

# TAYPlan Youth Camp 11 June 2015

## School Presentations February-March 2015

PAS

Dundee University

TAYPlan

[www.pas.org.uk](http://www.pas.org.uk)

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## Today's Presentation: Summary

- Introduction
- About planning
- About PAS
- About TAYplan
- TAYplan Youth Camp: 2014 & 2015
- Dundee Waterfront: Minecraft
- Questions
- What happens next?

## TAYPlan Schools Participating

- High School of Dundee
- Perth Grammar School
- Kinross High School
- Arbroath Academy
- Montrose Academy
- Grove Academy
- Waid Academy
- Perth High School
- St Pauls RC Academy

## Aims of 2015 TAYPlan Youth Camp

- Stimulate interest in **planning** as both an activity and a future profession
- Encourage young people to think differently about places they like: **“think like a planner/placemaker”**
- Helping young people understand how they can **influence** how their place should change
- Visions for **Dundee Waterfront**

## School Presentations: Outcomes

- Understanding of what **'planning'** is
- Knowledge of the **2014 Youth Camp**
- Focus of **2015 Youth Camp**
- **Minecraft** demonstration – applying minecraft as a professional 'real-world' creative design tool
- Encourage young people with an interest in minecraft to **attend the Youth Camp** – also those with an interest in planning, architecture, urban design, politics, place.

**What is 'Planning'?**

## Who is PAS?



PAS is an independent organisation that helps people in Scotland to understand and engage with the places they live in through advice, training, education and awareness raising, so that everyone has the power to create positive communities for the future.

Volunteer led - PAS services are delivered by a combination of associates, staff and a large volunteer network of more than 400 built environment professionals. Volunteering is at the heart of what we do.

**Advice Service** – PAS is the trusted body for anyone looking to understand the planning process and the places around them. We encourage active participation in planning and raise awareness in order to create positive change.

**Training** – PAS promotes education for all in the planning process, to encourage community engagement in creating positive places. With over 20 years of experience, the expertise of our staff and volunteers inspires and empowers people across Scotland.

**Influencing Place** – PAS inspires individuals to be aware of the planning process and their role within it, while raising civic awareness of the positive effect good planning can create for all.

**Education and Events** – PAS believes education and participation are key to enabling our communities to engage with the built places around them, and we support that process in schools and communities.





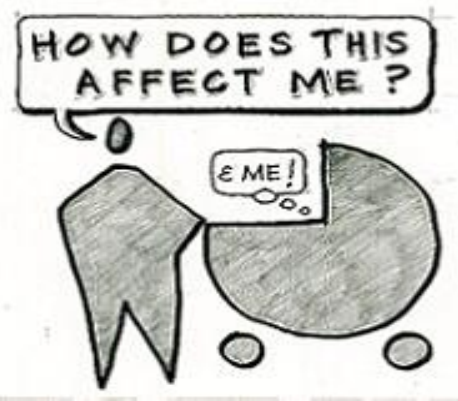
## PAS Education Programmes Links to Curriculum for Excellence

- Responsible Citizens – commitment to participate responsibly in political, economic, social and cultural life
- Effective Contributors – resilience, self-reliance, enterprising attitude
- Education for Citizenship
- Sustainable Development Education
- Lifelong Learning and meeting the challenges of the modern world



# Your Place | Your Future | Your Say:

## TAYplan's engagement with Young People



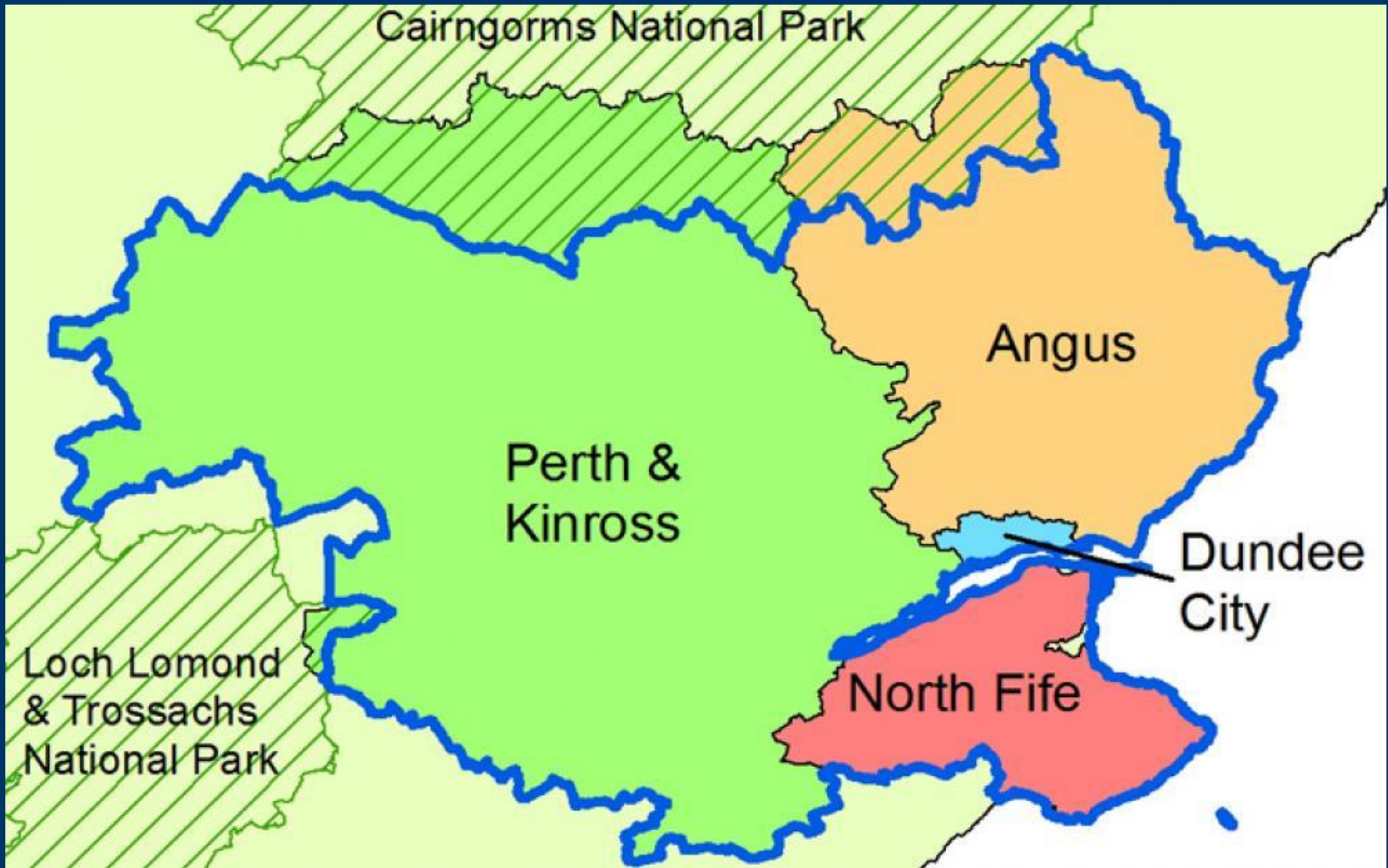
# Dundee and Perth City Region



**TAYplan**  
The Dundee, Perth and Kinross City Region  
Local Development Plan 2014-2018

**TAYplan**









**TAY**plan Place Recognition



**TAY**plan Place Recognition





# TAYplan's Objectives in Delivering the 2<sup>nd</sup> Main Issues Report

- Learn from 1<sup>st</sup> Plan and deliver improvements.
- For more people to engage, particularly young people.
- Raise awareness of how young people can help shape future of places.
- Deliver best practice.

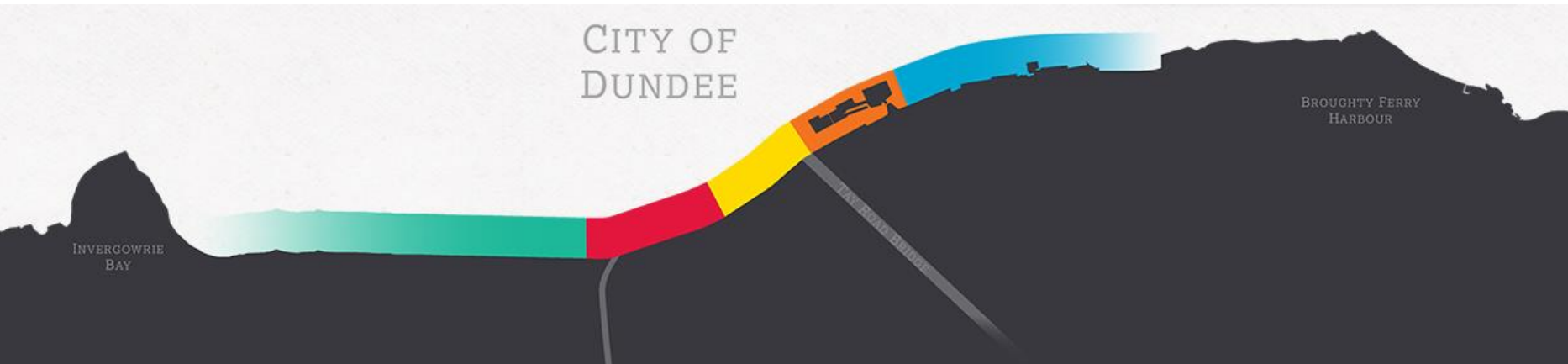
# What difference has this engagement made?

- Young people's **views directly influenced the content of the Main Issues Report**, for example health and active travel.
- Schools, youth groups, individuals, community groups are now **better informed** and **continue to be engaged with TAYplan** and Tactran in helping to shape how their places could change.
- TAYplan's profile has been further enhanced through events and media resulting in further engagement such as the **association of geography teachers event**.
- Overall, this **project demonstrated positive results** for the future of our region, shaped by those who live, invest and study.





# Dundee Waterfront



# Your Town



How do you  
use yours?

# YEP!™ Youth Camp

To raise awareness amongst young people about strategic planning

- Over 70 young people attended from 9 secondary schools/ 1 youth council
- Aimed to build capacity amongst young people to enable them to become active citizens

*“It is important to make the link between education institutions and businesses through planning, to retain young people and graduates in the area!”*





Working on projects in mixed groups...

# Posters...

## The future of Town Centres

**Organized letter plans**  
**Maintenance of town/city centres**  
**Well lit street lights**  
**Waterfront**  
**Improvement of old buildings / Increase in new/contemporary buildings**  
**cycle lanes**  
**pedestrianised areas**  
**date streets**  
**An increase in sustainable methods of transport**  
**Parks**  
**off-street multi-story car parking**

**Weekly refuse collection**  
**use natural features**  
**town halls**  
**riders**  
**more grassed areas**  
**An increase in social spaces**  
**town squares**  
**green areas**  
**parks**

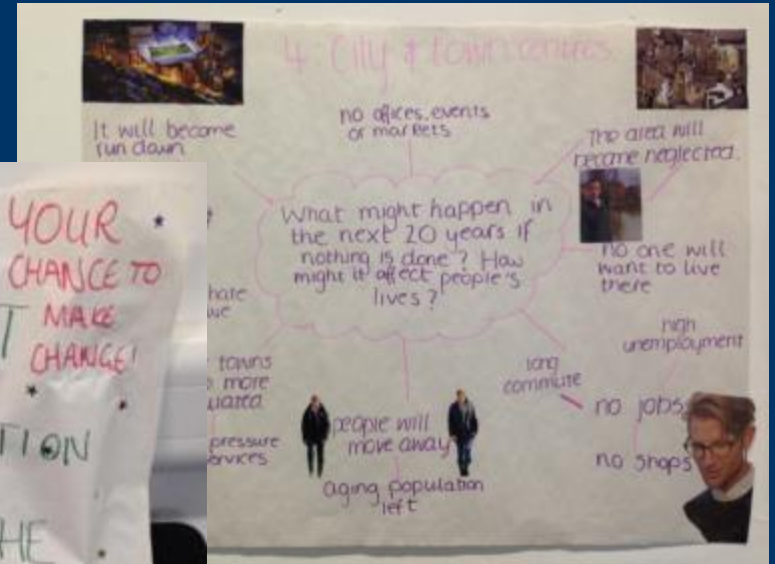
**evening accounts**  
**encouraging businesses to locate**  
**specialist convenience shops**  
**coffee shops**  
**shops**



## 4 City & town centres

**It will become run down**  
**no offices, events or markets**  
**The area will become neglected**  
**No one will want to live there**  
**high unemployment**  
**long commute**  
**no jobs**  
**no shops**  
**people will move away**  
**aging population left**  
**towns more hated**  
**pressure services**  
**hate we**

**What might happen in the next 20 years if nothing is done? How might it affect people's lives?**

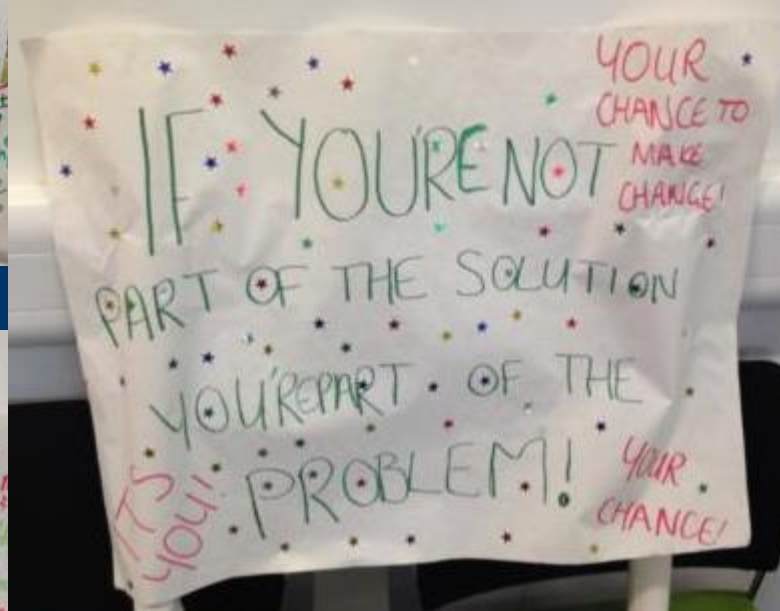


**YOUR CHANCE TO MAKE CHANGE!**

**IF YOU'RE NOT PART OF THE SOLUTION YOU'RE PART OF THE PROBLEM!**

**YOU!**

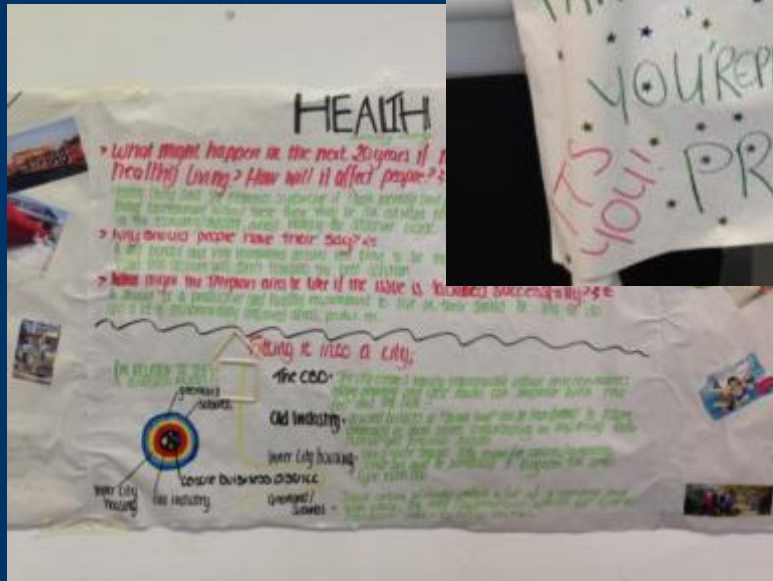
**YOUR CHANCE!**



## HEALTH

**What might happen in the next 20 years if 'Healthy Living' is not followed? How will it affect people?**  
**Why should people have their shops?**  
**What might the shopping area be like if the issue is not successfully addressed?**

**Setting it into a city:**  
**the CBD**  
**Old industry**  
**New City housing**  
**Leisure buildings/office**  
**shops/cafes**



## Physical Health

**Physical Health**







A Rap...

TAYplan



## Aims of 2015 Youth Camp

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- Encourage young people to think differently about places they like: **“think like a planner/placemaker”**
- Helping young people understand how they can **influence** how their place should change
- Visions for **Dundee Waterfront**

## 2015 TAYPlan Youth Camp Programme

### 11 June

- 10.00-10.45 Introduction / ice-breaking sessions
- 10.45-12.45 Minecraft Workshop
- 12.45-13.30 Lunch
- 13.30-14.00 Completion of Minecraft options
- 14.00-16.30 PAS Workshop activities
- 16.30-17.00 Break / look round displays
- 17.00-18.00 Showcase event

**Youth Camp 2015**



# **Minecraft**

**Build. Learn. Plan.**

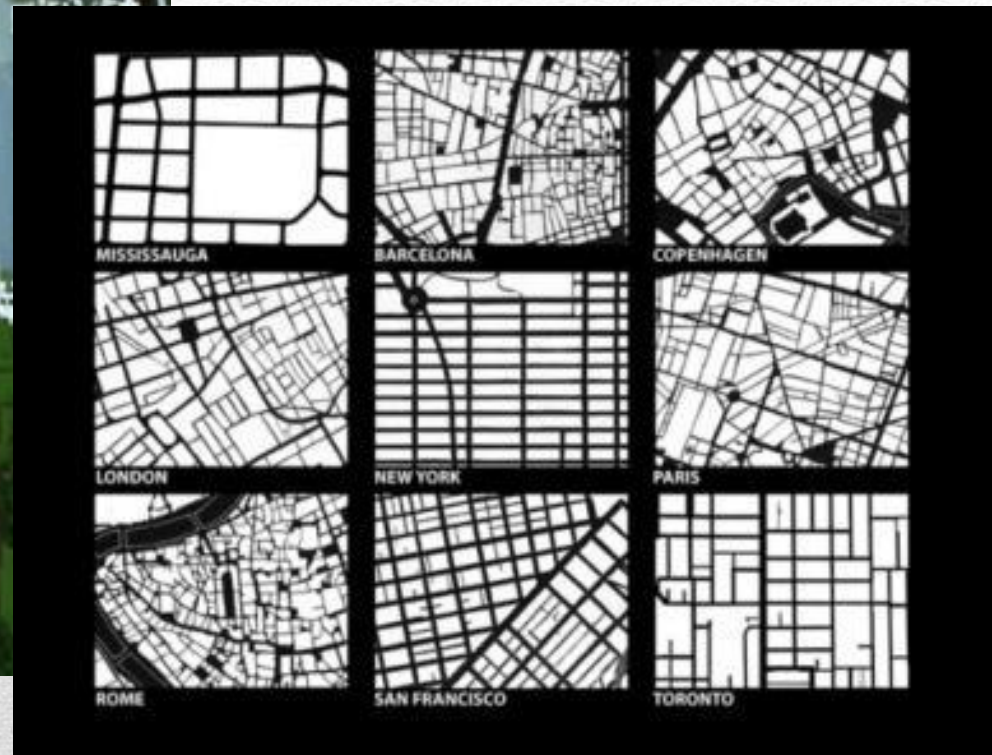
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**Minecraft is a game about  
breaking and placing blocks.**

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Sorkin, M., 2011. All over the map.



Example Minecraft layout

# Minecraft is a visualisation, learning and planning tool...

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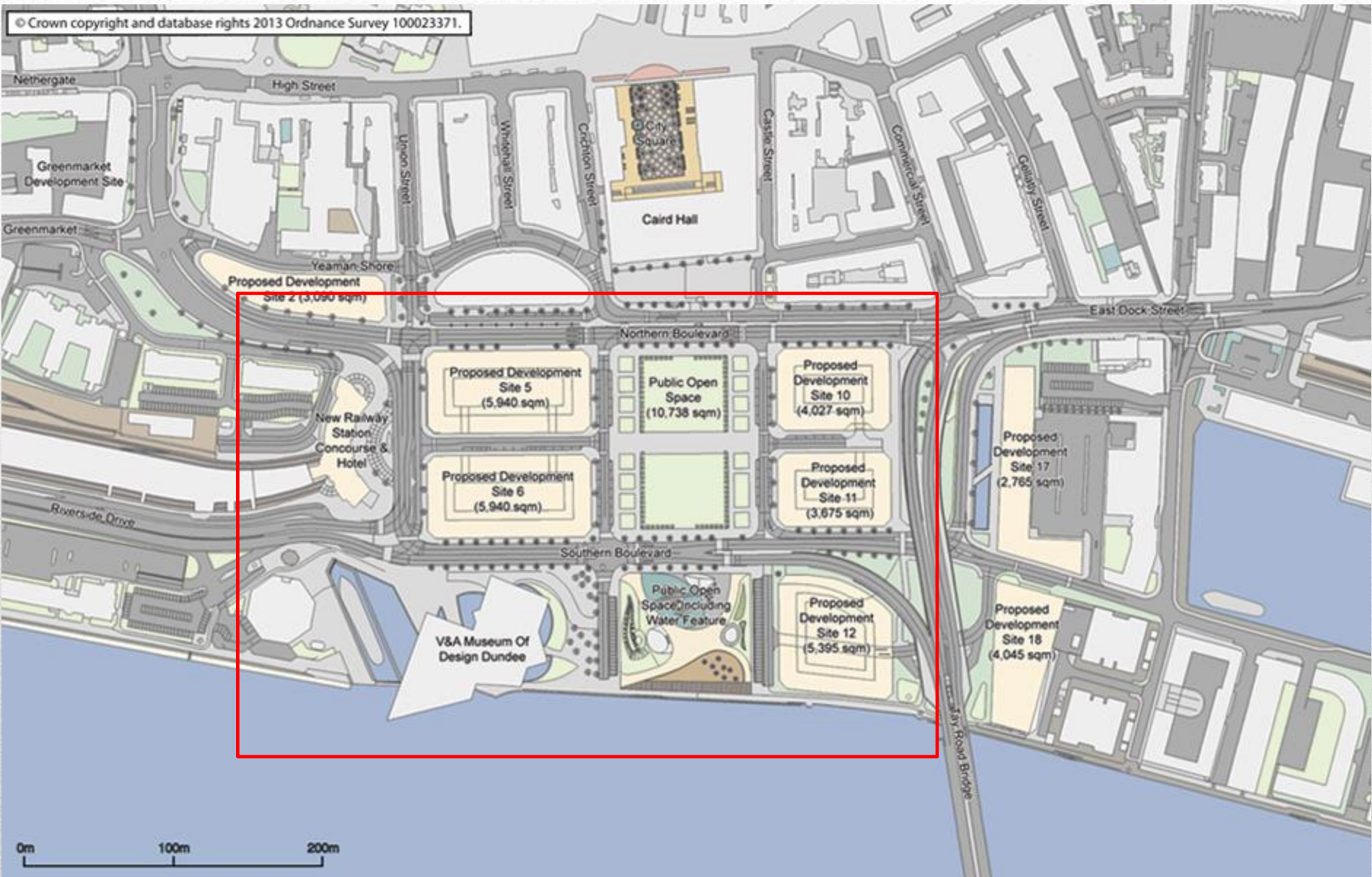






Example townscape recreated in Minecraft

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**Brown plots to be developed by participating schools across the TAYplan area**



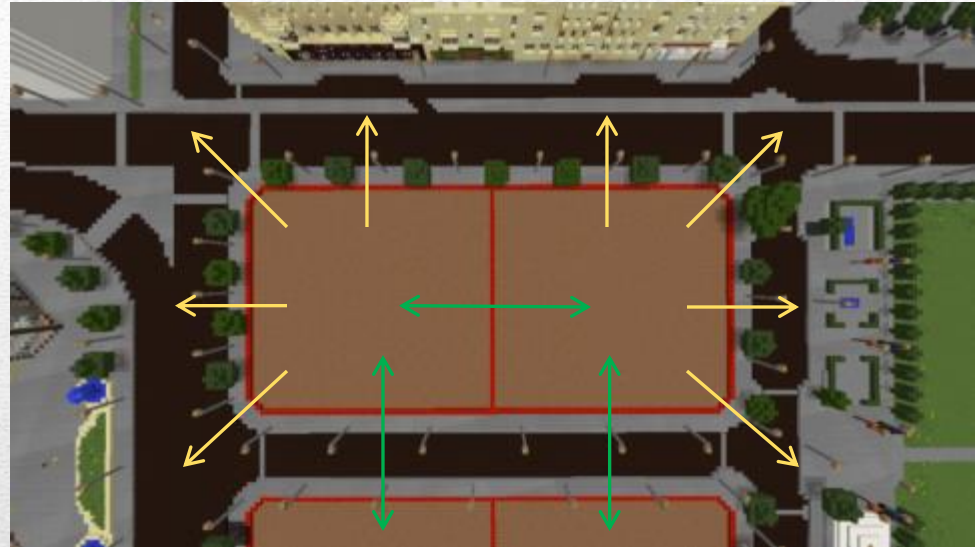
**Minecraft Central  
Dundee Waterfront...**

**create a vision**

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Developments within this site are expected to be **up to six storeys** in height and include **commercial/office space** facing the Northern Boulevard and the Railway Station. **Residential uses** are being promoted **on upper floors** overlooking the central open space with active **ground floor uses below** (Restaurants, cafe's and speciality shopping).

Dundee City's Vision



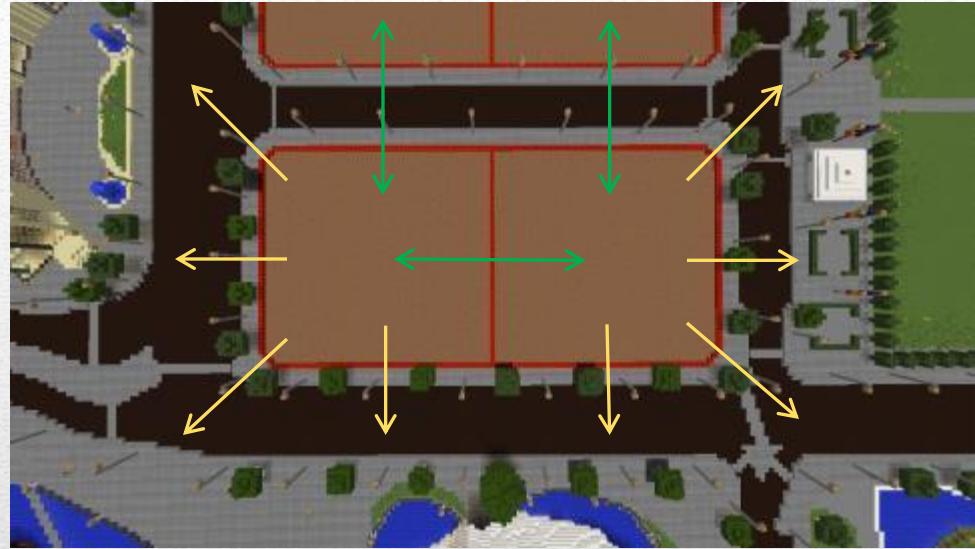
Group vision?

- ↔ Group co-operation
- Contextual awareness

# CDW - Site 5

Developments within this site are expected to include **commercial/office or hotel space** facing the Southern Boulevard. **Residential uses** are being promoted **on upper floors** overlooking the central open space with active **ground floor uses below**.

Dundee City's Vision



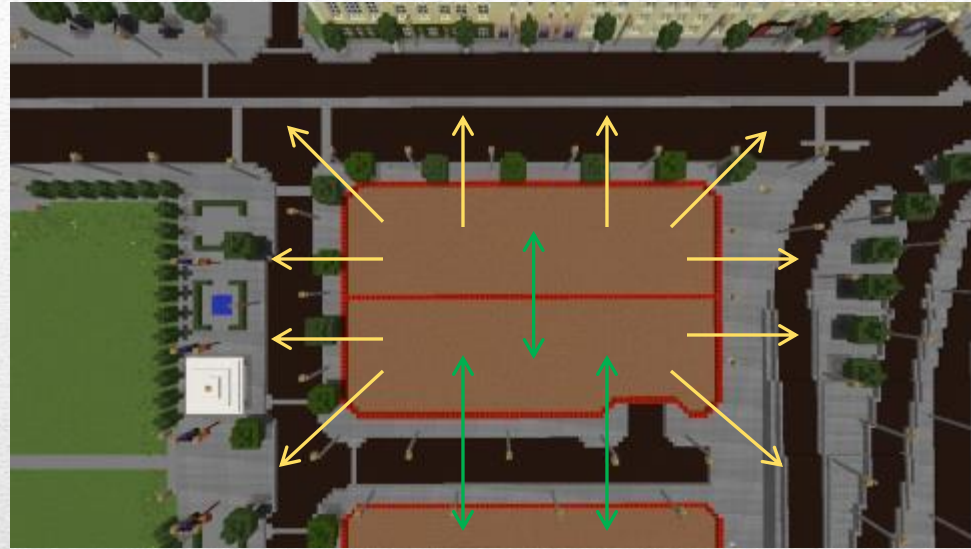
Group vision?

- ↔ Group co-operation
- Contextual awareness

# CDW - Site 6

Developments within this site are expected to include **commercial/office space** facing the Northern Boulevard and Tay Road Bridge. **Residential uses** are being promoted **on upper floors** overlooking the central open space with active **ground floor uses below**.

Dundee City's Vision



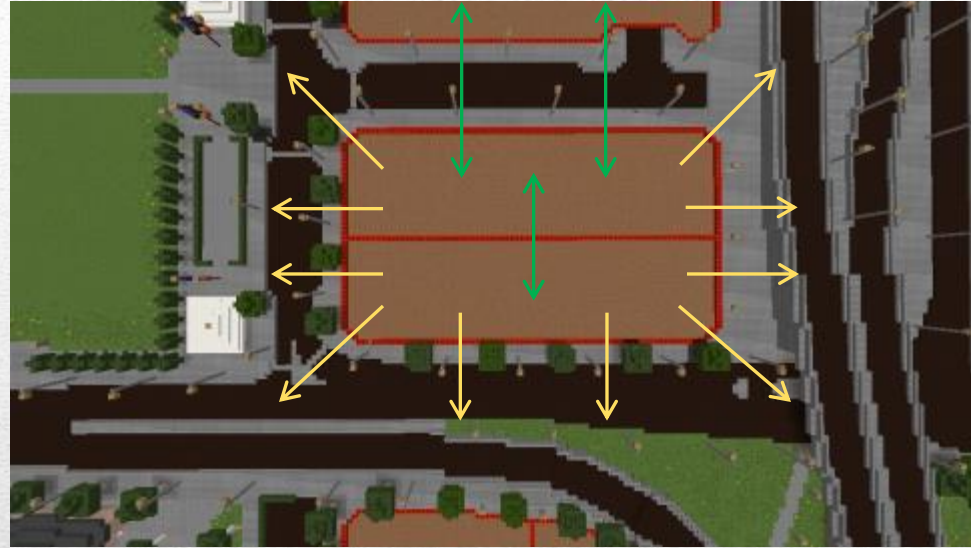
Group vision?

- ↔ Group co-operation
- Contextual awareness

# CDW - Site 10

Developments within this site are expected to include **commercial/office space** facing the Southern Boulevard and Tay Road Bridge. **Residential uses** are being promoted **on upper floors** overlooking the central open space with active **ground floor uses below**.

Dundee City's Vision



Group vision?

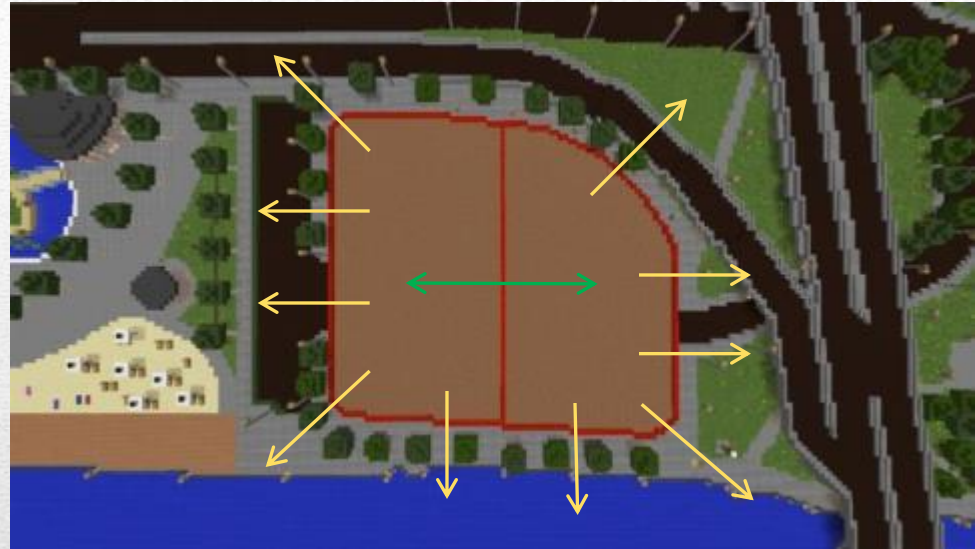
- ↔ Group co-operation
- Contextual awareness

# CDW - Site 11

Developments within this site are expected to include **commercial/office space** facing the Southern Boulevard and Tay Road Bridge.

**Active uses** are being promoted for the **ground floor** facing the Central Open Space and the River Tay, these could include **leisure/cultural activities or specialist retail use**.

Dundee City's Vision



Group vision?

- ↔ Group co-operation
- Contextual awareness

# CDW - Site 12



- 8-10 participating schools across TAYplan area
  - Pre-created login details
  - Dundee Waterfront file
  - Setting up tutorial
- 8-10 Minecraft licences
- 1 virtual Dundee Waterfront
- ~ 4 month pre-event school testing
  - Information posted on UoD webpage
  - Student groups to be selected by schools
  - Sketches, notes, etc.

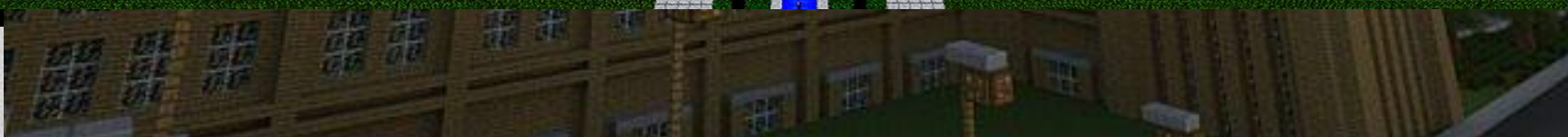
# Pre-Event

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- ~ 3 hour event
  - 3-4 students (school groups)
  - 8-10 computers available for each group
  - Final submissions
- ~ 3 hour processing time
  - Individual models and/or screenshots
  - Amalgamated 8-10 school waterfront model
  - Compare and contrast with proposed masterplan

# Main Event

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# Questions

# What Happens Now?

- School issued with Minecraft login details
- Familiarisation with Minecraft World of Dundee Waterfront
- Names for those wishing to attend the Youth Camp
- [www.dundee.ac.uk/geddesinstitute/projects/minecraft](http://www.dundee.ac.uk/geddesinstitute/projects/minecraft)

# Thank You

[julia@pas.org.uk](mailto:julia@pas.org.uk)

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