

Young people participation for city community renovation in Toyama city, Japan

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1. Background and Purpose of this research

Background:

Toyama city got some awards as a sustainable city and its compact city policy but has some difficulties. One problem is declining commercial activities in City Center owing to suburbanization and motorization. Young people go shopping to suburban shopping center. For young people, there are few chances to get engaged in the city center. But City Center is important place to achieve to compact and sustainable city.

One of the effective ways to achieve the revitalization on city center is "Young people participation". Toyama city government created two project for young people participation.

1. "Drop-inn" for young people, called "MAG.net"
2. Competition to revitalization the city center.

Purposes of this research are

1. analyzing young people participation for city community renovation in Toyama city with two project.
2. estimating the participation levels with Ladder of Participation (Hart, 1997).

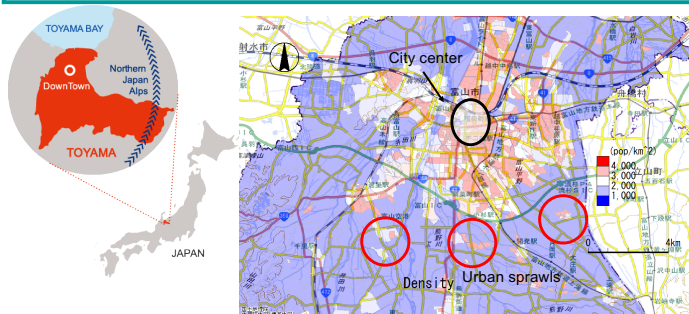


Figure 1. Location of Toyama city and Population density in Toyama city

2. University Students life in Toyama city

Students want to live near university campus. They choose their room that they can go the campus in five minutes by bicycles. They have little chance to go shopping to city center and have few knowledge to city center.30% students are home students.70% come from other regions and to live in lodgings.

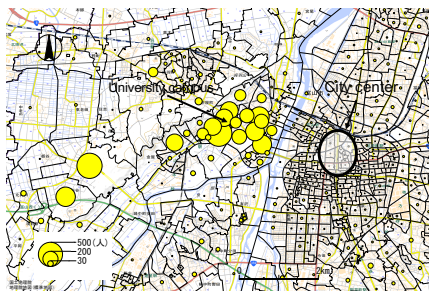


Figure 2. University students population in Toyama city

3. Create the place of "Drop-in"

Toyama city government made "Drop-in" in city center, named "City center lab: MAG.net." This place is a base place of young people activities. For making this lab., young people participated in carpentry works.

The participation steps were planned.

First step: Promotion

Promotion of city center to University students.
Making some events for students.

Second step: Relationship

Students make relationship with shop owners and local residents. They make some events and project.

Third Step: Students take initiative

They get initiative to city center community.



4. City center revitalization competition

Students make proposals to revitalize the city center by event or create something. Through the competition, there were several events that they proposed. For example, "Rolling the longest Kamaboko all over the world" and "Breakfast meeting in city center"(Fig.3). They tried to enjoy the city center with local residents and wanted to create the new value.



Figure 3. Competition events

5. Ingress and signboard event by young people

Some of them wanted to built an infrastructure to feel fun in city center. They were interested in the network game "Ingress" and Noramoji(Sign board). Noramoji is a project to collect the interesting sign board letters. They arranged these information and distributing some information to walk around the city center with network games. They tried to change the city center from just a shopping street to place filled with fun with games and collecting sign board.

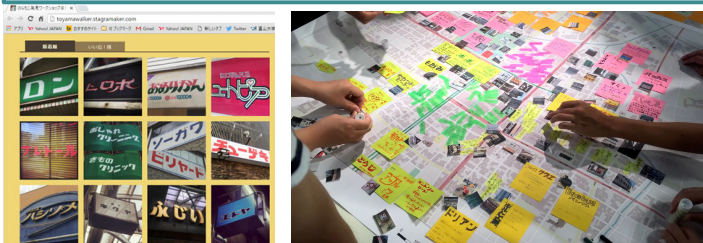


Figure 4. Collecting and Arranging the signboard information on the map

6. Consideration

With the "Drop-in", some young people got opportunities to touch the city center. "Participation" in the city center changes their mind to Toyama city. Young people added something new in the city center of Toyama.

Assessment to young people participation

First step

Carpentry works for making "Drop-in"
Participation in promotion events
→ Tokenism

Second step

Relationship with shop owners and residents

Third step

They archived to make a new value at the city center through their noramoji and Ingress event with their initiatives. After this project, they felt to be member of the city center community.

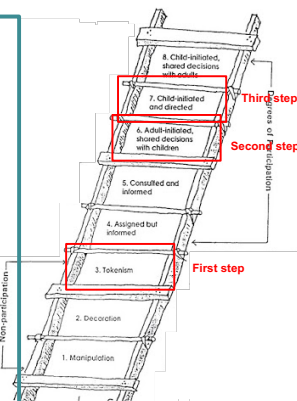


Figure 5. Ladder of participation about this case study (source: Hart, 1997)

7. Conclusion

Participation with their initiatives fosters young people to feel to join in the member of the city center. This is the most important to bring up next generation players for sustainable city. Young people participation is good way to bring up next generation.