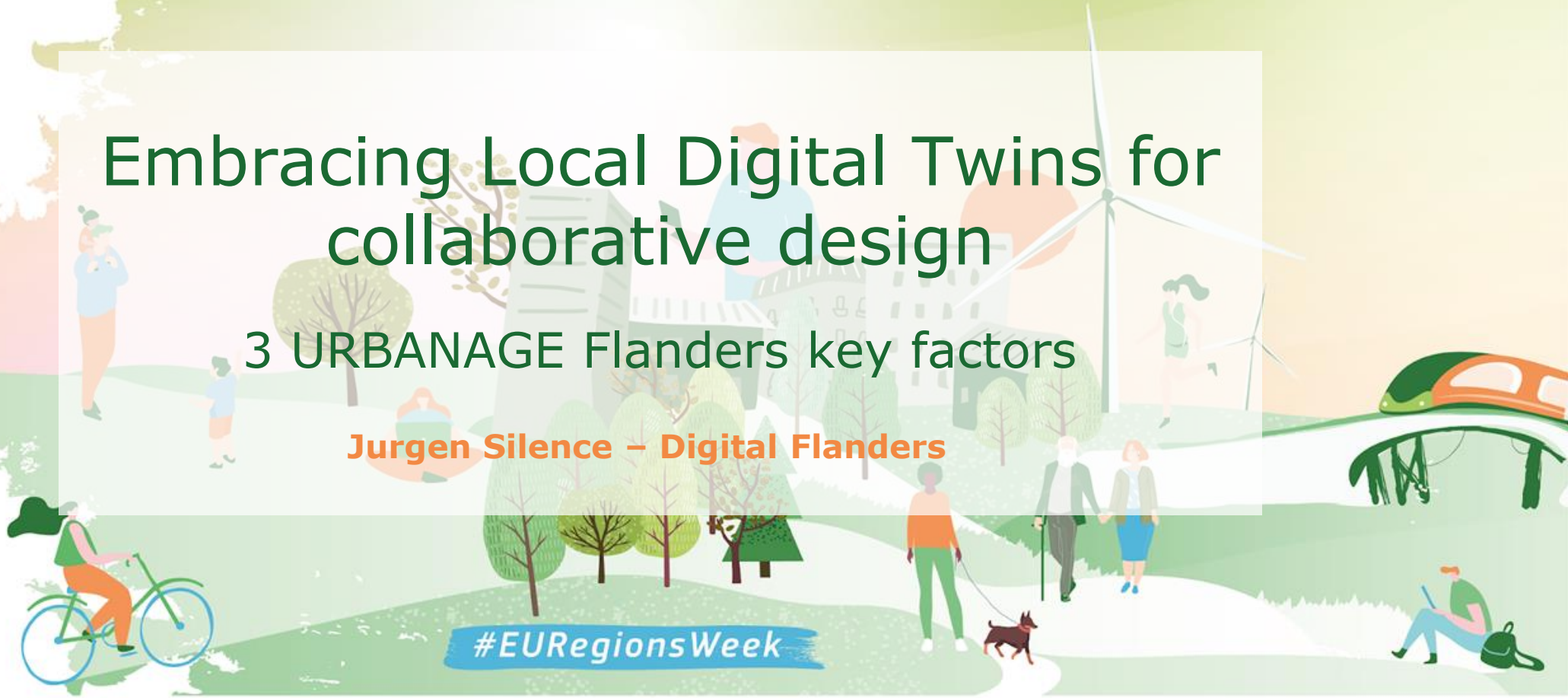
EUROPEAN WEEK OF REGIONS & CITIES
2003 - 2022

New Challenges for Europe's Cohesion

Embracing Local Digital Twins for collaborative design

3 URBANAGE Flanders key factors

Jurgen Silence – Digital Flanders



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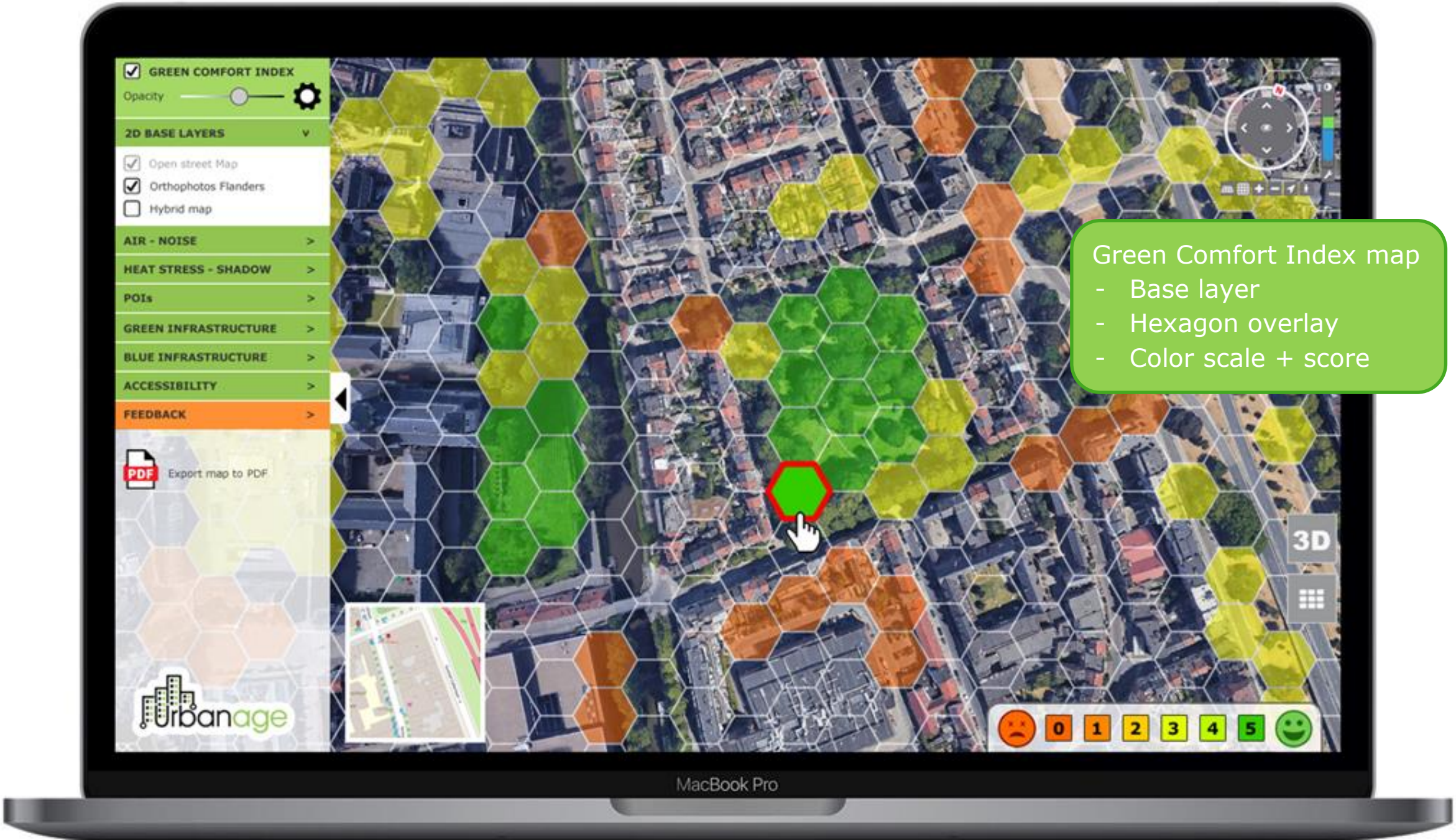
New Challenges for Europe's Cohesion

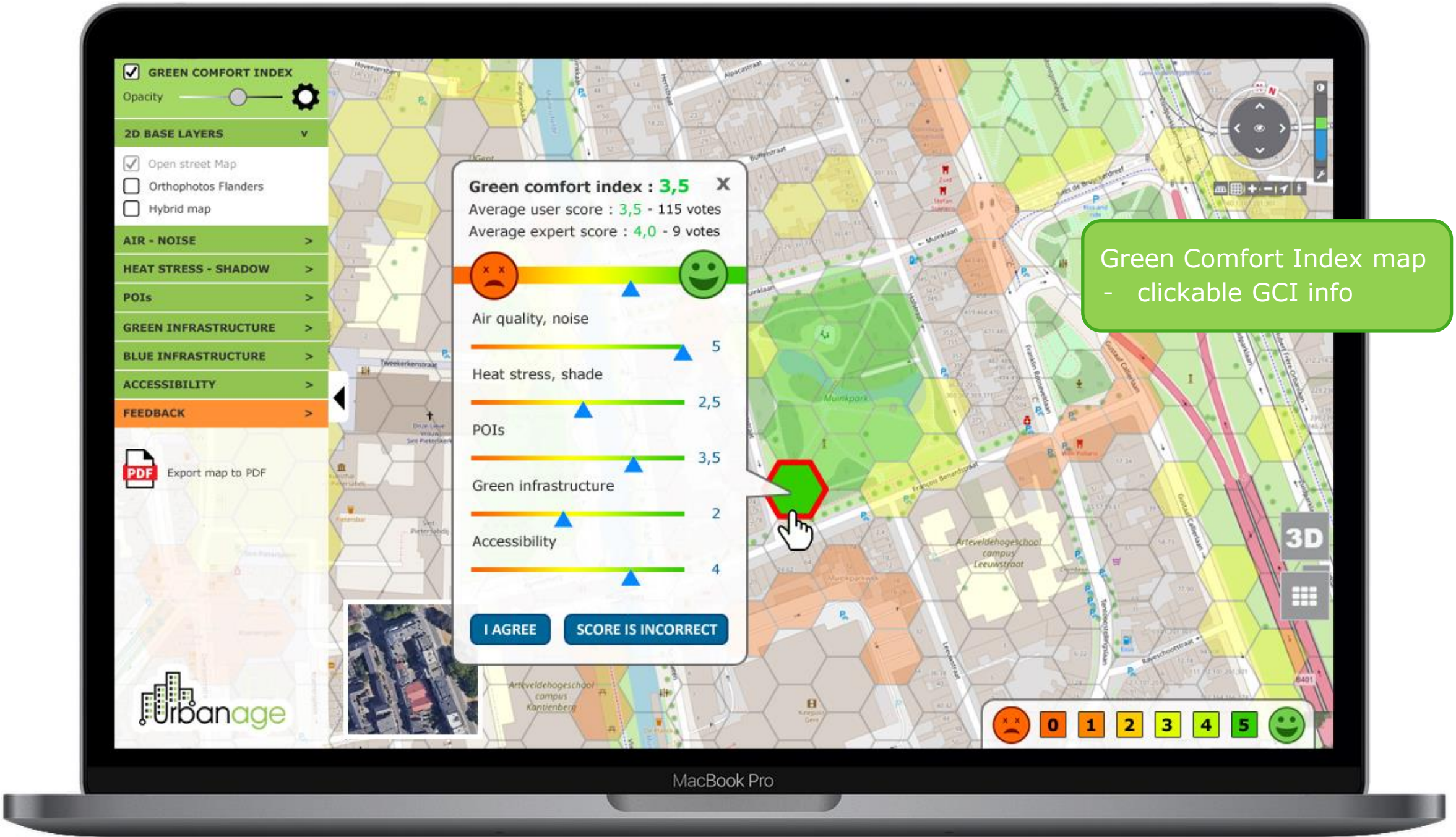
Green Comfort Index score in public domain

- URBANAGE project : over second half of the project
- Quantify green & comfortable areas for older people in the city
- Flanders : 5 pilot cities
- 3 target groups : older citizens, experts, policy makers
- Co-creation workshops with all target groups
- Parameters : air quality, noise levels, heat stress, green/blue infrastructure, POIs, accessibility
- Map the public domain
- Use of artificial Intelligence(AI) and street imagery (POIs)

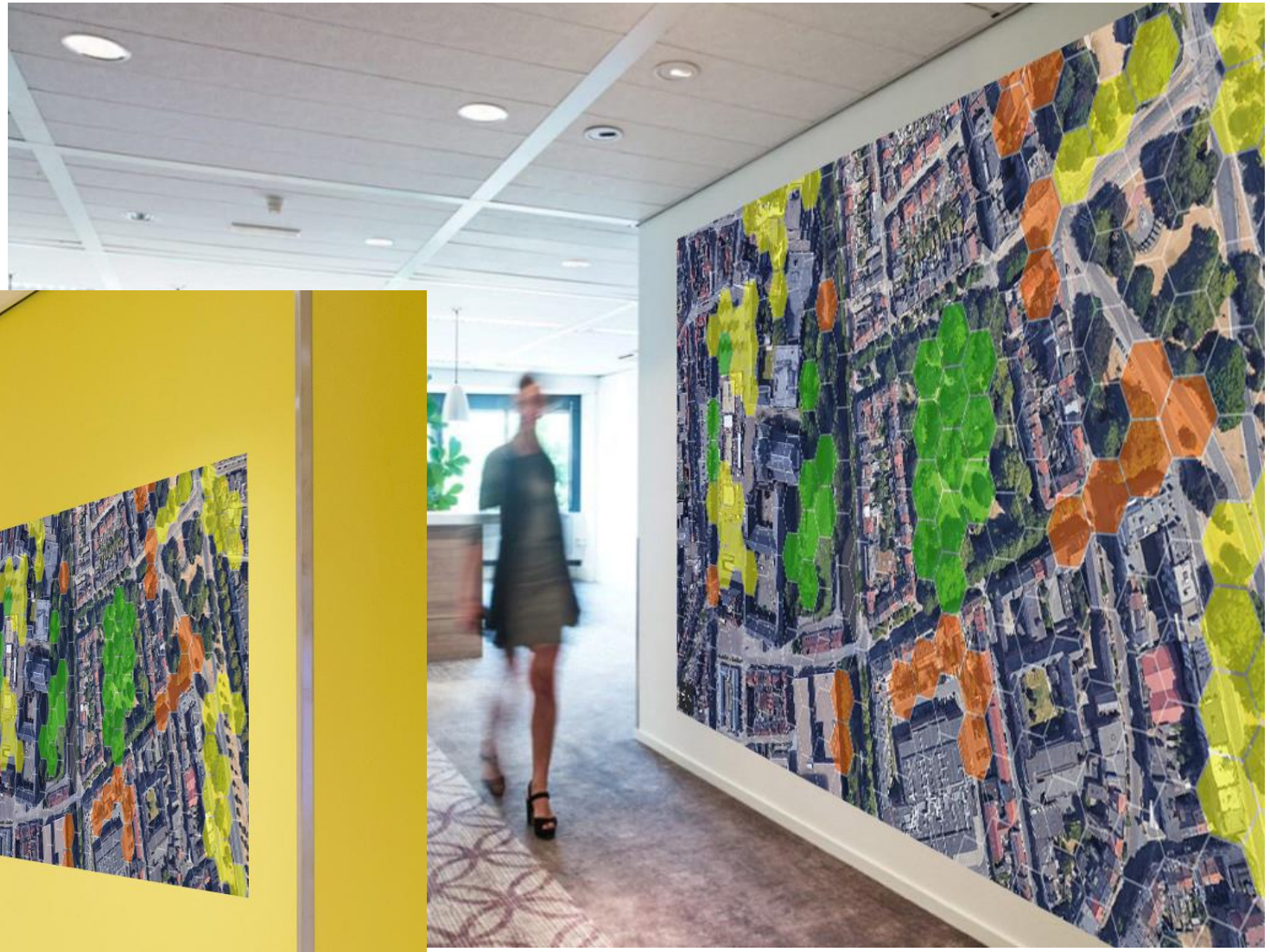


Green Comfort Index map

- Base layer
- Hexagon overlay
- Color scale + score



Green Comfort Index map
- clickable GCI info



Also offline options to consult GCI

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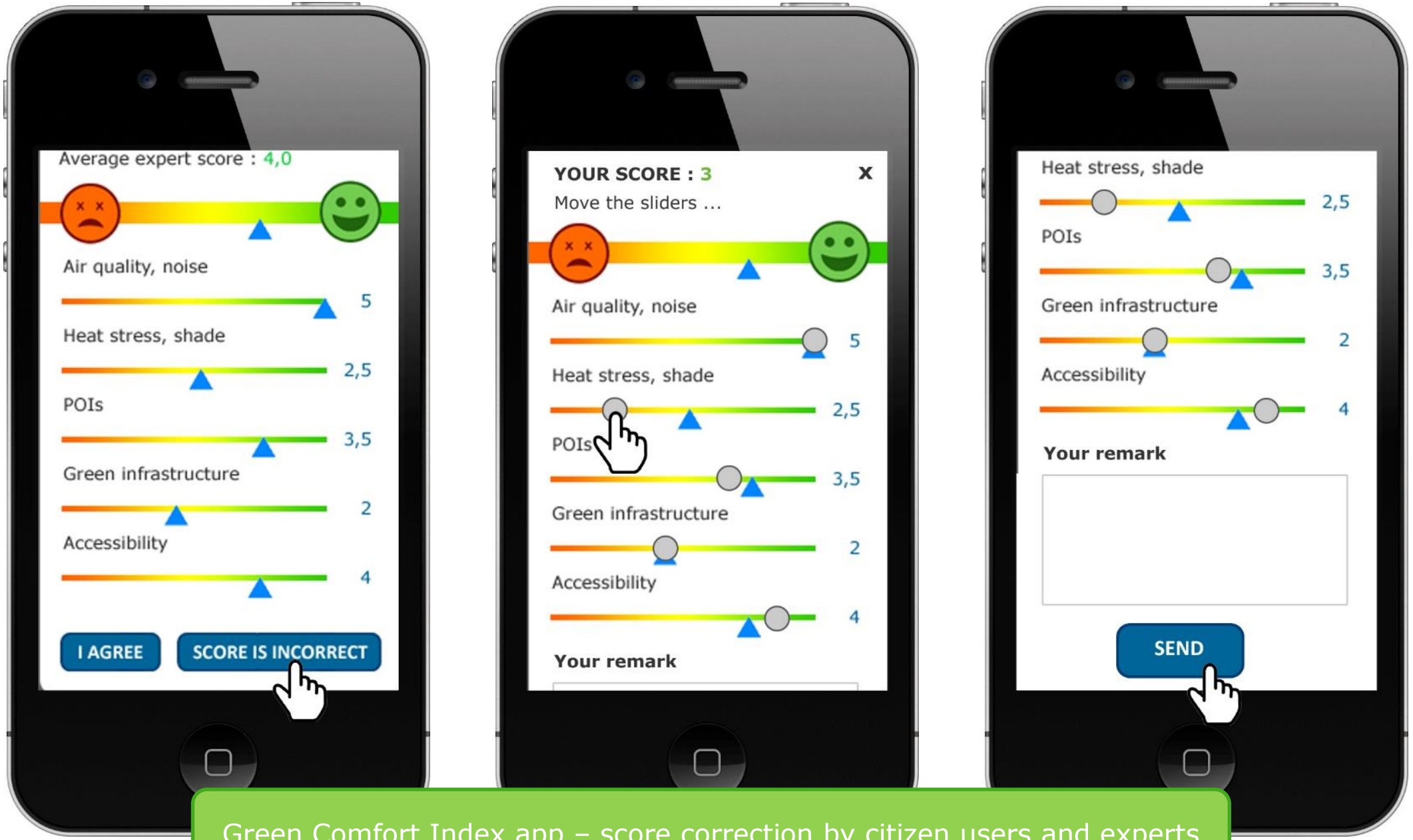
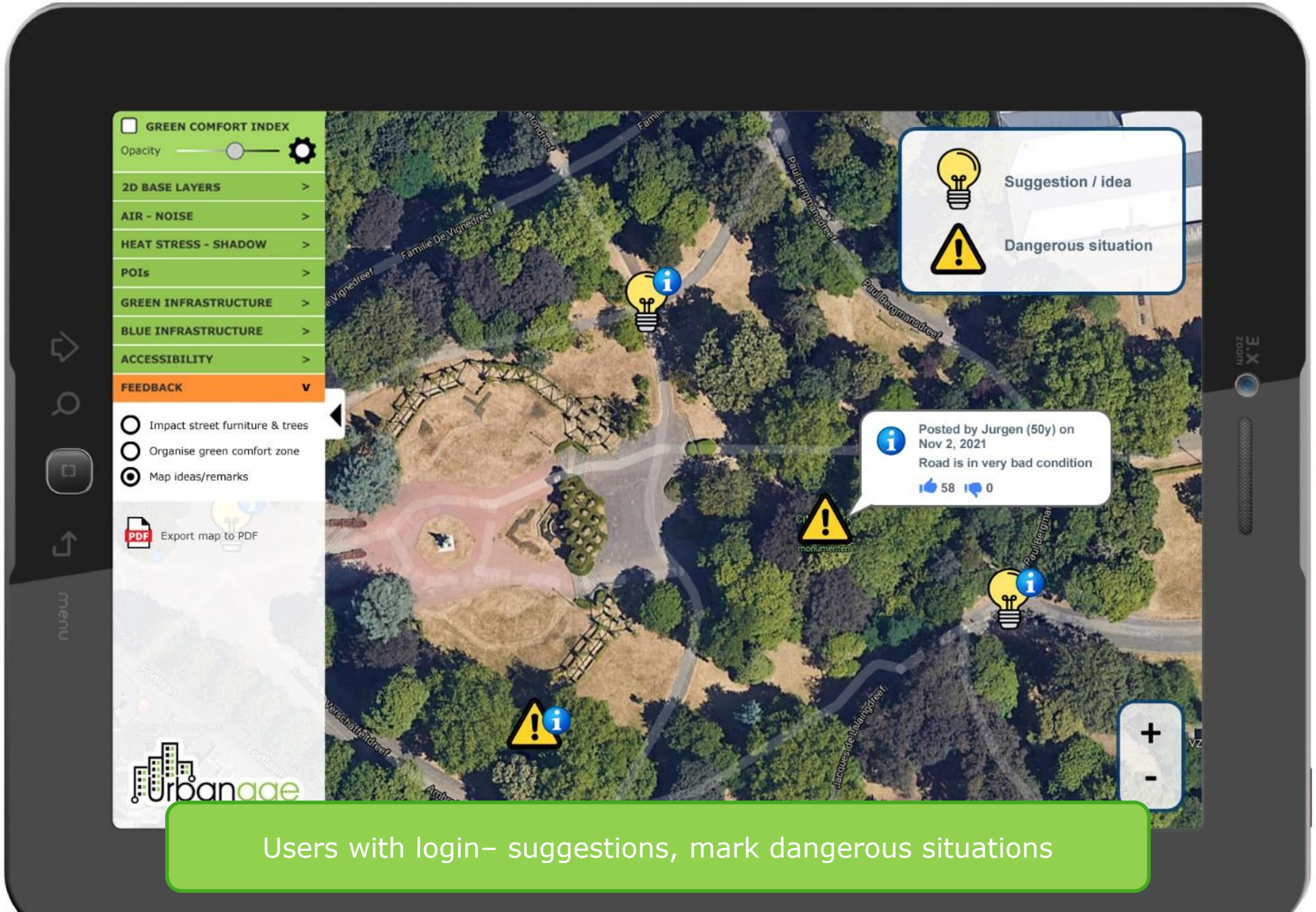
KEY 1 – CO-CREATION & PARTICIPATION

- 5 co-creation workshops -> solid use case base
  - Older citizens
  - Local authorities
  - Experts
- Co-creation feedback rounds -> keep on the right track
- Participation - GCI corrections by older citizens and experts, processed by AI -> qualitative data, validated
- Community building
- Feedback : commenting and voting after GCI consultation
- Presenting scenarios
- Maximise interaction

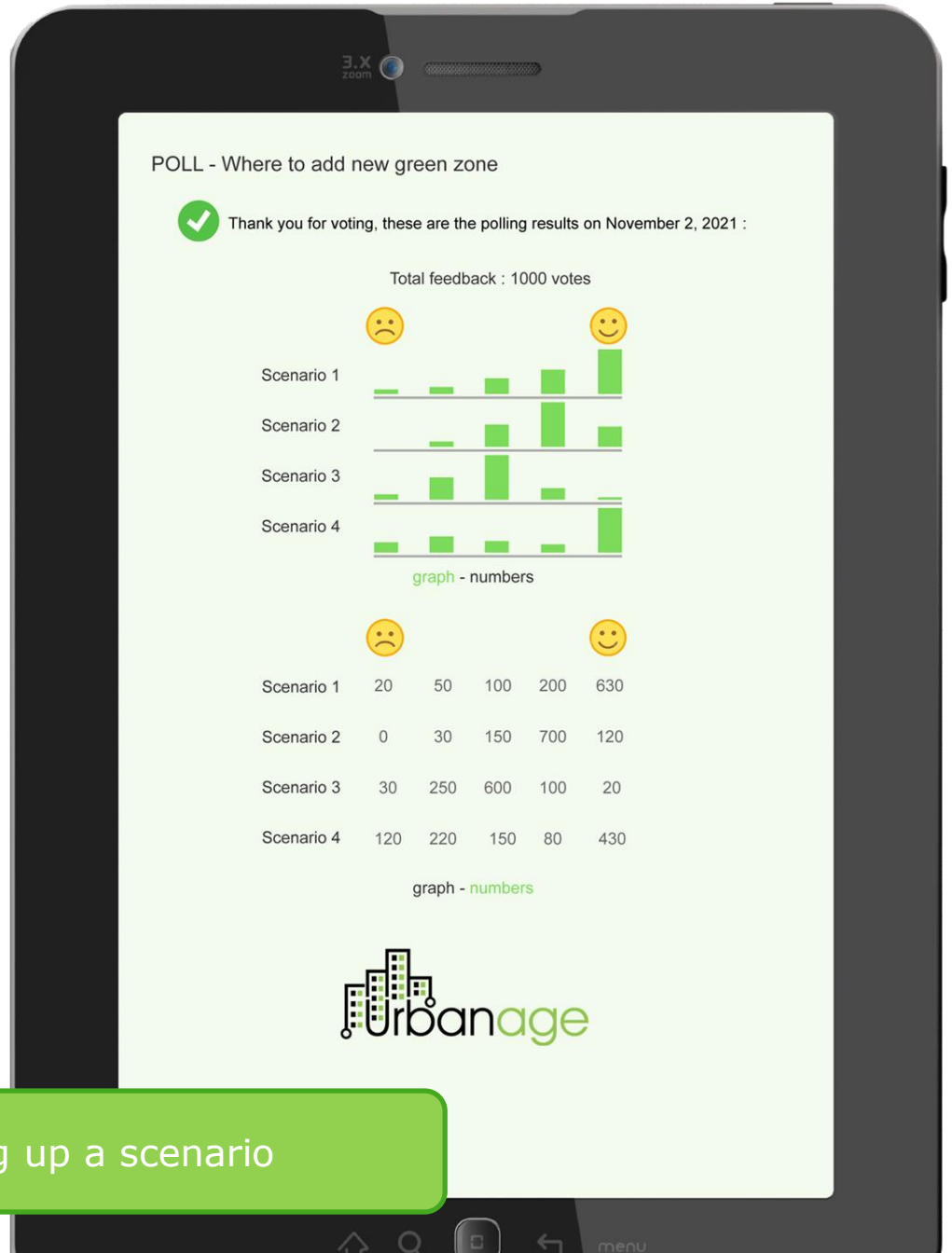
#EURegionsWeek



Green Comfort Index app – score correction by citizen users and experts



Users with login– suggestions, mark dangerous situations



Expert – setting up a scenario

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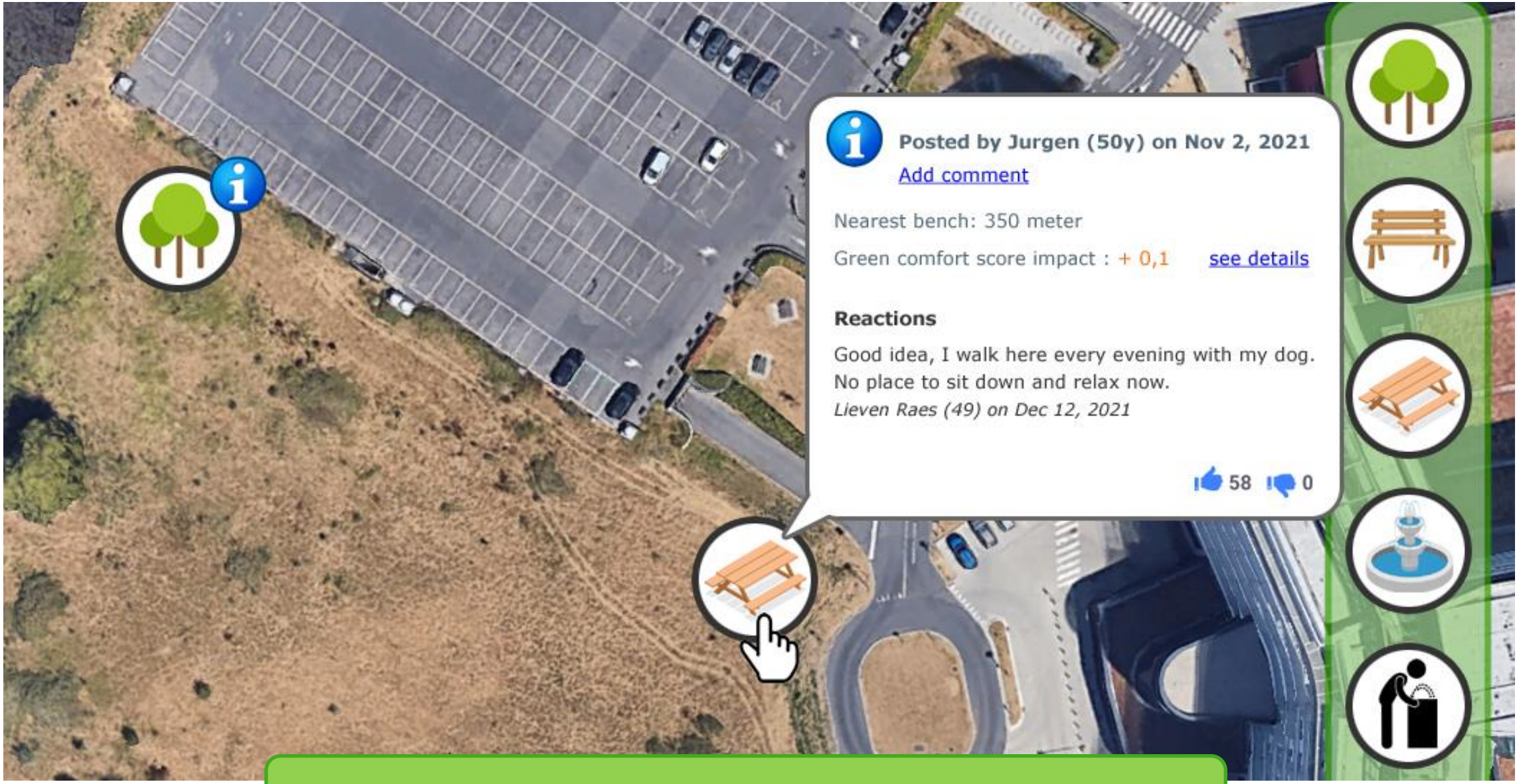
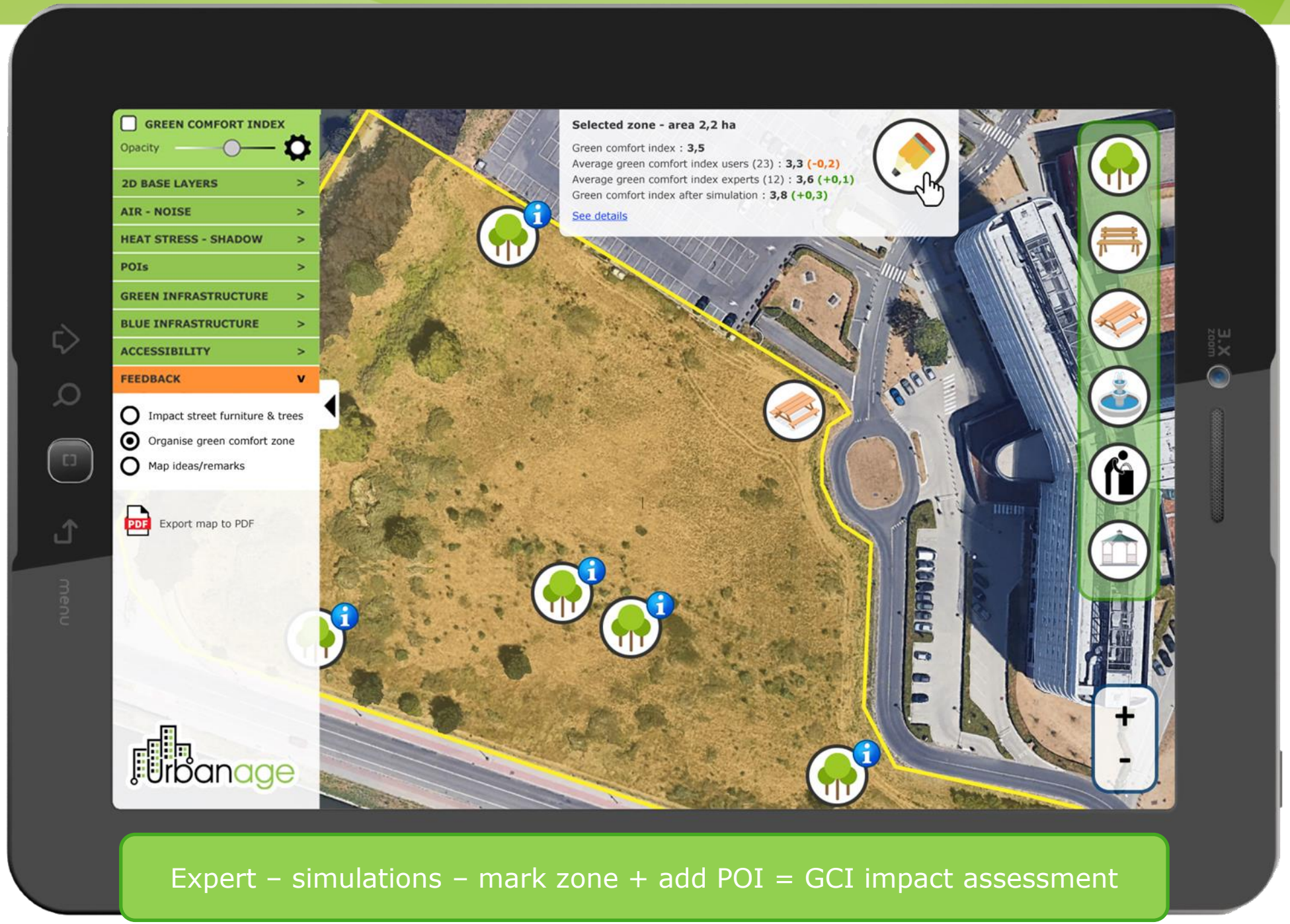
KEY 2 – SIMULATION AS A TOOL

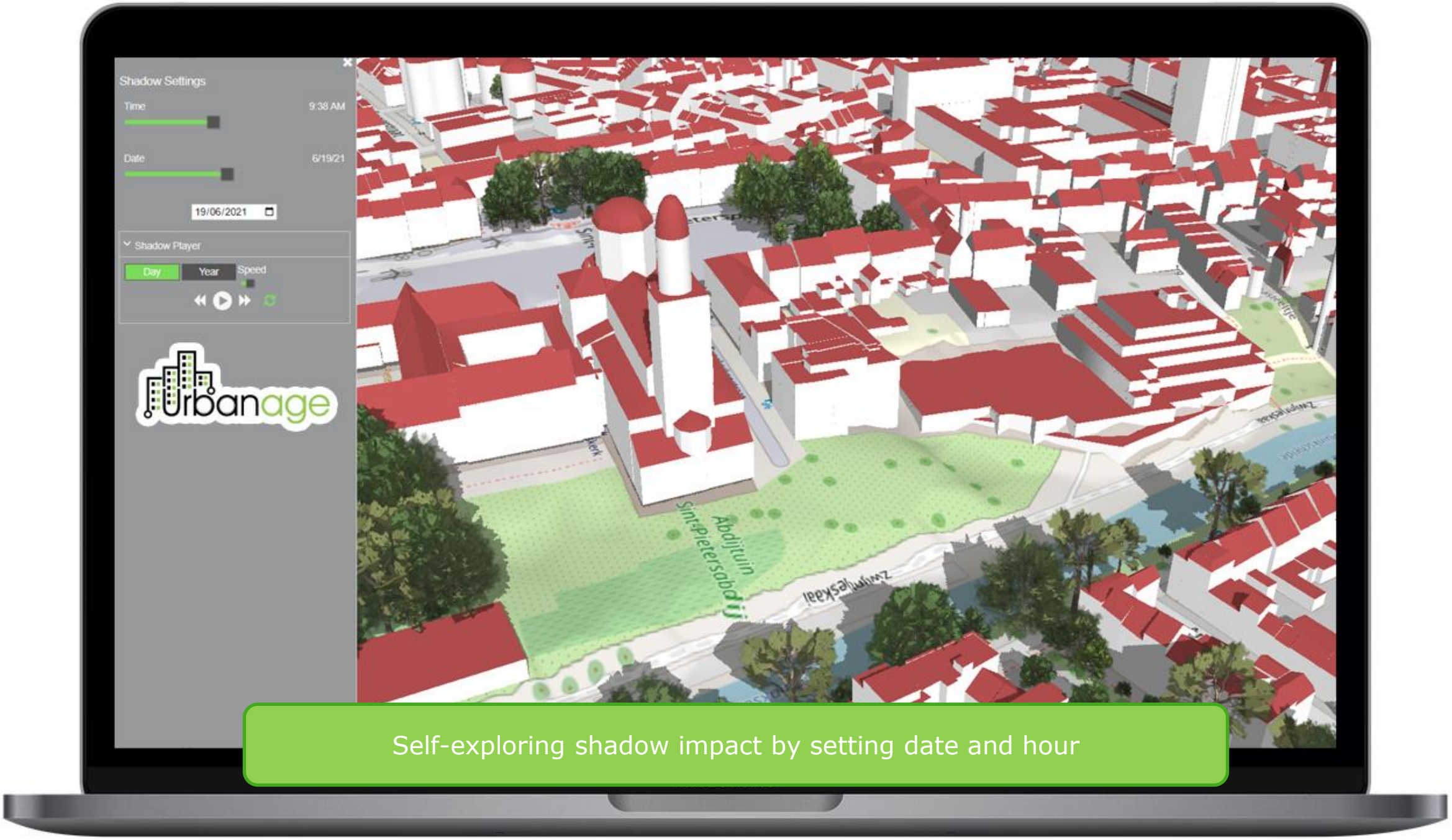
- For evidence-based policy making
- Broad applicability, easy to use
- Stimulate self exploration (better than showing final results)
- Gamification aspect = good trigger
- Connected to feedback options
- Open view



Gamification : Visitors with login – suggest POI implantation

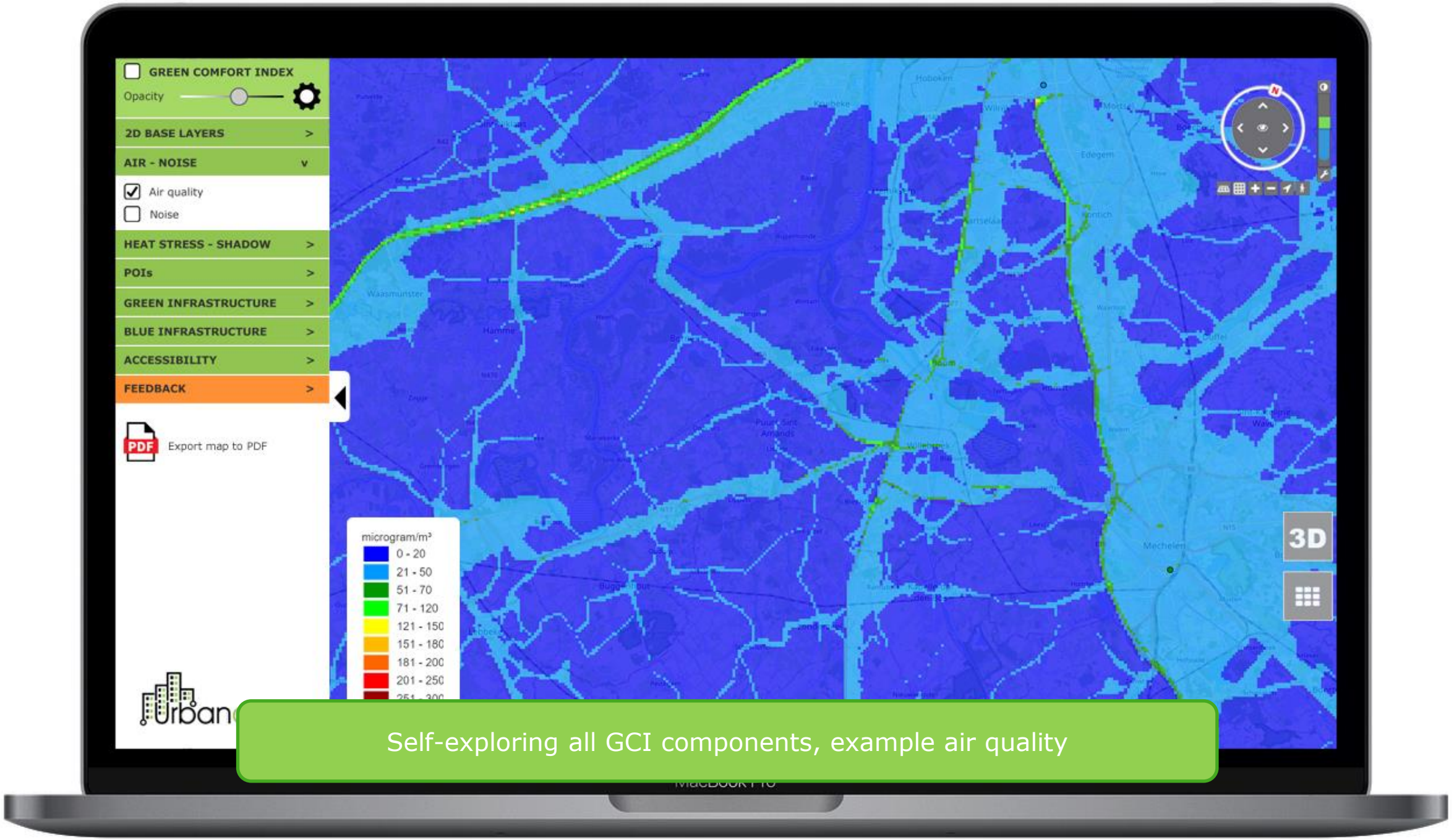


Expert – simulations – mark zone + add POI = GCI impact assessment



Self-exploring shadow impact by setting date and hour

Self-exploring POIs in the city

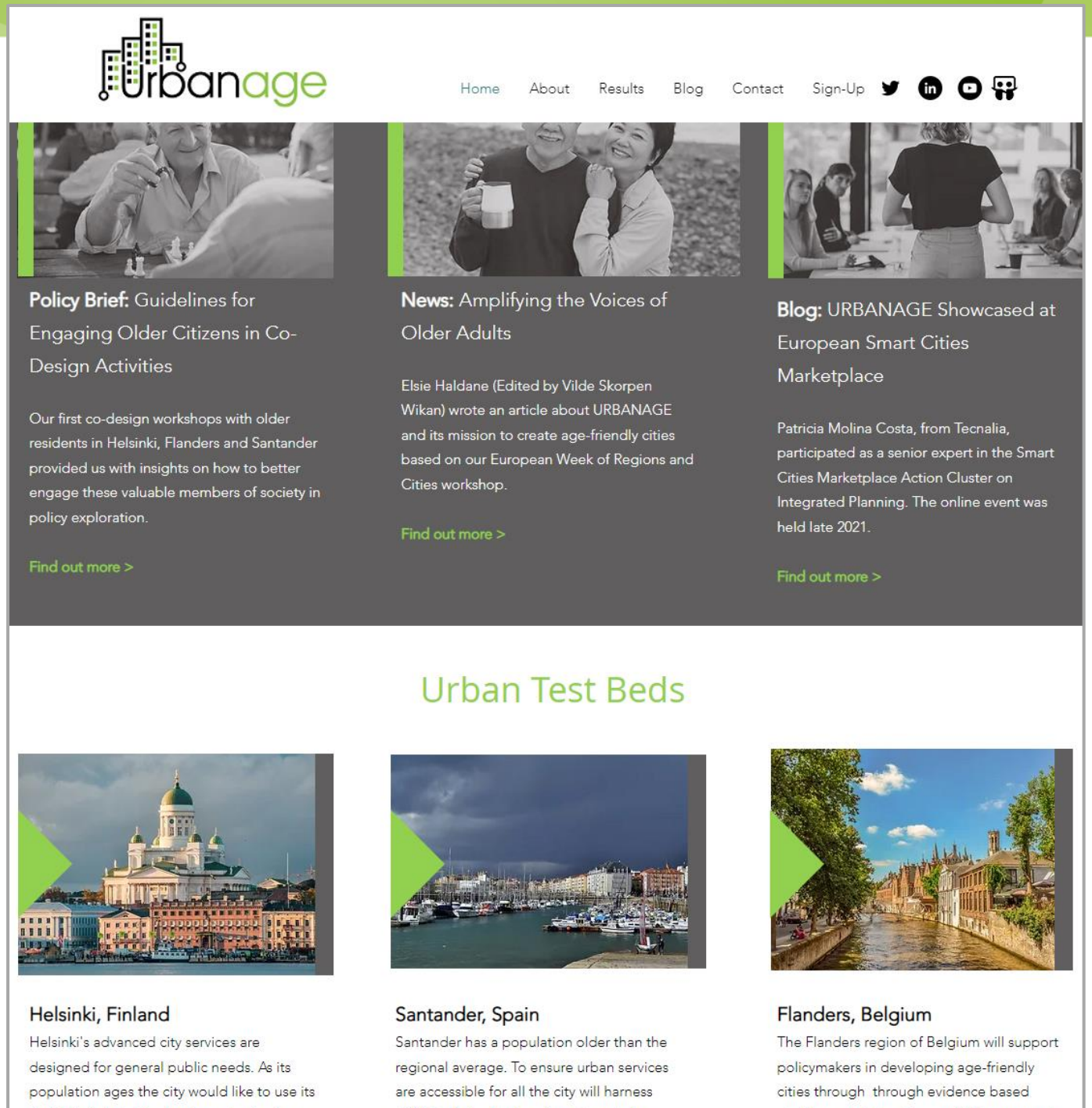


Self-exploring all GCI components, example air quality

KEY 3 – INTEROPERABILITY & DISSEMINATION

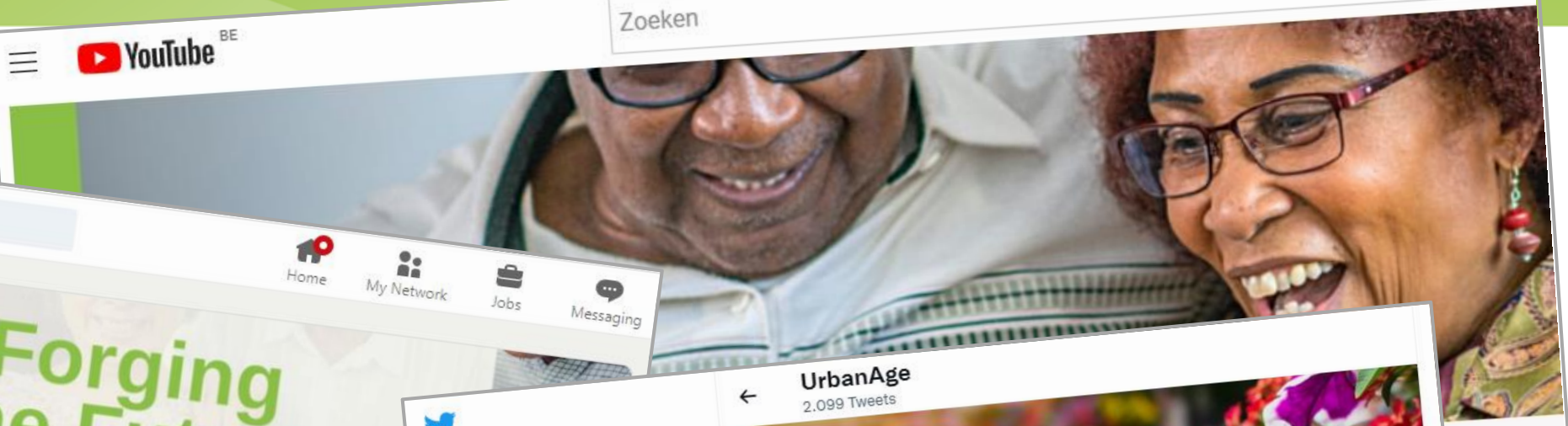
- Software :
  - Maximal compatible software (standards)
  - Ready-to-use plugins
- Dissemination :
  - External tools & platforms
  - Make use of project URBANAGE tools :
    - www.urbanage.eu
    - Social media : linkedIn, Twitter, YouTube
  - Movie – example citytwin.eu/urbanage-flanders
    - Interoperability / replicability in action

www.urbanage.eu



YouTube BE

Zoeken



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Forging the Future

Its time to invest in age-friendly cities

URBANAGE EU · 1st

Transforming urban planning with new technologies to create inclusive, age-friendly cities

Talks about #digitaltwins, #urbanplanning, and #digitaltransformation

United Kingdom · Contact info

256 followers · 170 connections

31 mutual connections: Dwight Van Lancker, Laura Gavrilut, and 29 others

Message More

Highlights

Digital Technologies for Inclusive & Sustainable Decision-Making Processes

URBANAGE is organizing this event

Featured

Post

Verkennen

Instellingen

UrbanAge

2.099 Tweets

Volgen

UrbanAge

@UrbanageH2020

Disruptive tech to enhance urban planning and create age friendly smart cities #DigitalTwin #H2020 #SmartCities

Funding from @EU_H2020 urbanage.eu

Lid geworden in februari 2014

1.509 Volgend 968 Volgers

Tweets Tweets en antwoorden Media Vind-ik-leuks

Vastgemaakte Tweet

UrbanAge @UrbanageH2020 · 31 aug.

Save the date !!

Workshop #Data driven #Cities - #DigitalTechnologies for inclusive and #sustainable decision-making

eople with

URBANAGE FLANDERS

Co-creating inclusive age-friendly cities

The URBANAGE project aims at providing a long-term sustainable framework for data-driven decision-making in the field of urban planning for age-friendly cities.

About URBANAGE

URBANAGE is a 3-year H2020 European initiative focused on improving the comfort of older citizens. The project started in 2021. Based on a thorough understanding of users' needs, the ecosystem (tools, and cocreation) will be validated by piloting use-cases in three local planning systems in Europe (Helsinki, Santander, and Flanders).

Two pilot cases were designed for Flanders as a result of 3 cocreation workshops.

- Based on comfort-indicators, a green comfort index is determined and visualised on a map. This information helps citizens find comfortable spots in the city and allows planners and policymakers to increase green comfort (or improve accessibility) based on inclusive, evidence-based decisions.
- By mapping the distribution of older people with reduced mobility, policymakers can prioritise city upgrades to improve comfort.

On this webpage, we bundle use cases, demonstrating the outcome of this project.

Find out more: https://www.urbanage.eu/flanders

More information

Visit our project website

Contact Us

About the Flanders pilot

Total surface: 13.522 km^2

Inhabitants: 6.653.062 (2021)

URBANAGE Pilot highlights include:

- Cocreation-based mapping of users' needs;
- The determination of a Green Comfort Index;
- The visualisation of Green Comfort Index components;
- 3D simulation of shadow impact of buildings and trees;
- The usage of AI technology to improve calculations;
- Anonymous mapping of higher concentrations of older people with reduced mobility;

In the picture

Amplifying the Voices of Older Adults

Elsie Haldane (Edited by Vilde Skorpen Wikan) wrote an article about URBANAGE and its mission to create age-friendly cities based on our European Week of Regions and Cities workshop.

STATUS : started

LOCATION : Belgium, Ghent

TARGET AUDIENCE : citizens of Ghent

CHALLENGE

Senior citizens are vulnerable to the harmful effects of extreme heat during the summertime.
Urbanage is a European project focusing on improving the life quality of senior citizens, based on smart city data. One of the Urbanage initiatives is to detect comfortable, shadow rich places inside the city.
It was challenging to find the suitable data layers and software to make these simulations. But the main challenge will be to customise this information and make it relevant and easily understandable for the senior citizens community.

APPROACH

Based on the terrain data and the spread of trees and buildings, the shadow impact can be simulated perfectly at different time intervals during the day and for each day of the year by using our map viewer. **Check out the "how to use" section and try it yourself.**

EXPECTED OUTCOME

Starting from today, senior citizens of the city of Ghent can see where they can find refreshing, shadow-rich areas inside the city on extremely hot summer days. They can investigate easily at what time their favourite bench will be covered by the shadows of nearby trees and buildings.
We warmly invite all citizens of Ghent to locate and comment on their favourite public spot in the city to rest during hot summer days.

How to use | **Used data** | **Used models**

Click the green button at the bottom of this box to see the 3D map of Ghent with buildings and trees. Use the navigation wheel to find your location in the city and look for your favourite spot.
At the right side of to the navigation wheel, you find a slider with a small wrench icon underneath, as indicated by the blue arrow in the image below. Click this icon.

Search...

Categories

- 3D buildings
- Belgium
- Czech
- Duet
- Flanders
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- Greece
- Pilots
- Traffic Simulation Model
- Uncategorized
- Urbanage

Recent cases

- Ghent – simulation closure Contributie bridge
- Athens partial reduction of traffic
- Ghent – simulation closure Nieuwewandeling street, one direction
- Pilsen – Map for tactical exercise
- Pilsen – New development in Nepomucka Street

Monthly

- September 2022
- August 2022
- February 2022
- January 2022

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