

PLAN FOR GOOD.

1UPToronto 2018
Youth City Builders
Conference Report

April 2018





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ABOUT 1UPTORONTO



PLAN FOR GOOD.

1UPToronto is a youth conference that brings together secondary school students across Toronto to celebrate and incubate city-building ideas.

The 2018 conference theme “Plan For Good” highlights our drive towards social good in our city through the lens of art, design, technology and sustainability. Co-hosted by Urban Minds and RU A Planner, the conference took place on March 10, 2018 at Ryerson University Ted Rogers School of Management.

As the year-end celebration of the 1UP Youth City Builders Program, the conference featured our 1UP School Chapters’ projects, guest speakers, and the 1UP Design Jam, a student urban design competition.

This report will showcase ideas created by students at the 1UP Design Jam. We hope our youth participants’ creativity and thoughtfulness will be reflected in the projects they designed for, and that more youth will be educated and engaged in the city-building process.

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CONFERENCE SNAPSHOT

40

STUDENTS

15

HIGH SCHOOLS

4

SCHOOL CHAPTERS

2

CASE CHALLENGES

1

**1 UPTORONTO
CONFERENCE**





PARTICIPATING SCHOOLS

- A.Y. Jackson Secondary School*
- Birchmount Park Collegiate Institute
- Central Toronto Academy
- Dr. Norman Bethune Collegiate Institute
- Earl Haig Secondary School*
- École secondaire Étienne-Brûlé
- Glenforest Secondary School*
- Harbord Collegiate Institute
- Monarch Park Collegiate Institute
- Northern Secondary School
- Richmond Hill High School
- Turner Fenton Secondary School
- Unionville High School
- University of Toronto Schools
- York Mills Collegiate Institute*

*1UP School Chapters

CASE CHALLENGES

#1 Community Hub:
Scadding Court Community Centre

#2 Main Street:
Bloor & Dufferin

CONFERENCE VENUE

Ryerson University
Ted Rogers School of Management



1UP DESIGN JAM

The 1UP Design Jam is a 3-hour student design competition for real-life urban challenges in Toronto. Students at the conference were assigned into teams of four to tackle one of two case challenges provided by our Design Jam Partners. Each team was guided by facilitators and had access to a Design Jam Partner representative in the room available for consultation on the case challenge. Each team was tasked to choose and design for one of the two personas provided in the case challenge.

The desired outcomes of the 1UP Design Jam are:

- To develop greater empathy and curiosity in youth of current challenges in Toronto's communities
- To create imaginative youth-led solutions for our Partners to consider implementing or incorporating
- To apply a user-centered approach to solve real-world community challenges

The 1UP Design Jam follows the design thinking (or human-centred design) model which has five phases:

1. EMPATHIZE

Understand the place, people and problem

2. DEFINE

Identify a specific challenge to address within a greater issue

3. IDEATE

Brainstorm possible solutions

4. PROTOTYPE

Build a physical model of chosen solution

5. TEST

Test and improve solution

CASE CHALLENGE #1: COMMUNITY HUB

As Scadding Court Community Centre (SCCC) at Dundas and Bathurst grows beyond its capacity, the facility is planned to be torn down and rebuilt. Its lobby area needs to be redesigned to accommodate families, youth, newcomers and people who are experiencing housing vulnerability.

How might we create a welcoming experience at the SCCC lobby for all visitors?

PERSONAS



Persona A: Sam

- Sam is 29 years old. He is a street-involved youth in the Dundas and Bathurst area who faces the issue of housing vulnerability. Although Sam shares a home with parents, tensions and conflict in the family would force him to use the shelter near Queen St.
- When the shelter isn't open, Sam would stay inside the SCCC lobby to use the public computers. Sometimes, he would simply sit in the wellness nook. He suffers from mental illness and self-medicates with drugs.



Persona B: Maria

- Maria lives in the Atkinson Housing Co-op, just east of SCCC. She is a grandmother who helps her daughter and son-in-law take care of their two young children (ages 4 and 6) while they go to work.
- On a sunny day, she would take her grandkids to Alexandra Park to play. Otherwise, she'd take them to SCCC and wait in the lobby for the children's program. That's also where she meets and socializes with her neighbours and friends.

CASE CHALLENGE #1: COMMUNITY HUB



Team 1 | Persona: Maria

Team 1's vision is an interactive play station for the "8 and 80" - visitors of all ages and abilities. There will be a parents/caregivers area for visitors such as Maria for the ease of supervision. The Listening Booth is a private space with noise-cancelling headphones. The Zen Zone has floor cushions for seating. There will be programming such as Bingo nights. SCCC will become a "home away from home".



Team 2 | Persona: Sam 1st Place Winner

Team 2 proposes an accessible community garden and a glasshouse at the SCCC. The glass walls would allow sunlight to light up the space. There will be amenities such as public washrooms with showers, a nurse's office, a retreat area and a community kitchen.



Team 3 | Persona: Maria
2nd Place Winner

Team 3's design involves a modular system where walls and furniture are movable to allow for greater flexibility. It would create safe, separated spaces for visitors who are homeless. There will be traditional arts and craft classes for cultural learning. Laptops and tablets will replace the desktop computers currently in the SCCC lobby.



Team 4 | Persona: Maria

Team 4's idea is called the Friendship Project. It aims to help build a welcoming, loving, and kind community by creating an inclusive and safe space. There will be a play area which has coloured footprints and hopscotch, a quiet space to relax, and a social space with round tables and comfortable seating. There will be trivia games and board games.



Team 5 | Persona: Maria

Team 5 emphasizes the idea of creating a reason for at-risk youth like Sam to be there. They want to create a sense of home, and feelings of inclusivity and optimism. The space will be open and connected to nature. There will be a health centre, and a community garden to give youth an opportunity to learn different skills and earn income from selling their harvest.

CASE CHALLENGE #2: MAIN STREET

Capital Developments is building a new mixed-use community around a school near Bloor and Dufferin. They hope to create a retail street and public spaces that are family and youth-friendly.

How might we create an exciting experience for youth along the new main street?

PERSONAS



Persona A: Jasmine

- Jasmine lives in the Dufferin Grove neighbourhood. She is in gr. 11 and currently goes to Bloor Collegiate Institute (the existing school on site). She will be transferring school next year but still hangs out in the area with her friends.
- She's a young entrepreneur who's full of ideas, and she loves to meet new people and try new things. She's also community-minded, and would like to create a social enterprise start-up with other young people in the area.



Persona B: Carlos

- Carlos recently moved to Toronto with his parents as a newcomer family. Managing university lectures, language classes and a part-time job at the same time isn't easy, but he always tries to find some alone time just to relax.
- His part-time job is at a cafe in the Bloor-Dufferin area. Because of school, he usually works night shifts, and he would walk home when most stores are closed. He'd walk on streets where there are still people walking by and interesting things to look at.

CASE CHALLENGE #2: MAIN STREET



Team 6 | Persona: Carlos

Team 6 proposes to include lighting and seating to create space for resting and socializing, as well as reflective mirrors to add to the playfulness of the street. Solar panels and green spaces will contribute to the environmental sustainability of the project.



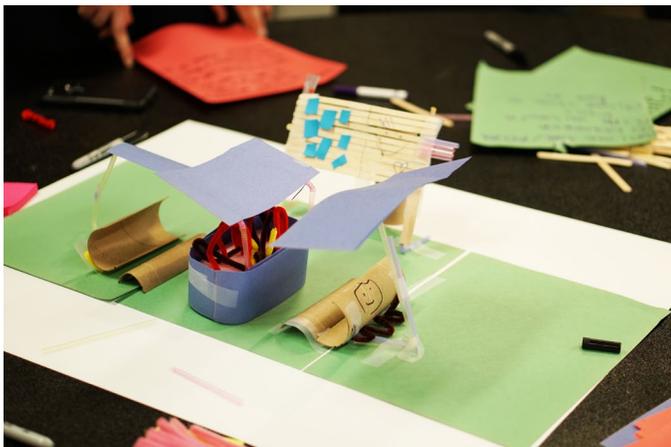
Team 7 | Persona: Carlos 1st Place Winner

Team 7 looked to best practices in the neighbourhood, such as Dufferin Grove Park, for inspiration to create an inclusive space. To improve food security, the space will include a food bank, a community kitchen and a public pizza oven. There will be art murals, ice sculptures and an open-air theatre where local artists can perform.



Team 8 | Persona: Carlos + Jasmine
2nd Place Winner

Team 8's design incorporates both social, lively spaces, and private spaces for those who want to unwind. The street will be lined with lights and trees, and wall murals in different languages. There will be a stage for multicultural performances, a tent for events such as silent disco, and a "Bubble Station" for kids to blow bubbles and seating for parents.



Team 9 | Persona: Carlos

Team 9 envisions a 24/7, all-season campfire as the focal point of the public space. There will be a water feature to help people cool down in the summer. Movable message boards will help community organizations spread the word about activities and events in the neighbourhood. There will also be seating and murals along the street.



Team 10 | Persona: Carlos

Team 10's focus is on lights and art to make the street more safe and attractive, especially at night. Light shows that have a different theme each month will attract visitors to this destination.



RECOMMENDATIONS

FOR DESIGN JAM PARTNERS

The 1UP Youth City Building Conference and particularly the 1UP Design Jam provided a platform for youth to participate in city building in a fun and creative way. The ideas that each student team proposed within such a short period of time demonstrated their level of thoughtfulness and consideration for the users.

We have summarized some key themes that are shared among the student teams' ideas. We hope that the Design Jam Partners would consider incorporating them in their projects.

COMMON THEMES

- **Inclusiveness and sense of belonging:** Many teams mentioned the need to create a space that would be inclusive and welcoming. Though they were designing for a public space, many participants wanted to instill a sense of home and belonging, especially for vulnerable users like Sam in Case Challenge #1.
- **Arts and culture:** Lights, music, performances and art murals that represent different cultures were common features of the students' ideas.
- **Events and programming:** Most teams' ideas incorporated various types of

programming, from silent disco nights to trivia games to art classes. Physical features, such as a public pizza oven and a Bubble Station were also designed to be interactive elements.

NEXT STEPS

After two annual youth conferences, we continue to find the format of the Design Jam to be highly effective in gathering creative and meaningful input from youth on specific projects. We recommend our Partners to continue using this format of youth engagement, particularly when the project is still at its early stages. Youth's ideas can inform the visioning process and the guiding principles.

We recognize that because of the limited timespan of the Design Jam at this conference, we only provided two personas for each case challenge, which might have limited the breadth of the youth's input. In a more targeted Design Jam for a specific project, we recommend including more personas that reflect the complex demographics of the community. A site visit of the project would also help youth better understand the context and visualize what would be possible in the space.



For more information about the
1UPToronto 2018 Youth City Building Conference,
visit: urbanminds.co/conference2018