

# Appendices

## Let's Play! Reimagining Innovation in Public Sports Infrastructure

Master Thesis - Vimukthi Gunatilleke

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# Appendix A – Policy, Frameworks, Initiatives

## **BVO Model – Beweegvriendelijk Omgevings Model**

The Beweegvriendelijke Omgeving (BVO) Model, translated as the Movement-Friendly Environment Model, is a Dutch framework developed by Kenniscentrum Sport & Bewegen to outline the key conditions for creating environments that stimulate physical activity and strengthen public health. It emphasizes that the built environment is not a neutral backdrop but an active determinant of how people move, socialize, and engage with sport in daily life.

The model is built around three interconnected components: Hardware, Software, and Orgware. Hardware refers to the physical infrastructure—such as playgrounds, sport courts, cycling paths, and green spaces—that enable activity. Software relates to the programming, coaching, and community activation that bring these spaces to life. Orgware encompasses governance, partnerships, monitoring, and long-term management, ensuring that facilities remain safe, inclusive, and well-used over time.

While originally designed as a policy tool, the BVO Model is now applied broadly by municipalities, Buurtsportcoaches (BSCs), sport foundations, and sportbedrijven. For these actors, the model provides a common framework to evaluate needs, align efforts, and understand the broader social impacts of movement-friendly environments. By integrating the three elements, municipalities and their partners can contribute to healthier residents, greater participation among vulnerable groups, and even strategic city marketing.

To operationalize the model, related tools have been developed, including the BVO Scan, which helps assess the strengths and weaknesses of existing environments, and the Bouwstenen van de Beweegvriendelijke Omgeving (“Building Blocks of the Movement-Friendly Environment”), which translates the model into actionable design and policy recommendations. (Hoyng & Scholte, (2021).

## **ASM Model – Athletic Skills Model**

The Athletic Skills Model (ASM) is a science-based and practice-driven perspective on movement education, founded in The Netherlands by René Wormhoudt and Geert Savelsberg. Based on the principle that “Sports have more in common than they differ” the ASM promotes versatile movement and aims to optimize talent development through comprehensive movement education.

Its core concept, “The Fundamental 10!”, integrates ten basic movement skills to guide structured movement programs, facility design, and professional upskilling in health and physical activity. The ASM offers various practical applications, including the ASM Academy for instructor training, instructional videos, and the design of movement-friendly spaces.

It also provides tools to estimate a child’s physical development, and its methodologies are detailed in books published in several languages. The ASM claims to have trained over 5,000

instructors in the Netherlands and designed more than 50,000 m<sup>2</sup> of versatile movement spaces, with international reach extending to countries like Brazil, the UK, Belgium, and the Czech Republic (ASM, 2025).

## **SHARE 2.0 – European Commission Initiative**

SHARE 2.0 (SportHub: Alliance for Regeneration in Europe) is a European Commission initiative that strengthens cooperation and knowledge exchange across the sport sector. It focuses on EU funding access, health, innovation, and sustainability, and brings together over 450 members including national, regional, and local administrations, grassroots sports organizations, federations, policy experts, and practitioners from across Europe.

The initiative frames sport as a cross-sectoral driver of health, social inclusion, and urban regeneration, emphasizing that municipalities must move beyond siloed thinking to develop integrated governance models combining sport with culture, education, and public health. Operating through four Communities of Practice (CoP), SHARE 2.0 facilitates knowledge exchange between cities and enables members to learn from each other's experiences.

1. EU Funding Community: Provides members with workshops and networking opportunities to learn about EU funding options for sport. Organizes training sessions on topics such as funding for sustainable sport infrastructure and how sport projects can benefit from environmental and climate programs.
2. Health Community: Shares promising practices linking sport and health, aiming to identify trends and expand successful projects. Open to practitioners connecting sport and health. Organizes workshops on promoting mental wellbeing through sport, the role of urban and city planning in promoting health and physical activity, and sport in education.
3. Innovation Community: Supports discussion about challenges linked to innovation in EU sport and facilitates circulation of innovative ideas to generate spill-over effects. Open to all sport innovators wanting to connect and help frame future priorities. Organizes sessions on innovative digital solutions for engaging young people in grassroots sports, how sport sector innovations drive social change, and self-organized sport in public spaces. Has published ideas papers on improving digital skills and strengthening entrepreneurial ecosystems in sports.
4. Green and Sustainable Sport Community: Focuses on implementing sustainability recommendations through training and technical guidance. Open to members and organizations interested in making sport more environmentally sustainable. Organizes workshops on delivering sustainable sport events. (SHARE 2.0, 2025)

## **URBACT - European Urban Development Program**

URBACT is a EU funded program designed to help cities design and implement integrated and participatory actions to tackle urban challenges. It draws on over 20 years of experience based on three key concepts: Integration, Participation, and Action Learning to support cities across Europe to promote integrated, inclusive, and sustainable urban development.

URBACT's overarching goal is to shape better cities. More specifically, they highlight several key objectives:

Urban Regeneration and Addressing Urban Challenges: To transform cities by integrating

sports into urban design, creating green, inclusive, and aesthetically pleasing public spaces for all residents while tackling issues such as aging grassroots sports infrastructure, underused public spaces, and a lack of adequate recreational areas in European cities. This approach aims to enhance the beauty and functionality of public areas, turning them into vibrant hubs that promote well-being, public health, and environmental sustainability while addressing challenges like social exclusion, economic decline, and environmental degradation in urban neighbourhoods.

**Youth Engagement and Community Cohesion:** To provide safe, engaging spaces for young people, particularly adolescents, where they can socialize, stay active, and develop healthy habits while fostering social connections and strengthening civic engagement. This includes combating youth disengagement and urban blight by creating spaces that resonate with the energy and aspirations of youth and involving local communities, especially youth, in the co-design, co-creation, and co-management of public spaces to instill a sense of collective responsibility and communal ownership.

**Promoting "Sport Urbanism" and Innovative Use of Public Spaces:** To make sport accessible to all, improve public health, and contribute to social cohesion, transforming cities into more livable and sustainable spaces by integrating sports into urban planning. This includes reclaiming and revitalizing underused or abandoned areas, turning them into dynamic community places and even tourist attractions through street sports and other activities.

**Sustainability and Inclusivity:** To ensure public spaces are truly inclusive, addressing the needs of girls, marginalized youth, and other underrepresented groups, and to integrate natural elements into urban design to promote environmental stewardship.

URBACT also provides various resources and methodologies to achieve its goals:

**URBACT Toolbox:** This comprehensive set of tools and resources helps cities design and implement integrated and participatory actions. It is organized into five stages of the action-planning cycle: Analysing problems, Planning actions, Resourcing, Implementing and Measuring results. It also includes crosscutting actions for engaging stakeholders and sharing knowledge.

**"Re-Gen" Network:** This network comprises nine European cities (Verona, Albacete, Corfu, Daugavpils, Dobrich, Milan, Pula, Vila Do Conde, Lezha) that form "Living Labs" that are experimenting with innovative ways to promote street sports among young people.

**Urban Sport Hubs:** These are a key solution promoted by the Re-Gen network, envisioned as multifunctional, inclusive, and beautiful places for street sports, cultural, and recreational activities. They are designed with and for young people, managed by them, and accessible to all.

**URBACT Good Practices:** URBACT awards a label to successful green regeneration strategies from various European cities, evaluated for their local impact, participatory and integrated approaches, and potential for transfer. Examples include Ghent's urban renewal, Düsseldorf's revitalization of peripheral areas, Brussels' Canal Open Space Plan, and projects in Rouen, Fót, Ostrów Wielkopolski, Igualada, Trnava, and Flöha.

URBACT also publishes articles and journals, such as the “Re-Gen Quarterly Journals”, which share insights on topics like Sport Urbanism, Urban Sports Hubs, street sport and tourism, and the role of youth in shaping public spaces. (URBACT, n.d.)

### **3.7 Relevant Policy Acts and Sporting Agendas**

#### **Omgevingswet**

The Dutch Omgevingswet (Environmental Act), which came into force on January 1, 2024, is a comprehensive Dutch law designed to achieve and maintain a safe, healthy, and high-quality physical living environment (Art. 1.3, 1). A central pillar of the Act is its strong emphasis on participation, stakeholder consultation, and fostering a sense of public ownership in planning and development processes. These principles are highly relevant for public sports and urban sports facilities, which depend on both accessible design and community activation to succeed.

The Omgevingswet is designed to make decision-making more democratic and locally responsive by embedding participation in all key planning stages. A fundamental principle is that administrative bodies must, when exercising their tasks and powers, “take into account the coherence of relevant components and aspects of the physical living environment and of the directly involved interests” (Art. 2.1, 1).

At the national level, everyone is given the opportunity to comment electronically for at least four weeks on draft regulations connected to the law (Art. 23.4, 1). On the municipal level, public consultation is mandated for core planning instruments such as the Environmental Vision (Omgevingsvisie) (Art. 16.26, 260), Programs (Art. 16.27, 1), and the Environmental Plan (Omgevingsplan) (Art. 16.30, 1). For the Environmental Plan, the law specifies that “opinions can be brought forward by anyone” (Art. 16.31, 263). Project-level decisions (Projectbesluit) are also subject to participation requirements (Art. 16.71, 1).

The Omgevingswet also strengthens accessibility in public outdoor spaces by linking to international obligations, most notably the UN Convention on the Rights of Persons with Disabilities (VN-Gehandicapttenverdrag) (Art. 23.1, 472; Annex to Art. 1.1, 498). This provision commits municipalities to ensure that the design of the physical living environment accounts for universal accessibility. In the context of sports, this means public facilities — including multifunctional courts and urban sport grounds — must be developed to include children, women, elderly people, and people with disabilities.

These measures are significant for urban sports and public facilities because they provide communities, foundations, and residents with formal channels to participate in shaping their physical environment. The Omgevingswet thus represents a structural shift toward integrated and participatory urban planning in the Netherlands. (Omgevingswet, 2025).

#### **Dutch Sports Strategic Plan 2032**

The Dutch Sports Strategic Plan 2032, published by NOC\*NSF and its affiliated federations, sets the ambition for the Netherlands to become “the world’s sportiest nation” by 2032. Its mission is that every Dutch person, regardless of age, background, or ambition, experiences the joy of sport daily. This vision positions sport not only as leisure but as a driver of health, well-being, social cohesion, and national pride.

The plan translates this ambition into a series of measurable targets. By 2032, 12 million Dutch

people should engage in sport or physical activity at least three times a week (up from 5.4 million in 2019). At least 80% of young people should develop strong movement skills. All children and youth in sport should have access to a qualified coach or instructor, and everyone should feel welcome in a safe, inclusive, and ethical sporting environment. Sports facilities should be rated by users at an average of 8 or higher on accessibility, affordability, and sustainability. Elite sports remain a beacon of inspiration, with TeamNL aiming to stay in the global top 10 and foster pride and unity across Dutch society.

Achieving these targets hinges on several critical success factors: quality improvement in sport; fostering an ethical and inclusive sporting culture; establishing a high level of collectivity within the sector and an integrated, overarching approach; securing substantial additional financial investment; promoting cooperation with other sectors based on a shared ambition; and demonstrating visible and measurable public value of sport

The strategy also identifies eight implementation lines of action:

1. Collaboration across the ecosystem: strengthen ties between federations, clubs, municipalities, schools, businesses, and healthcare organizations.
2. Stronger organizations: professionalize clubs and federations so they are resilient, future-proof, and able to take on wider societal roles.
3. A skilled workforce: ensure sufficient, well-trained volunteers and professionals, with pathways to professional careers in sport.
4. Appealing and diverse activities: offer a flexible mix of games, competitions, and events, both formal and informal, tailored to participant needs.
5. Elite sports climate: provide top athletes with the infrastructure, recognition, and financial stability needed for sustainable international success.
6. Accessible and multifunctional facilities: invest in indoor, outdoor, and public spaces that are inclusive, climate-resilient, and widely available.
7. Promoting the value of sport: use campaigns and communications to highlight sport's public value and mobilize broad support.
8. Innovation and ethics: embed sustainability, digital tools, and ethical practices (including safe sport culture) into all levels of sport.

The anticipated societal impact goes beyond participation alone. By 2032, the plan envisions fitter and more resilient citizens, greater inclusion of vulnerable groups, multifunctional public spaces that encourage everyday movement, and a population proud of both grassroots and elite sports. (NOC\*NSF, 2023).

## Dutch Municipality Urban Sports Agendas

### **Amsterdam: Urban Sports Agenda 2021–2025**

Amsterdam's agenda, "De stad als speelveld, je lichaam als instrument" (The city as a playground, your body as an instrument), positions the city as a leading hub for urban sports. It emphasizes accessibility, creativity, and youth empowerment, seeing urban sports as both lifestyle and talent development platforms.

Five overarching goals structure the plan: better-equipped public spaces, expanded facilities, participation of disadvantaged youth, support for urban top athletes, and international positioning. Implementation relies on strong collaboration with the urban sport network, cross-domain links (sport, health, culture, education, economy), and 20 concrete development lines.

These include spatial planning principles, inclusivity measures (especially for girls and disabled groups), and initiatives like Urban Sports Week Amsterdam. (Agenda Urban Sport 2021-2025, 2021)

### **Rotterdam: Urban Sports Agenda 2024–2027**

Rotterdam brands itself as "dé urban sports stad van Nederland" (THE urban sports city of the Netherlands), rooted in its heritage of street culture. Urban sports are framed as lifestyle practices of creativity and self-expression. The policy is built around four thematic pillars: participation and accessibility, inspiring elite sport, future-proof facilities, and measuring impact.

The city stresses inclusivity (with focus on girls and disabled groups), ecosystem-building through ROFFA.nu, and integration of urban sports into education and public space. The Double Diamond method shaped the agenda, with extensive co-creation through sessions, surveys, and community platforms.

Major events like Rotterdam Street Culture Week reinforce community building. The agenda remains flexible, designed for annual review and adaptation. (Urban Sports Agenda, n.d.)

### **Eindhoven: Urban Sportpark Evaluation**

Eindhoven focuses on evaluating and refining its Urban Sportpark, a multifunctional facility combining calisthenics, freerun, pumptrack, and green relaxation areas. Using both electronic sensors and surveys, the city monitors usage and user satisfaction. Results showed high ratings (average 8.3) and strong movement effects (46% more physically active). Evaluation also revealed needs for meeting spaces, shelter, and improved social control. Insights inform future adjustments to both programming and physical infrastructure. Eindhoven's approach highlights the value of mixed-method research and integrating perspectives from multiple policy domains.

## **Groningen**

Groningen has emphasizes data-driven policymaking in its “follow up” phase. Using the LINES dashboard by CityLegends, the municipality tracks urban sport “hotspots,” measuring safety, accessibility, quality, and user satisfaction. This evidence, combined with community input, secured greater political and financial support, including budgets for renovations and new facilities like skateparks and pumptracks. The process demonstrates how structured monitoring strengthens legitimacy and builds momentum for long-term investment.

## **Nijmegen: Urban Culture Integration**

Nijmegen integrates urban sports into a broader ambition to develop urban culture, combining sport and art. The approach is strongly bottom-up: local leaders (“kartrekkers”) formed the Urban Street Culture collective, which drives planning and co-creation. Facilities and programs are spread across districts, with creative use of public spaces. Co-creation processes bridged gaps between policymakers and the community, while subsidies for urban sport and culture support experimentation. Realized projects include pumptracks and a 3x3 court, with emphasis on inclusivity and accessibility.

## **Dordrecht: Renewed Policy Vision**

Dordrecht’s agenda centers on moving from ad-hoc investments to a coherent urban sports policy under “Niemand buitenspel in Dordrecht” (Nobody Offside in Dordrecht). The city aims to create future-proof, movement-friendly environments as neighborhood meeting places. Targets for 2026 include five new urban sport locations, 400 new users, and an average facility satisfaction score of 8+. Implementation involved broad analysis (participation indexes, CityLegends scans), clear program lines, and the appointment of an urban sport coordinator to connect municipal departments. Projects like the “city park XXL” illustrate this vision. (Hoyng & Baartmans, 2023).

## **Overlapping Themes:**

**Community Involvement and Bottom-Up Approach:** All cities heavily emphasize active participation and co-creation with urban sport communities, key stakeholders, and residents in vision formulation, planning, design, and management. Cities like Nijmegen, Rotterdam, and Amsterdam explicitly highlight bottom-up initiatives and the importance of listening to local communities, while Groningen uses data collection to amplify user voices in policy development.

**Cross-Domain Collaboration:** There is universal recognition that urban sports policy cannot be confined to a single municipal department. Cities actively foster collaboration between sport, culture, youth, health, spatial planning, education, welfare, and mobility departments. This reflects a holistic understanding of urban sports encompassing physical spaces (hardware), activities and programming (software), and organizational structures (orgware).

**Infrastructure Development and Public Space Utilization:** All agendas prioritize the creation, improvement, and maintenance of physical spaces for urban sports. This includes both dedicated facilities such as skateparks, freerun parks, and pumptracks, as well as innovative use of existing public spaces and street furniture including squares, stairs, and walls.

**Inclusivity and Accessibility:** Cities share a common goal of making urban sports accessible to diverse populations, including youth, girls and women, and people with physical or mental disabilities. They work to address participation disparities across different neighborhoods through tailored programs and inclusive design approaches.

**Data-Driven Policy and Impact Measurement:** Cities increasingly rely on research, data collection, and evaluation to inform their strategies, demonstrate urban sports value, and secure political and financial support. Examples include sport participation indexes, user surveys, and technological solutions like data dashboards for policy development.

**Addressing DIY Culture and Regulatory Balance:** Cities acknowledge the autonomous, informal nature of urban sports culture and seek to find balance between supporting the do-it-yourself mentality and necessary municipal regulations. They aim to provide structure and support without stifling the creative freedom inherent in urban culture.

**Long-Term Vision and Policy:** There is clear commitment to move beyond ad-hoc projects toward sustainable, embedded urban sports policies and funding mechanisms that ensure continuity and lasting impact. This often involves developing permanent facilities and establishing stable financial structures.

**Financial Commitment and Resource Allocation:** All cities recognize the need for dedicated funding through specific subsidy schemes, multi-departmental contributions, or public-private partnerships to realize their urban sports ambitions and sustain long-term programming.

**Talent Development and Elite Sport Integration:** Recognizing urban sports as a breeding ground for athletic talent, cities aim to support aspiring athletes from grassroots to elite levels while leveraging the inspiring power of top-level competition, including Olympic inclusion, to motivate broader participation.

**Events and Community Building:** Cities utilize local, national, and international events as crucial tools for promoting urban sports, building community connections, providing platforms for talent development, and inspiring broader participation in urban sports activities.

# Appendix B – Generative Session Worksheets

## Outcomes: Paperdome Core Team

What takes place before, during and after playing Urban sports?

	Before	During	After
P1, Skateboarding	<ul style="list-style-type: none"> <li>- Youtube Reels for inspiration</li> <li>- Drop a message in the group chat</li> <li>- Pack my essentials (spare tshirt, skate tools)</li> <li>- Cycle to spot</li> <li>- Check weather</li> <li>- "Smoke the devil's lettuce"</li> <li>- Hit the store for beer, carbs and sugar (snacks)</li> </ul>	<ul style="list-style-type: none"> <li>- Drink a lot of water</li> <li>- Cigarette breaks</li> <li>- Beer</li> <li>- Video some clips of me skating</li> <li>- Listen to music</li> </ul>	<ul style="list-style-type: none"> <li>- Massage gun therapy</li> <li>- Hot bath to decompress muscles</li> <li>- Play skating video games</li> </ul>
P2, Basketball	<ul style="list-style-type: none"> <li>- Contact players / friends</li> <li>- Tournament format</li> <li>- Warm up</li> </ul>	<ul style="list-style-type: none"> <li>- Play ofcourse</li> <li>- Meet up with each other</li> <li>- Listen to music</li> <li>- Meet new people</li> <li>- Play different games</li> </ul>	<ul style="list-style-type: none"> <li>- Plan the next meetup</li> <li>- Drink beers</li> <li>- Stay in touch</li> </ul>
P3, Basketball	<ul style="list-style-type: none"> <li>- Eat well</li> <li>- Eat with teammates</li> <li>- Stretch, warm up</li> <li>- Pray</li> </ul>	<ul style="list-style-type: none"> <li>- Play</li> <li>- Communicate with each other</li> <li>- Shoot around</li> </ul>	<ul style="list-style-type: none"> <li>- Chill / Relax</li> <li>- Discuss what went well, what did not</li> <li>- Eat</li> <li>- Shower</li> </ul>
P4, Basketball	<ul style="list-style-type: none"> <li>- Send a message to all the group apps a day before</li> </ul>	<ul style="list-style-type: none"> <li>- Everyone who has arrived, shoots for teams, then we play against each other</li> </ul>	<ul style="list-style-type: none"> <li>- Talk to everyone about how it went with basketball</li> </ul>
P5, Basketball	<ul style="list-style-type: none"> <li>- Check the weather</li> <li>- Message friends / groups</li> <li>- Get water and snacks</li> <li>- Take as little stuff with me as possible</li> <li>- Grab my outdoor shoes</li> </ul>	<ul style="list-style-type: none"> <li>- Shoot around (before playing)</li> <li>- Connect with others, talk, make teams</li> <li>- Establish rules (winner stays on)</li> <li>- Play music</li> </ul>	<ul style="list-style-type: none"> <li>- High fives</li> <li>- Grab a towel and water</li> <li>- Hang around and talk</li> <li>- Plan the next meet up</li> </ul>

# Appendix B – Generative Session Worksheets

What would your ideal future be? Let's dream it up!

	Dream Big!	Physical Space
P1, Skateboarding	<ul style="list-style-type: none"> <li>- More skateparks in Amsterdam that are beginner friendly</li> <li>- More indoor skateparks</li> <li>- Dedicated communities and some way to create an ecosystem to always have homies skating with you</li> </ul>	<ul style="list-style-type: none"> <li>- Foldable obstacles that can be stored in the Paperdome</li> <li>- Turn it into a skate park one day in the week</li> </ul>
P2, Basketball	<ul style="list-style-type: none"> <li>- Increased popularity of the sport amongst youth</li> </ul>	<ul style="list-style-type: none"> <li>- Seating area (Tribune)</li> <li>- Rebounder (equipment)</li> <li>- Speakers</li> <li>- More / better equipment for training / drills</li> <li>- LED floor with different exercises</li> </ul>
P3, Basketball	<ul style="list-style-type: none"> <li>- More people</li> <li>- More places for indoor games</li> <li>- School access</li> </ul>	<ul style="list-style-type: none"> <li>-Speakers</li> <li>- Wi-Fi</li> <li>- Seating area</li> <li>- Scoreboard</li> <li>- Adjustable hoop</li> <li>- Clean court</li> </ul>
P4, Basketball	<ul style="list-style-type: none"> <li>- To be able to play more with friends</li> <li>- To be able to play for free in an indoor court</li> </ul>	<ul style="list-style-type: none"> <li>- Scoreboard</li> <li>- Speakers</li> </ul>
P5, Basketball	<ul style="list-style-type: none"> <li>- An indoor basketball court that is always open</li> <li>- Gym equipment / Weights</li> </ul>	<ul style="list-style-type: none"> <li>- Seating spots (Tribune)</li> <li>- Inspirational Quotes / Photos</li> <li>- Music equipment</li> </ul>

# Appendix B – Generative Session Worksheets

Outcomes: Paperdome Core Team

What drew you to this sport?

P1, Skateboarding

- Freedom
- It's just pretty fucking cool
- I was always on a board - natural evolution
- Perseverance
- Mental strength
- Fitting in and making new friends
- Being in camp

P2, Basketball

- Trying out a new sport
- To keep moving (fit)
- Meet new people
- Connect with people on another level
- Stay physically fit

P3, Basketball

- My brother took me to my first training
- The calm - it helps me relax
- Inspiration- I wanted to help others get into the sport

P4, Basketball

- After seeing Worthy de Jong
- To be together with friends

P5, Basketball

- Way to decompress (uitlaatklep)
- Winning
- Friends
- Work hard towards a goal
- Become better
- Have fun
- Build character
- Hip hop, sneakers, Jordans, fashion

# What does it look like?

Think about an Urban sports that you play (or played). What takes place before, during and after playing these sports? *Draw / write about them in the boxes*



## Urban Sport(s)

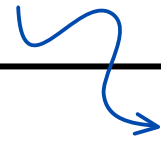
Before

During

After

# What drew you to this sport?

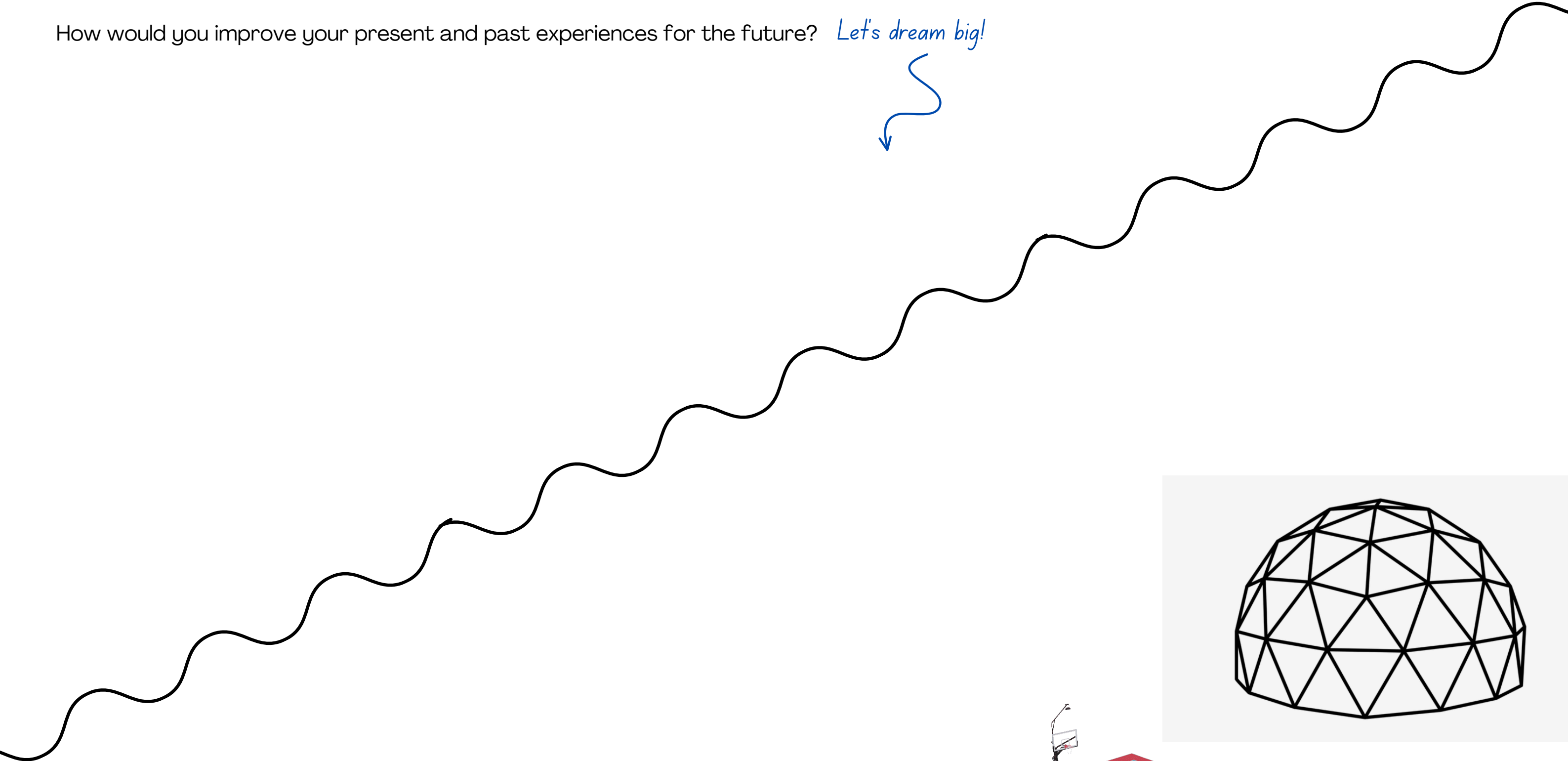
Think about your past experiences, motivations and reasons to engage in the sports you mentioned earlier *Draw / write about them in the boxes*



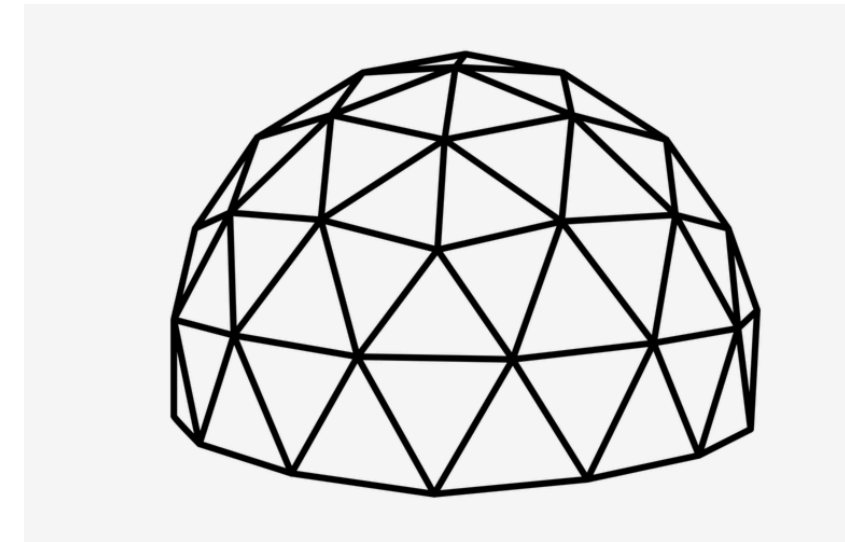
A large, empty rounded rectangular box intended for drawing or writing about past experiences, motivations, and reasons for engaging in sports.

# What would your ideal future be?

How would you improve your present and past experiences for the future? *Let's dream big!*

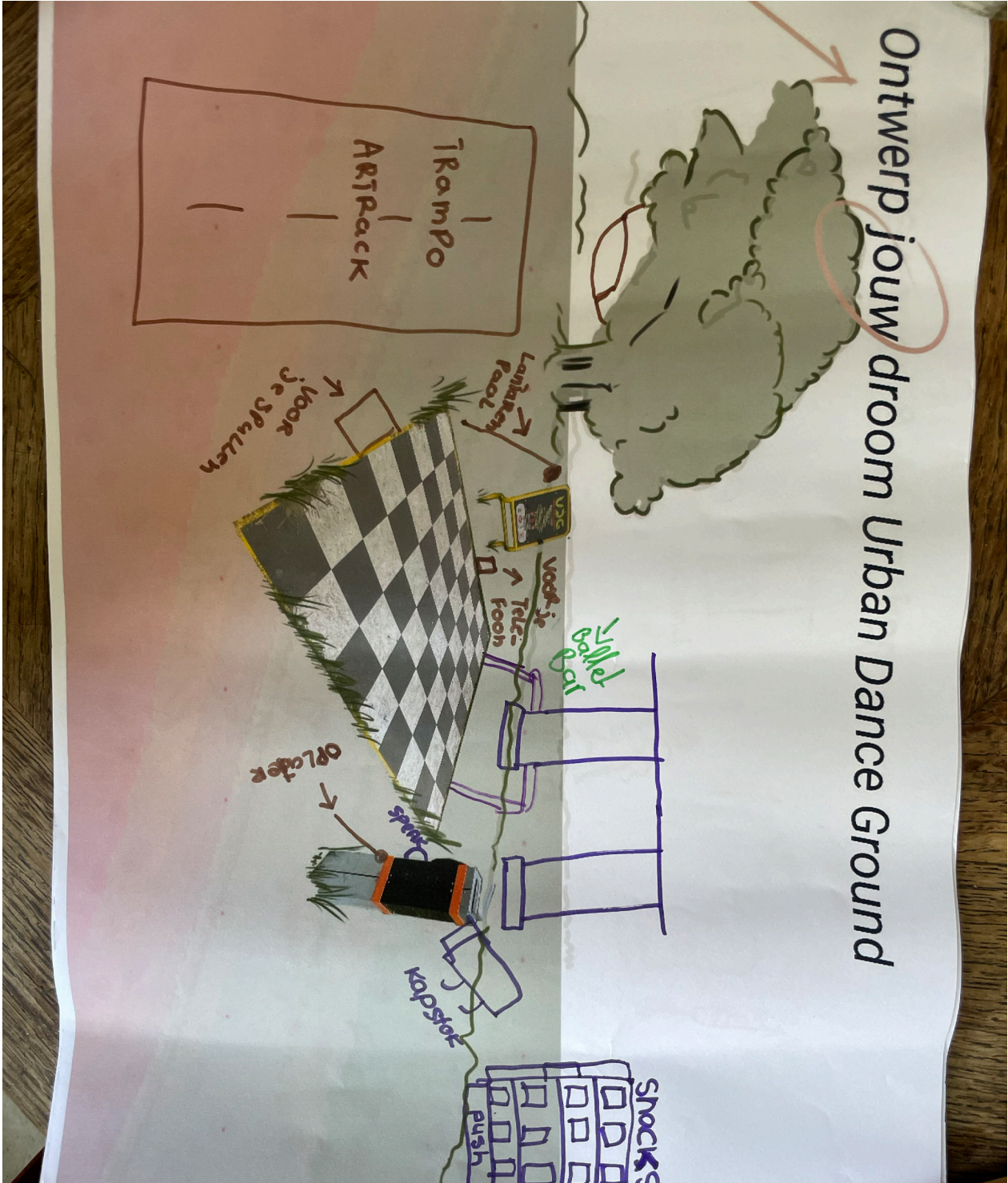


Now, let's dream up a physical space to make this happen!  
What would you like to see?



# Appendix C - Co-Creation Session Worksheets

Outcomes: Urban Dance Ground



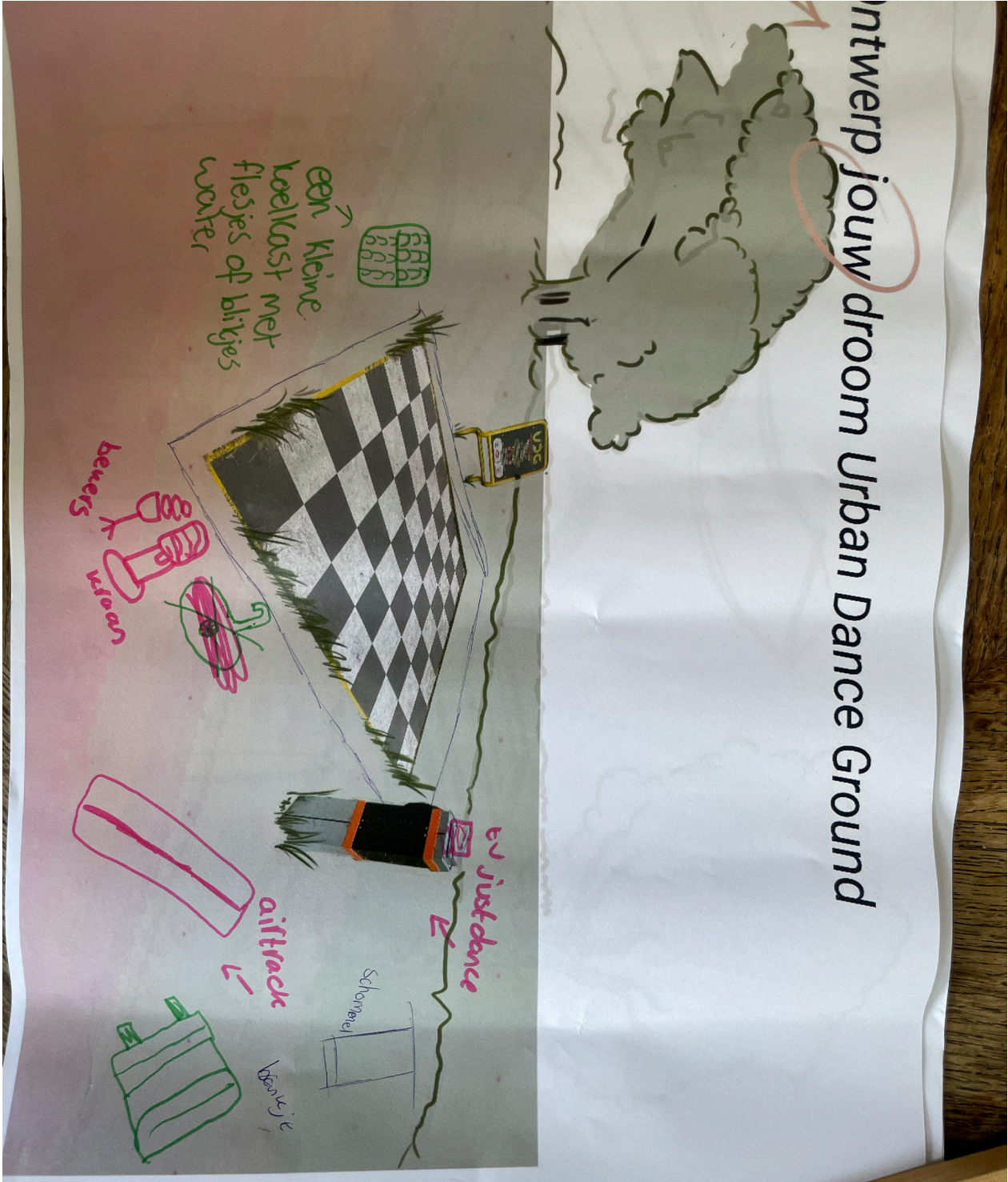
# Appendix C - Co-Creation Session Worksheets

Outcomes: Urban Dance Ground



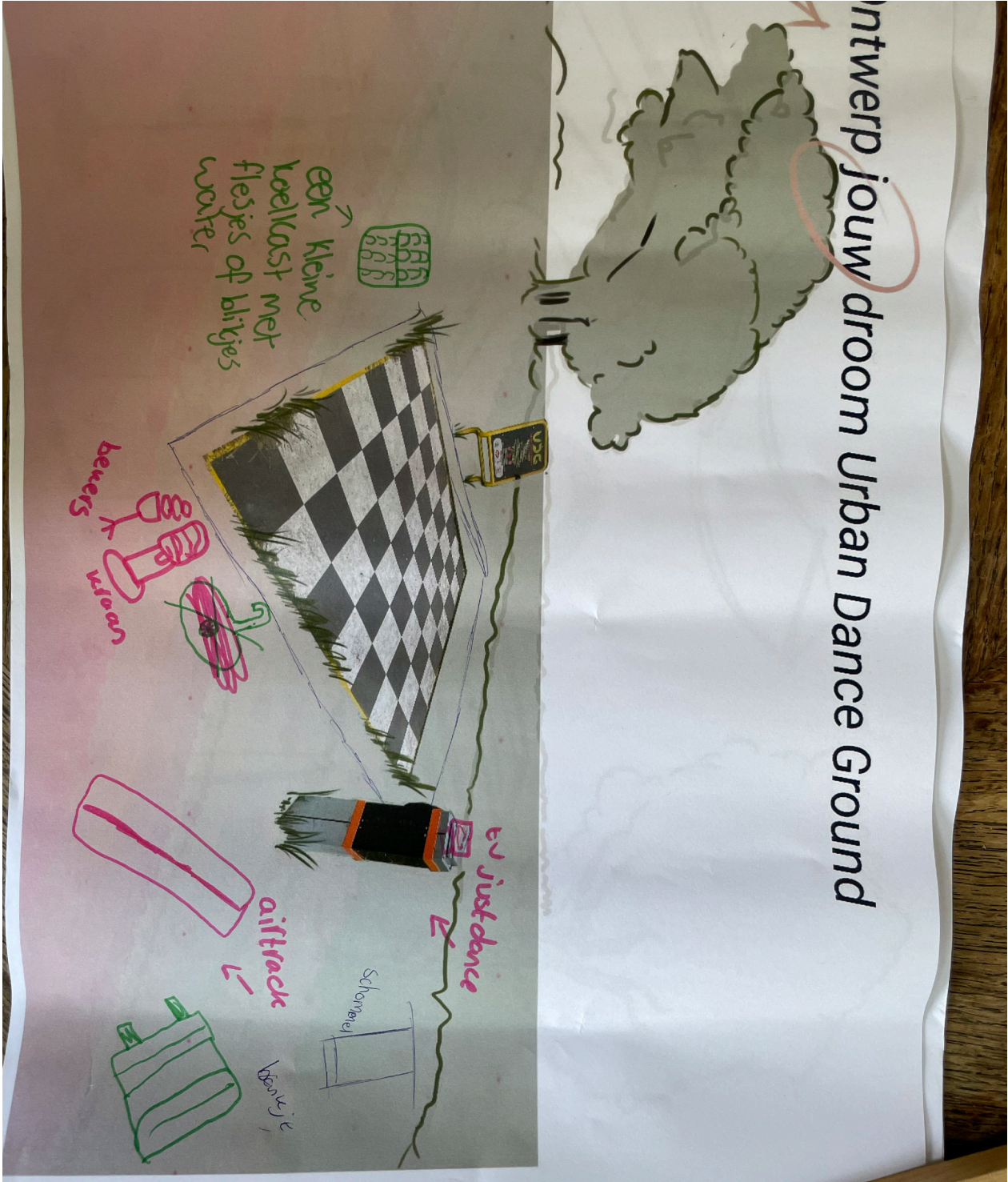
# Appendix C - Co-Creation Session Worksheets

Outcomes: Urban Dance Ground



# Appendix C - Co-Creation Session Worksheets

Outcomes: Urban Dance Ground



# Designing Youth Spaces: Inside the Minds of Young Creators

As cities and communities seek to engage young people in healthier, more active lifestyles, listening to their voices is crucial. These transcripts capture two group discussions among young participants as they brainstorm ideas for designing interactive outdoor spaces, such as dance floors and recreation areas. Their insights offer an authentic glimpse into youth priorities, creativity, and the challenges of turning big dreams into practical, inclusive realities.

## **What are the core features that young people desire in an interactive outdoor dance or recreation space?**

The discussions reveal a strong preference for vibrant, multifunctional features. Youth participants advocated for lighting (“We vinden het heel leuk om met lichtjes te praten. Ja, met lichtjes, toch? Want het is in het donker.”), dance mats, and sound systems to make the area usable and attractive at night. Practicality was emphasized through suggestions like charging stations, tashouders (bag holders), and benches to

accommodate different needs, from socializing to resting. Popular activity elements included airtracks (for acrobatics and dancing), trampolines, swings, and opportunities for structured and unstructured play. Food and drink accessibility also ranked high, such as snack and drink vending machines and even playful ideas like a mini-McDonald's.

### **How did participants integrate digital and social media considerations into their designs?**

Digital connectivity and social media play an integral role in young people's experiences. Both groups mentioned features like phone holders "voor de TikTok" and the concept of integrating Just Dance or similar interactive screen experiences. Charging stations were also viewed as essential, reflecting the expectation of staying connected and capturing or sharing experiences.

### **Were there any notable differences or unique ideas between the two groups?**

While both groups shared similar core ideas—light, activity areas, practical additions—the first group introduced unique suggestions such as a ballet barre for stretching and a hangmat (hammock) in a tree, showing a desire for diversity in relaxation and exercise options. The second group explored imaginatively placing a disco in a tree and emphasized "kapstokken met een dakje" (coat racks with a roof) for keeping belongings dry, illustrating a blend of practicality and whimsy.

### **How did the youth address practical challenges, such as weather and safety considerations?**

Awareness of outdoor conditions was explicitly noted: “Eén ding om te herinneren is dat dit buiten is. Dus je moet herinneren aan het weer.” Participants suggested weatherproof solutions, including structures fixed securely to the ground and covered areas for protecting personal items. This consideration highlights a mature understanding that fun design must intersect with functionality and safety.

### **Did the conversations expose any conflicting ideas or challenges in group collaboration?**

While the tone was mostly collaborative and enthusiastic, there were moments of confusion or mild disagreements, particularly around drawing and choosing which features to include. The playful repetition and light bickering (“Nee, ik zou een Tashouder nemen. Een Tashouder betekent dat je echt niet kapot is.”) reflect typical group brainstorming among youth, where all ideas are given space before consensus is reached. There were no significant controversies, but practical limitations—space, feasibility, and prioritization—surfaced organically.

### **What role did food and refreshments play in the envisioned environment?**

Food and drink vending options were repeatedly cited as almost as important as activity zones. Suggestions ranged from classic vending machines to “mini-McDonald’s,” with emphasis on

affordability and availability. The detailed mention of water bottle refill stations underscores a broader view of wellness and sustained activity.

### **How did the facilitator's bilingual prompts impact the conversation?**

Switching between Dutch and English was common, both from facilitators and participants. This bilingual engagement ensured inclusivity, facilitated communication within diverse groups, and seemed to support deeper idea exploration. It also highlighted the group's adaptability and the need for youth spaces to accommodate multicultural and multilingual realities.

### **Did the discussion include any reflection on accessibility or inclusiveness?**

Direct references were limited, but the wide variety of features—including spaces for both active and passive engagement (benches, hangmats, dance zones)—suggested an instinctive move toward inclusivity. However, explicit considerations for differently-abled users or broader accessibility were not discussed.

### **Are there any aspects where expectations clashed with potential realities?**

Some aspirations, such as installing a “mini-McDonald's” or complex interactive screens outdoors, may not be fully viable due to cost, logistics, or weatherproofing. Nevertheless, these ideas reflect aspirational thinking and a desire for spaces that

feel both special and accommodating.

### **How did the group manage divergent ideas when constructing their visual designs?**

Selecting and drawing features led to playful debates, collective brainstorming, and compromise. Some ideas, like incorporating unusual playground features or imaginative structures (“a disco in a tree”), made it into the drawings, revealing how the process itself becomes a learning opportunity in consensus-building.

### **Did the participants reflect on the purpose of the space beyond fun and socializing?**

While fun, socialization, and play were dominant, the repeated mention of organization (timers, structured group activities, dance challenges) points to a drive for spaces that support both spontaneous and planned communal experiences.

### **What gaps or unanswered questions remain following these discussions?**

The transcripts do not extensively address maintenance, long-term durability, supervision, or funding for such spaces. Accessibility for those with disabilities, engagement with broader community members, and ongoing safety protocols also remain open for further exploration.

## **Conclusion**

These authentic conversations among youths offer a wealth of creative design insights for new outdoor spaces. Their vision is both practical and imaginative, prioritizing digital connection, physical activity, food, and inclusive, weather-proof relaxation. Importantly, the process illustrates the value of direct youth involvement in shaping environments that truly reflect their needs and aspirations, while also signaling gaps for future investigation by designers and policymakers.

## **Group 1 Summary – Dembrane AI**

Dit gesprek gaat over een groepsactiviteit waarbij de deelnemers worden aangemoedigd hardop te denken en ideeën te delen. Ze bespreken verschillende bewegingsactiviteiten en tekenen vervolgens een ontwerp voor een soort dansschool of recreatieruimte.

De groep begint met het benoemen van objecten en activiteiten zoals een kraan, beker, tashouder en sporten. Er is wat verwarring over de instructies, maar ze gaan door met brainstormen over dingen als Just Dance op tv, een airtrack en een schommel.

Daarna gaan ze over op het tekenen van hun ideeën. Ze schetsen verschillende elementen zoals een boom, een disco, een drankautomaat en een speeltuin. Er is enige discussie over hoe bepaalde dingen te tekenen en wat precies in het ontwerp moet worden opgenomen.

Gedurende het gesprek wisselen de deelnemers tussen Nederlands en Engels, waarbij de begeleider af en toe Engelse instructies geeft. De toon is over het algemeen speels en informeel, met veel herhalingen en onderbrekingen typisch voor een groepsdiscussie.

## **Baddies Group Summary – Dembrane AI**

Dit gesprek gaat over het ontwerpen van een interactieve dansmat of buitenruimte voor jongeren. De deelnemers, waarschijnlijk kinderen of tieners, bespreken verschillende elementen die ze graag zouden zien in deze ruimte.

Ze stellen voor om lichtjes te gebruiken, vooral voor gebruik in het donker of 's avonds. Andere ideeën zijn een DJ-hoek met een oplader, een plek om spullen neer te leggen, en verschillende activiteiten zoals een airtrack, trampoline, schommel en bankjes om te chillen.

Voor versnaperingen denken ze aan een mini-McDonald's of snack- en drankautomaten. Praktische toevoegingen zijn een prullenbak, een timer voor danssessies, en een telefoonhouder voor TikTok-video's. Ze bespreken ook het toevoegen van een springkussen, een hangmat aan een boom, en een balletbalk voor stretchen.

De groep herinnert zich dat de ruimte buiten is en denkt na over weerbestendige oplossingen. Ze eindigen met het idee om spelletjes toe te voegen, mogelijk met een speaker. Throughout the conversation, there's a mix of Dutch and English, suggesting it might be in a bilingual setting or with non-native Dutch speakers involved.

## **Concept 1: “Active & Connected Dance Ground”**

(inspired by lighting, dance mats, sound systems, TikTok/Just Dance ideas, charging points)

Prompt for AI image generation:

*A vibrant outdoor urban dance ground at night, designed by teenage girls. The space glows with colorful LED floor lighting and spotlights, creating a safe, playful atmosphere. Teens are dancing on interactive mats while music plays from sleek outdoor speakers. A large digital screen shows a Just Dance–style interface, with phone holders and charging stations nearby so they can record TikToks. Around the edges are benches and bag holders for resting. The vibe feels modern, inclusive, and full of energy, blending digital culture with physical movement.*

Images Generated using W&H Playscape Tool:



## **Concept 2: “Playful Chill & Fun Spot”**

(inspired by hammocks, swings, trampolines, a disco in a tree, food & vending ideas)

Prompt for AI image generation:

*A creative and whimsical outdoor youth space for dance, fun, and relaxation. At the center is a big open dance floor. Around it are playful elements: a hammock tied between two trees, a trampoline corner, a swing set, and a long Airtrack mat for acrobatics and tumbling. A disco ball hangs from a tree, scattering colorful light patterns over the ground. Practical features include coat racks with small roofs to keep belongings dry, bag holders, benches, and a water tap/refill station for bottles. A vending area provides affordable snacks, drinks, and even a quirky mini-McDonald’s kiosk. The setting is cozy yet lively, mixing greenery, seating areas, and playful lighting to create a safe, imaginative meeting place where teens can socialize, dance, and relax together.*

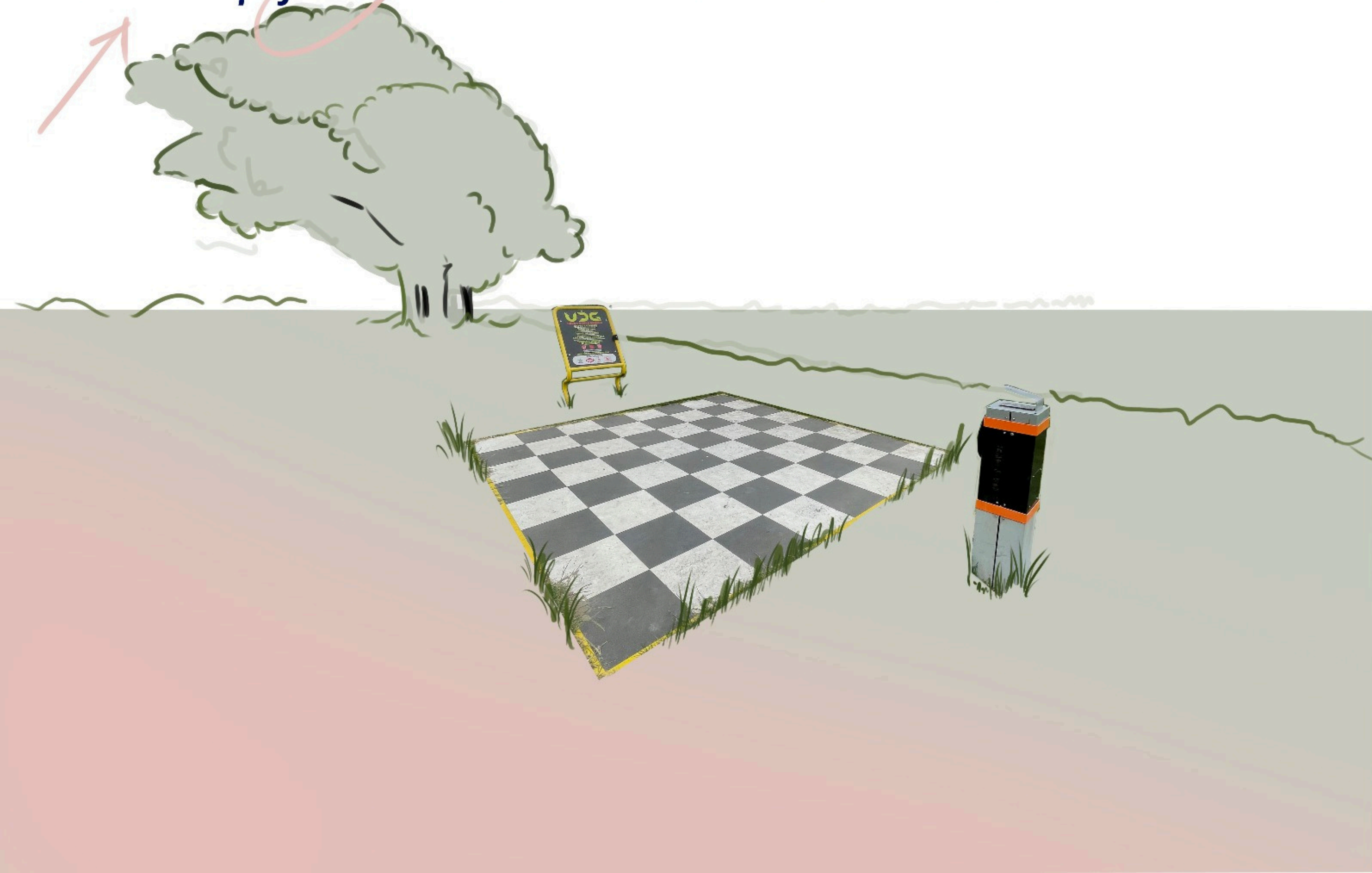
Images Generated using W&H Playscape Tool:



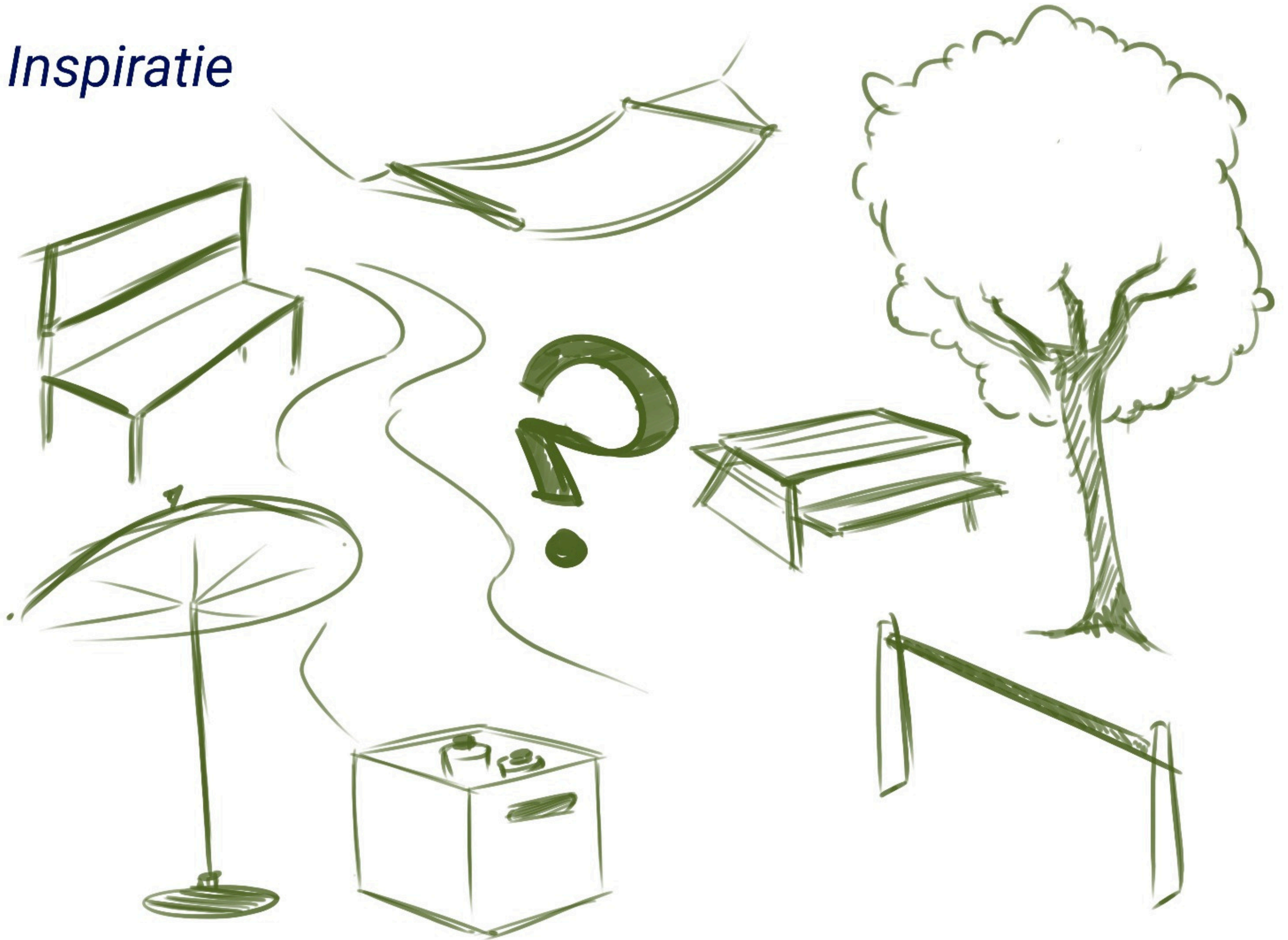
# Leven, Bewegen & Afspreken



# Ontwerp *jouw* droom Urban Dance Ground



# Inspiratie





Voor als je over de grond wil een beetje stroef

(30/09/2025)

# Ideeën Co-Creatie Sessie

Dansers (meiden) 12 t/m 20 jaar

i.p.v. draai ding

draai knop  
Miss een bankje er naast en een wc en het zou leuk zijn als je buiten aan kinder kindert vraagt of hun nog opties hebben

iets minder stroef maken

een lampje er naast miss want dan heb je miss meer licht

## Telefoonhouder

Drink  
tv / scherm zoals gast dance

- toilet-wc  
- camera  
- telefoonhouder voor film

goed dat je zelf liedjes kan kiezen

~~licht~~ - licht  
~~licht~~ - licht

~~telefoonhouder~~  
~~opsteker~~

## Just dance Scherm

i.p.v een draaiknop misschien een timer

- Telefoonhouder  
- opl steker

- Een telefoonhouder  
- Misschien ergens waar niet heel veel mensen komen  
- Lamp op Dj

stoeltje voor naast het draai ding / truk

## trampoline ingebouwd

## Kapstok met een afdak

- vuilnisbak  
- kraantje met drinkwater  
- Licht

een tu-tje met dans iedeejes en muziekjes

Drinkwater pomp ijzerding met een knop

- bezer houder  
- by een bankje zodat je kan zitten

## lamp op DJ

een oplader voor je telefoon

## Bij de muziek DJ

Heel leuk  
een airtack of opblaas-trampoline voor trucjes oefenen

# Appendix D - W&H Playscape Game Cards

Outcomes: Urban Dance Ground



# W&H Playscape Card Game

## Goal of the Game

The main goal is to stimulate open and honest conversation between different stakeholders about a sports product, facility, or neighborhood intervention. The purpose is not to finish all cards or “win,” but to surface perspectives, values, risks, and actions that normally remain separate. The outcome of a session may be:

- A list of must-haves, nice-to-haves, and risks to consider.
- A collection of values and principles for design.
- A first action plan or design direction.
- A base of insights for W&H Sports to develop further.

## Game Setup

1. Players: 5 stakeholder roles – Municipality, Community, Social Foundations, Innovation Partner, Advisor. Each receives their role deck.
2. Game Master: W&H Sports facilitates the session, sets the project “scope,” and manages the game board.
3. Scope Selection: The group agrees whether the session will focus on a Product, Facility, or Neighborhood (shown by the concentric rings on the board).
4. Game Board: The board is divided into three stages of the design process: Discover, Define, Deliver. Stakeholders can choose to go through all three (a sprint) or focus on one stage.

## Card Types

- Scenario – Paint a picture of a situation or challenge.
- Action – Suggest what could be done or demanded.
- Trigger – Raise “what if” or “what about” questions.
- This or That? – Present trade-offs that force choices.
- Consideration – Remind the group of systemic factors.
- Risk – Introduce barriers or setbacks to test ideas.
- Value – Highlight guiding principles or common ground.
- Blank Cards – Players can write their own input; decks grow over time.

Each stakeholder plays cards that reflect their role’s typical perspective – e.g., Municipalities emphasize budget and regulations, Communities emphasize safety and belonging, etc.

# Rules of the Game

## ▶ How to Play

- Start of Play
  - The Game Master (W&H Sports) presents the chosen scope (e.g., new product, facility mock-up, or neighborhood project).
  - The board is set to the relevant scale (Product, Facility, Neighborhood) and stage(s) of the design process (Discover, Define, Deliver).
- Rounds of Play
  - Stakeholders take turns clockwise (or popcorn style) to play a card from their deck.
  - The round starts with one card type (e.g., Scenarios) and moves into others (e.g., Actions, Triggers, Considerations).
  - Cards can respond to what has already been raised. Example:
    - Community: “Scenario – There is no shade or sun protection.”
    - Innovation Partner: “Action – Build a modular canopy system.”
    - Advisor: “Consideration – Have you thought about accessibility for all users?”
- Using Risk & Value Cards
  - Risk and Value cards can be played at any time to highlight concerns or emphasize guiding principles.
  - Example: “Risk – Budget cuts reduce maintenance capacity” or “Value – Create safe and welcoming spaces.”

## ✚ How the Game Board Works

- The 3 concentric circles = scale of scope:
  - Inner: Product
  - Middle: Facility
  - Outer: Neighborhood
- The horizontal journey = design stages: Discover → Define → Deliver.
- Cards are placed on the board in the appropriate stage/scale.
- Over time, the board fills with ideas, risks, and values → creating a shared map of perspectives.

# Rules of the Game

## Duration & Ending

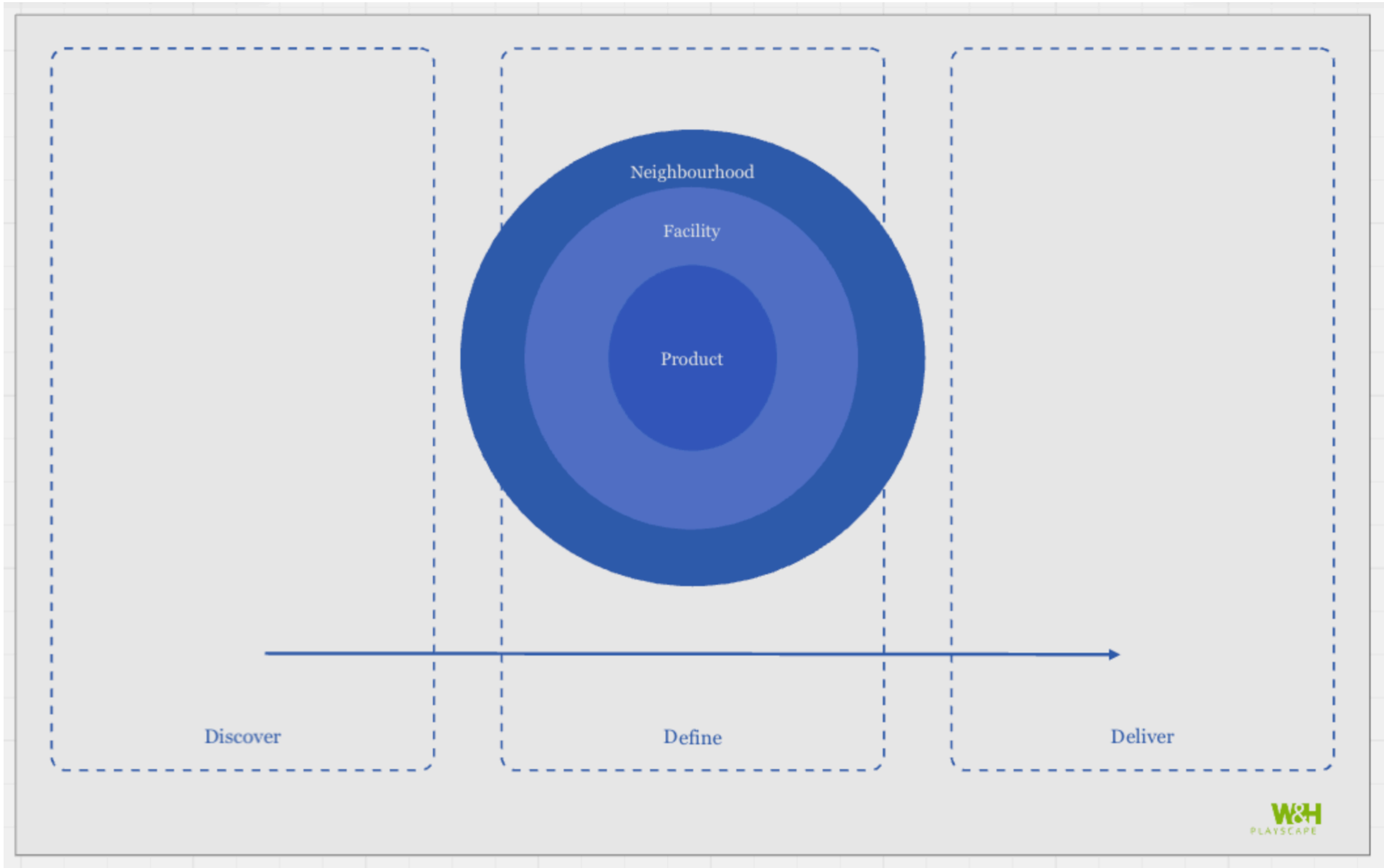
- Sessions typically last 1–2 hours, depending on whether the group covers all three design stages or focuses on one.
- The game ends when:
  - A full design cycle is completed, OR
  - The group agrees that enough input has been collected.
- The outcome is a record of insights: must-haves, risks, values, and actions to inform the next steps.

## What Happens After


At the end of the session, W&H Sports can:

- Capture the cards and discussion as raw material for further iteration.
- Upload transcripts to the Playscape Portal, where AI summarizes themes and concerns.
- Add the project to the Live Co-Design Playscape for ongoing online collaboration and visualization.



# Main Gameboard





# Stakeholder Categories





**MUNICIPALITY**





**COMMUNITY**




**SOCIAL FOUNDATION**



**INNOVATION PARTNER**



**ADVISOR**



Decides location and budget

Oversees policy, law, and government guidelines

Works with Sportbedrijven on sporting requirements

Includes local municipalities, Sportbedrijven, city council, state / government entities

Uses the facilities daily.

Voices needs for safety, access, and inclusion.

Includes residents, athletes, BSCs, disabled people and diverse groups.

Runs programs for youth, inclusion, and cohesion.

Activates communities through sport.

Relies on partnerships and funding to sustain impact.

Includes sports foundations, youth empowerment foundations, foundations focused on improving health and vitality

Provides products, tech, and expertise.

Supports pilots, apps, and infrastructure development.

Helps scale and sustain new solutions.

Includes urban planners, suppliers, gym architects, app creators, and technology developers.

Provides policy, planning, and research expertise.

Frames decisions with evidence and strategy.

Evaluates outcomes and long-term effects.

Includes policy advisors, urban planners, knowledge centers, and academic researchers.

# Card Types

SCENARIO



Paint a picture of a situation or challenge to spark imagination and discussion.

ACTION



Suggest concrete steps or demands that a stakeholder can put forward.

TRIGGER



Pose provocative “what if” or “what about” questions to uncover hidden needs or tensions.

THIS? OR THAT?



Force a choice between two priorities, creating trade-offs that must be negotiated.

CONSIDER



Remind players of systemic factors and ask, “Have you thought about...?”

RISK



Introduce potential barriers or setbacks that could derail the project.

VALUE



Highlight guiding principles or shared values that should be kept in mind throughout the process.



**MUNICIPALITY**



Noise complaints limit evening play

SCENARIO



Secure long-term maintenance contracts

ACTION



What happens if future residents have different needs?

TRIGGER



Location for:  
One sport vs Many sports

THIS? OR THAT?



Who will do maintenance?

CONSIDER



Standard design vs A more expensive but innovative concept

THIS? OR THAT?



How do we make this space feel safe for women and girls?

CONSIDER



Spend leftover budget by the end of the fiscal year

SCENARIO



Identify locations with underused space

ACTION



What if we're only listening to the most vocal residents?

TRIGGER



Listen to sports clubs vs Listen to individual residents

THIS? OR THAT?



Have you thought about who will represent the residents who haven't moved in yet?

CONSIDER



Create a plan that is financially sustainable or offers significant social value

ACTION



Vandalism makes the technology too expensive to maintain!

TRIGGER



Sports participation in this is low

SCENARIO



Rely on trusted community leaders to reach underrepresented groups

ACTION



Have the end users been consulted during the Discover / Define stage?

TRIGGER



Top-down decision vs Co-creation with the community

THIS? OR THAT?



Are our current participation methods reaching everyone?

CONSIDER



Supplier we chose two years ago no longer exists

SCENARIO





COMMUNITY

W:H  
PLAYSPACE

Girls want to play after dark

SCENARIO



Better lighting to feel safe in the evening

ACTION



What if girls stop coming because boys dominate the court?

TRIGGER



Casual Drop in vs Organized sport

THIS? OR THAT?



Facilities for Muslim girls and women?

CONSIDER



Fitness equipment is placed in an area where we'd never work out

SCENARIO



We want to have fun together

ACTION



Let us test the new equipment / innovations

ACTION



There's no shade or protection from the sun

SCENARIO



We can tell you what we need if you come and ask us

ACTION



What does this new \_\_\_\_\_ bring to the community?

TRIGGER



Competitive games vs Fun, collaborative games

THIS? OR THAT?



Could this place function as a social hub, not just a sports court?

CONSIDER



1 type of sport vs multiple types of sports?

THIS? OR THAT?



Essential facilities like drinking water, changing rooms, public seating?

CONSIDER



We will take care of this space because it feels like our own

ACTION



Basketball hoops are fixed at adult men's height, excluding women and kids

SCENARIO



Need spaces to socialize and hang out, not just play sports

ACTION



Does this serve the needs of the kids of our community?

TRIGGER



Outdoor vs Indoor

THIS? OR THAT?



Have you thought about how the layout can change the social atmosphere?

CONSIDER



Is there a long term programming planned?

TRIGGER





**SOCIAL  
FOUNDATION**



Local youth  
are hanging  
out, but not  
engaging in  
sports

SCENARIO



Design  
inclusive  
activities for  
girls,  
migrants, and  
youth

ACTION



What if only  
the "usual  
suspects"  
show up?

TRIGGER



Programs open  
to all  
vs  
Programs  
targeted to  
specific groups

THIS? OR THAT?



Equity between  
neighborhoods

CONSIDER



Urban sports:  
Are there other  
creative fields  
we can couple  
alongside  
sports?

CONSIDER



How can we  
measure success  
of a facility /  
space /  
innovation?

TRIGGER



Use sport as a  
tool to achieve  
broader social  
goal

ACTION



The sports  
coaches on the  
ground (BSCs)  
want a voice in  
the design  
process

SCENARIO



Understand  
what is  
missing for  
the  
community

ACTION



What if this  
space could  
also create  
jobs for local  
youth?

TRIGGER



Youth -based  
vs  
Elderly

THIS? OR THAT?



What is the  
social value this  
project brings?

CONSIDER



Strategic  
partnerships to  
bring social  
return on  
investment

ACTION



Goal is to build  
self-organizing  
communities  
that don't need  
us forever

ACTION



Offer short-  
term intro  
programs to  
help people  
find a sport  
they love

ACTION



Lots of crime  
and disruption  
in the  
neighbourhood

SCENARIO



We always  
build from the  
bottom up,  
with the  
community

ACTION



What if we focus  
on informal,  
spontaneous  
play instead of  
structured  
sports?

TRIGGER



Programming:  
Organised by  
Foundation  
vs  
Community  
leaders

THIS? OR THAT?



How can sport  
be used as a  
tool for  
personal  
development?

CONSIDER



Create a space  
where multiple  
target groups  
can play  
alongside each  
other?

CONSIDER



Is social safety  
is more  
important than  
physical safety  
for some  
groups?

CONSIDER





**INNOVATION  
PARTNER**

**W&H  
PLAYSCAPE**

Company offers a sports app, but no one in the neighborhood downloads it

SCENARIO



Bring prototypes to test in real settings

ACTION



What about data privacy and ownership?

TRIGGER



Standardized equipment vs Customized to local needs

THIS? OR THAT?



Have you thought about training locals to maintain the system?

CONSIDER



How do we certify this product / innovation?

CONSIDER



Municipal officials are risk-averse and tend to repeat old ways

SCENARIO



We want to help municipalities think out of the box

ACTION



How can we be involved early, before the vision and budget are locked in?

TRIGGER



Traditional gym equipment vs Urban, street sport elements

THIS? OR THAT?



What about creating partnerships that go beyond just selling a product?

CONSIDER



Is it vandal-proof?

CONSIDER



Users need to test our new \_\_\_\_\_ before we can sell it

SCENARIO



Our innovation addresses multiple user needs at once

ACTION



Are there other ways to solve this problem?

TRIGGER



Sell a finished product vs Co-create the product with users

THIS? OR THAT?



Use AI to create "digital representatives" from real community interviews data?

CONSIDER





ADVISOR



Guidelines require universal accessibility, but the design is not compliant

SCENARIO



Provide frameworks for participation and equity

ACTION



What about groups not represented in current guidelines?

TRIGGER



Monitoring :

One-time evaluation vs Continuous feedback loop

THIS? OR THAT?



How can we reach the inactive, not just the active?

CONSIDER



People don't use hardware if they don't know how to use it

SCENARIO



Use a hybrid participation model: some online, some face-to-face

ACTION



A successful space needs hardware, software, and orgware to be in sync

SCENARIO



Combine quantitative data with qualitative stories from the community

ACTION



Many public spaces are underused because there was no input from actual users

TRIGGER



Specialised for one group vs Multifunctional for many groups

THIS? OR THAT?



Lack of maintenance (plans) can undermine the entire project

CONSIDER



Consider creating a network to maintain stakeholder commitment over time

CONSIDER



Use design-thinking principles to help create new solutions together

ACTION



People who need new solutions the most don't participate in planning

SCENARIO



Use a "BVO Scan" to walk through the neighborhood and identify issues

ACTION



What if we stopped investing in infrastructure and invested in more coaches (BSCs) instead?

TRIGGER



Ask everyone what they want vs Provide structured choices to guide input

THIS? OR THAT?



What if participation is not about the equipment, but about benches, trees, and shade?

CONSIDER






Only the 'usual suspects' show up — inactive residents remain unheard

RISK 

Youth hang around the space, but don't participate in programs

RISK 

Design can lead to exclusivity

RISK 

Municipal budget is cut mid-project

RISK 

New political cycle shifts priorities away from sport

RISK 


Equipment / Facilities are installed, but there is no activation plan

RISK 

Cultural identity of the neighborhood is ignored in design

RISK 


Vandalism and wear raise hidden costs

RISK 

Supplier goes bankrupt — no long-term product support

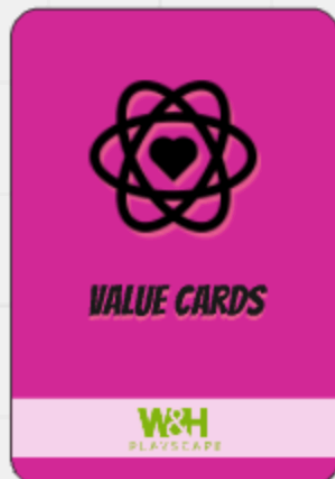
RISK 

Trust erodes because evaluations are never shared with the community


RISK 

Risk-averse mindset is preventing real innovation


RISK 




Involve community from the start

VALUE 

Amplify unheard voices

VALUE 


Prioritise safety and security

VALUE 

Meaningful collaborations and partnerships

VALUE 

Involve the community more

VALUE 


Support Gender Inclusion

VALUE 

Empower Youth & Youth Leadership

VALUE 


Feel ownership of the space

VALUE 

Vandal proof design

VALUE 

Celebrate diversity & cultural identity

VALUE 

Long term accountability

VALUE 