TAYPlan Youth Camp 11 June 2015
School Presentations February-March 2015

PAS
Dundee University
TAYPlan

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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’s Objectives in Delivering the 2\textsuperscript{nd} Main Issues Report

- Learn from 1\textsuperscript{st} 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
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 Centre's

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

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

No jobs
Long commute
High unemployment

It will become run down
No offices, events, or markets
The area will become neglected

The CBD
Old Industry

Encouraging business to locate
Specialised convenience coffee shop
Battle for streets

YOUR CHANCE TO MAKE CHANGE!

Physical Health

TAY plan

Improvement of old buildings
Incorporate new elements
An increase in sustainable methods
A change in low world
An increase in green areas
Use natural features
Town halls, riders, more diverse

Variety recreation
Parks

An increase in Town Centre's

Waterfront buildings
Use natural features
Town halls, riders, more diverse
A Rap...
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
Minecraft

Minecraft is a game about breaking and placing blocks.
Minecraft is a visualisation, learning and planning tool...

Sorkin, M., 2011. All over the map.
Example townscape recreated in Minecraft
Brown plots to be developed by participating schools across the TAYplan area

Minecraft Central
Dundee Waterfront... create a vision
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
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 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 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

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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
Main Event

- ~ 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
Where in the world?
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
Thank You

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