

## Civic and Youth Participation in the Wired Age

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PrepCom3 Side Event

Location: Room Crystal 1

Date: Wednesday, 27 July, 1:30-2:30 pm (13:30-14:30)

### List of Partner Organizations

Organization	Based in City, Country
Grab (formerly GrabTaxi)	Kuala Lumpur, Malaysia
Microsoft Asia	Singapore, Singapore
Mojang	Stockholm, Sweden
Sidoarjo Regency	Sidoarjo Regency, Indonesia
UCLG-ASPAC	Jakarta, Indonesia
UN Global Pulse Lab	New York, USA
UN-Habitat	Nairobi, Kenya
UN SDG Action Campaign	New York, USA

### List of Speakers

Name	Position	Organization	Time Slot (in minutes)
Deevya Desai	Regional Head of Public Affairs	Grab (formerly GrabTaxi)	10
Ruben Hattari	Director of Corporate Affairs	Microsoft Asia	15
Sohel Rana	Monitoring and Capacity Development Specialist	UN-Habitat / Mojang	10
Sigit Setyawan	Head of Public Works for Road Construction and Maintenance	Sidoarjo Regency	10
Ms. Derval Usher or Ms. Yulistina Riyadi	Head of Office	UN Pulse Lab Jakarta	10
Jasmine Jaruphand	Planning and Coordination Lead	UN SDG Action Campaign	5

Moderator: Ruben Hattari, Microsoft

### Event Description

This event focuses on initiatives that aim to make cities inclusive and sustainable with the use of innovative technologies. Bottom-up stakeholder engagement, citizen education and digital literacy, innovative data and technologies, as well as relevant capacity in local governments are crucial for creating sustainable, inclusive cities. This session will highlight examples from cities around the world that have successfully implemented civic and youth participation to improve urban services and governance while leveraging technologies for an inclusive process. The session's panelists hail from public and private sectors, and will discuss recommendations for New Urban Agenda and its delivery, share best practices and insights from the successful projects, and launch new initiative, including:

- Microsoft and CityNet's joint project **CityApp**, recently implemented in Sidoarjo Regency, as an excellent example of stakeholder engagement and crowdsource technical solutions (apps) for urban challenges;

- UN-Habitat and Mojang's collaboration in **Block by Block**, a public space design initiative using Minecraft as a community participation tool to engage the youth and the poor;
- **Pulse Lab Jakarta's** Big Ideas Competition for Sustainable Cities and Urban Communities on engaging youth creativity for innovative urban solutions;
- Public-private partnership on new data to improve mobility services for citizens in rapidly urbanizing cities in Southeast Asia, by **Grab**; and
- The launch of **SDG Action Campaign's** [My World My City] survey tool, and the important role of citizen generated data for global goals implementation.

Even as barriers such as limited literacy, need for capacity development, and unequal access to technology remain, initiatives such as the ones presented and many others show that the non-government sector can play a leading role in initiating sustainable and participatory urban development processes with the support of digital technologies, provided they are inclusively designed and implemented.

## **Contact**

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