From Strategy to Early Involvement Urban Planning Applications

2-4 April 2019 | Taets Art & Event Park, Amsterdam
Greetings from Raahe, Finland

• Raahe is located on the shore of the Bay of Bothnia, along Highway 8.
• The town was established in 1649 by Count Per Brahe.
• Distances:
  Oulu 75 km
  Helsinki 600 km
  Port of Raahe 5 km
  Train station in Vihanti 37 km
  Airport in Oulunsalo 70 km
  To Sweden by boat 168 km
  300 km south from the Polar Circle
Some Raahe specialties:

• Raahe Archipelago, a diverse travel destination all year round, was recognised as the Finnish Outdoor Destination of the Year in 2016.

• SSAB Europe, Raahe Steel Mill is one of the biggest steel mills in Nordic Countries.
Some Raahe specialties:

• **The old town of Raahe**, Wanha Raahe is Finland’s best-preserved concentration of nineteenth-century wooden houses.

• Raahe Museum’s most famed attraction is the **world’s oldest surviving diving suit**, Wanha Herra – the Old Gentleman of Raahe.
Raahe is under construction in many ways
Our near future is built on:

- **Fennovoima** nuclear plant in Hanhikivi 17 km from Raahe.
- **Nordic Gold Oy** (formely Nordic Mines Oy) mining operations at the Laiva mine from 1 August 2018.
- Raahe has Finlands second best cumulative installed electricity capacity from **wind power**.
- **Raahe Municipal Education and Training Consortium** provides qualified vocational upper secondary education and training at three different schools in Raahe region with several different study programmes. At the moment the institutes have **about 1000 students**, most of them receiving initial vocational training at the age of 16-19 years.
Two cases of early involvement planning with helping applications
1. Strategy

• The changes in operating environment created new demands, possibilities and questions so it was time to renew City Strategy.

• Strategy was drafted into early stage by the officials of the city and members of the city council.
1. Strategy

Screenio in use, Raahe City Council 18.9.2017

• MDI – Consultancy for Regional Development organized an open strategy session, which was streamed.

• Via Screenio it was possible for anyone to participate.

• Screen.io is a tool that makes it possible to join the conversation, brainstorm ideas and to vote.

• Data is collected and reported quickly.
1. Strategy

- The final form found its way online together with everyone interested in Raahe’s future development.
  - Strategy was completed in record time
  - Preparation was completely transparent
  - Process was quick enough so that interest in the matter never died

- Strategy that was made together was received and brought into use easier because it’s already familiar and self-made.
2. Citizen participation in area planning

• Regional attraction consists of areas authentic characteristics. Processing those authentic values is modern way of city planning.

• Environment must be planned with all the information possible and citizen view is one of the most important ones.

Paradox:
Lack of interest in early stages when opportunity to influence would be the biggest.
2. Challenges

• How to collect and preserve all the silent information of areas within older generations?

• How to participate the younger generations, the ones who will be living in the world created?

• Participating is most valuable at the very beginning of the planning. How to motivate people to speak out when there is not yet anything concrete to comment?

• Reaching all the interested; Times are not yet right for purely digital handling when targeting all the age groups. → Combination of old-fashioned workshops and digital, advanced ways of working the subject.

City planning tools in this case are:

• 3D-landscapes with VR and

• Maptionnaire, map-based survey to collect ideas and insights from residents
2. Workshops

• Workshops had no age limits, but to ensure participation of also younger citizens, pupils attended workshops during school hours with their teachers.

• From schools point of view workshops worked as a lection of arts and crafts with education of citizen participation.

• Open workshops were organized at weekends and the age of the participants varied from 11 to 70.
2. 3D visualisation

• Virtual space will be completed with new plans and suggestions to be evaluated at a later stage of the planning process.
2. Maptionnaire

• With Maptionnaire, we were able to engage residents who didn’t take part in workshops.

• Citizens marked places of interest and their own ideas directly on the map, which is based on spatial information.

• Through map-questionnaire we managed to engage people in a positive dialogue from the early phases of planning.

• Questionnaire was open for one month.
Thank You for Your interest!

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www.raahe.fi