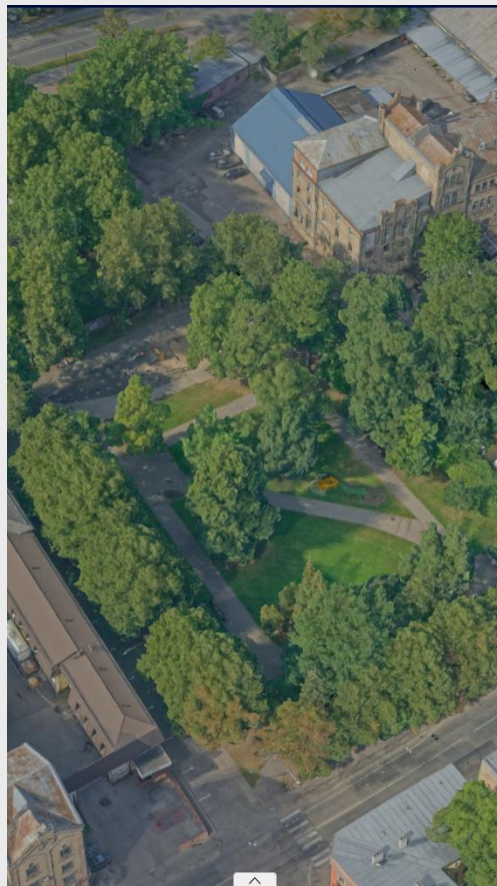
«Sun garden»



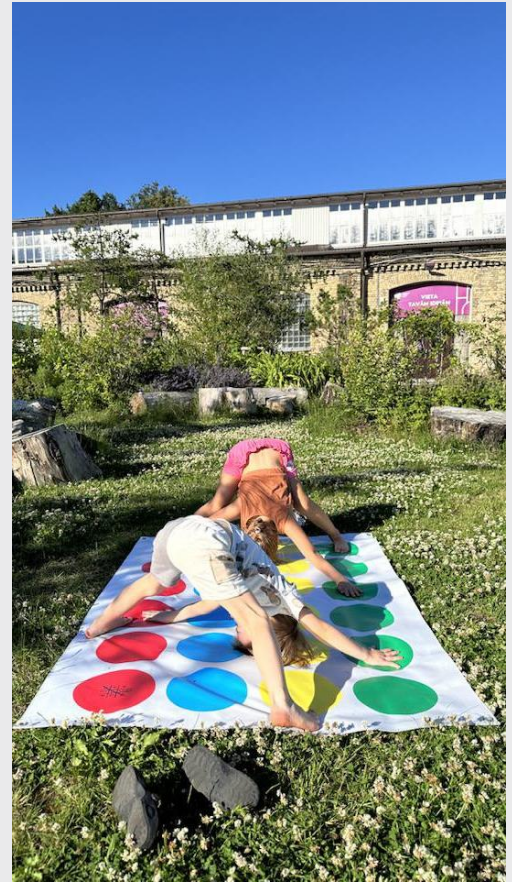
Bolderāja library backyards



Briāna/ Palīdzības Street Square



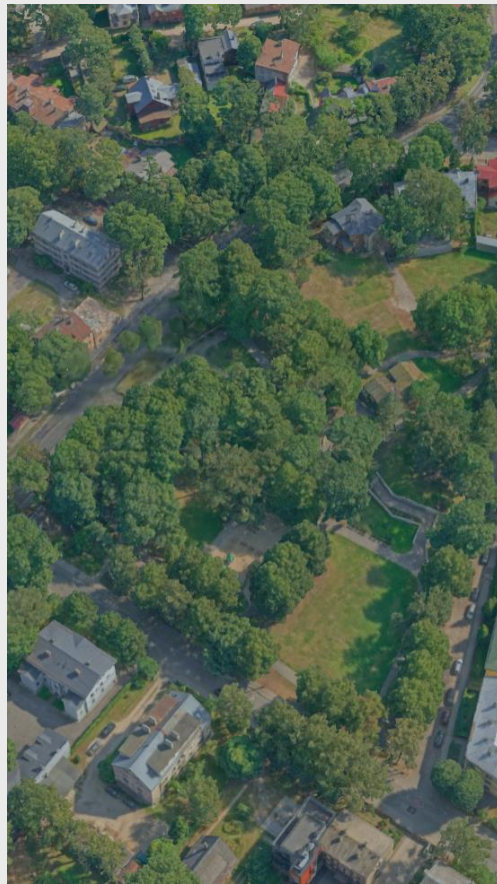
Vidzeme market



Frontyard of the Third Gymnasium



«Youth garden»



Ēbelmuiža park



Zirņu island



Results

- 100+ children, 12+ teachers, 10+ schools participated in the training,
- Visions were submitted by 10 teams (54 children) from 7 schools
- Finalists: 3 teams



Engagement Conference

- 74 participants
- Finalists – Annas 2 (Briāna/Palīdzības street square), LATREIA/BMMS (Bolderāja Library backyard)
- Winners go to Brussels!



Winners:
Annas 2
(Briāna/
Palīdzības
street
Square)



Meeting with municipality

- Vision presented to politicians, city specialists, residents
- Almost all ideas - implemented!
- Briāna/Palīdzības street square revitalisation plan developed for 1,3 and 5 years!

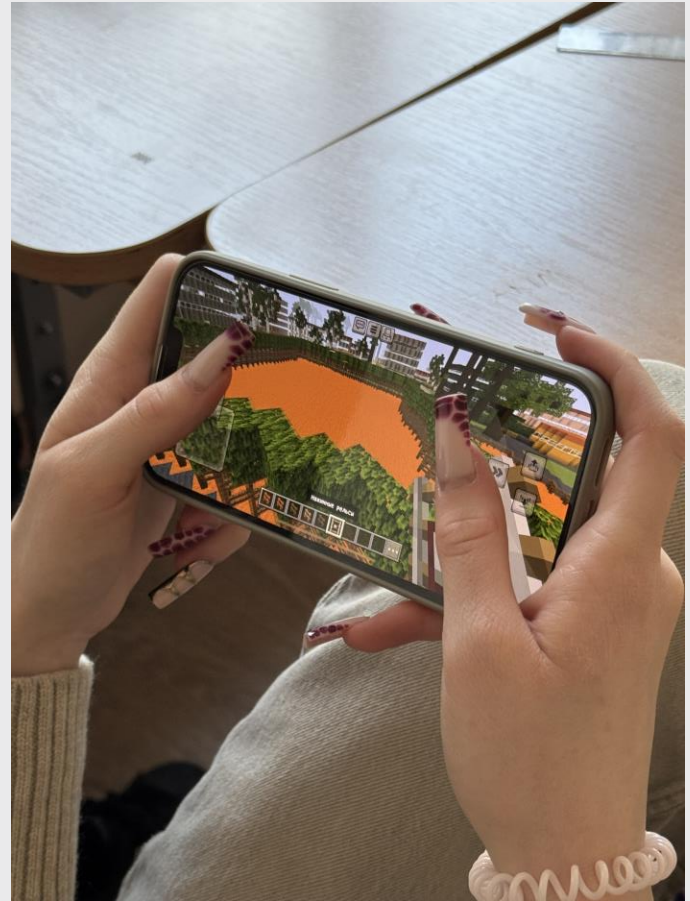


Final event in Brussels



Conclusions

- Peripheral schools need to be increasingly involved on a regular/long-term basis
- Short but intense is better than long and peaceful
- Pupils have the right to decision-making in the city





DIGITAL



EFFICIENCY
TIMELESSNESS



COMMUNITY AND
PARTICIPATION



RESILIENT AND
SUSTAINABLE URBAN
DEVELOPMENT

Let's keep playing and engaging!



Erasmus+ project no: 101134512

Riga, September 2025