



D2.4 Living lab report – Istanbul

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1. Executive summary

The Living Lab Istanbul promoted participatory urban planning by testing and evaluating a wide range of Street Forum tools with the active participation of local residents and other/ or selected stakeholders. Under the direction of the Parks and Recreation Department's Play and Recreation Chieftaincy (Play Istanbul Initiative) and Boğazici University, the StreetForum-events were held in the districts of Kadıköy and Bayrampasa. On May 22–23, 2024, the main event took place in Yoğurtcu Park and Bedia Muvahhit Street in Kadıköy District. The Sokak Bizim Association, the Istanbul Transportation Planning Directorate, the Istanbul Planning Agency, and the Kadıköy Municipality worked together to organise this event. Participants got the chance to test out the StreetForum-Tools MoBil, art.interview, Streetmeter, #residentialstreetlife, Co-Design Game, Keep the Balance OPEN AIR, and carriage tools during the placemaking event. As a part of the management of the event, Play and Recreation Chieftaincy used the HOP! Pop-up Adventure Playground. The Sokak Bizim Association used Yayaba and Your Street-Your Choice game as their tools during the two-day event. The activities tested different types of local strategies for transforming streets. Feedback was collected and passed on to the different tool developers in Brussels, Stockholm and Vienna..

Initial findings show that improved public knowledge of pedestrian requirements increases community involvement and provides useful information for suggested municipal policies. The StreetForum project's future goals include expanding Living Lab interventions in more metropolitan areas, improving digital tools based on user feedback and incorporating processing and findings into municipal planning frameworks especially at tactical street interventions. In order to promote the development of evidence-based urban policy and assess the sustainability of the initiatives, a long-term impact evaluation is scheduled for the next years.

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2. Introduction to the Living Lab Istanbul

In the context of escalating climate change, deepening inequalities, and complex global crises, Istanbul Metropolitan Municipality's urban governance has sought to respond with transformative and inclusive strategies that explore the city's innovative policies with initiatives – such as Green Istanbul, Play Istanbul, and Wild Istanbul. These initiatives aim to establish a more integrated urban mobility framework, incorporating both human and natural systems to comprehensively address eco-social challenges and foster interactions among soil, water, flora, fauna, and human ecosystems.

PLAY Istanbul, a municipality program, creates safe and creative spaces for children and families to play with nature and connect with their surroundings with an urban justice perspective. Istanbul Metropolitan Municipality creates programs for urban spaces to reflect the city's rich cultural legacy and dynamic social fabric by incorporating communities in design and decision-making. To this end, PLAY Istanbul's mission is to create playful strategies and interactions on a neighbourhood scale with the governance.

Centred around Yoğurtçu Park Street in the Moda district, the Living Lab focused on enhancing pedestrian mobility, reclaiming public space, and experimenting with tactical urbanism strategies. Through the integration of digital and analogue participatory tools, such as design games, modular installations, and street-based measurement tools, the project enabled residents to play an active role in reimagining their immediate environment.

Key interventions included the transformation of specific street sections with colourful markings, temporary pedestrian crossings and mobile urban furniture units. The process was informed by field surveys, participatory design workshops and public feedback sessions, ensuring that the outcomes were grounded in the lived experiences of local users.

The Istanbul Living Lab not only tested new forms of urban co-creation but also demonstrated how short-term actions could inform long-term planning. The insights gathered from the local community played a critical role in shaping the outcomes of the StreetForum initiative, highlighting the potential for scalable, citizen-oriented urban solutions rooted in everyday experience.



Yoğurtçu Park Street and entrance to Bedia Muvahhit Street
© Istanbul Metropolitan Municipality



Bedia Muvahhit Street © Istanbul Metropolitan Municipality

2.1 Overall goals and task description

The overarching objective of the project was to foster inclusive urban planning through participatory approaches. This is achieved by developing and evaluating digital and analogue tools that facilitate public engagement in urban decision-making. The project also focuses on testing real-world urban interventions to assess their impact on mobility, accessibility, and social interaction.

To add, specific tasks include:

- Implementation of Living Lab interventions in Istanbul, to see if the StreetForum-tools are successful.
- Evaluation of the tools used in the Living Lab by facilitators as well as users to determine their success and limitations.
- Dissemination of project-findings through academic publications, public reports and policy recommendations to inform future urban planning efforts.

3. Living Lab activities

3.1. Notes on the planning process of activities

During the planning process of the Living Lab activities, the areas to be worked on were first selected and the content of the activities was determined. The Istanbul Living Lab have supported the data collection process for the tool developments and analysis collected at the local framework. At the consortium meeting held in Istanbul, project partners from various European cities discussed the project schedule, development and main objectives. At the consortium meeting held in Istanbul, project partners from various European cities discussed the project schedule, development and main objectives, and agreed that the Istanbul Living Lab would include tools such as Carriage, Keep the Balance OPEN AIR, Co-Design Game, MOBIL, Streetmeter to facilitate outdoor engagement, participatory design, and data collection..

Before the field application started, surveys were conducted with local residents and stakeholders in the area, and user needs were determined based on these surveys. Then, persona analyses were conducted to understand the user profiles in the area, and spatial arrangements within the area were shaped based on the main user persona. Temporary spatial interventions such as floor paintings were implemented to make the area suitable for the determined user groups. Temporary arrangements such as pedestrian crossings and barricades were made on some roads in order to observe the movement flow of users and examine their interactions, thus expanding the movement areas of pedestrians.

3.2. Communication

In the Living Lab process, communication strategies were meticulously implemented to ensure effective collaboration with different stakeholders. Meetings were held with local municipalities and relevant units in Istanbul and joint studies were planned for field applications. Pre-field surveys were conducted to include local people and other stakeholders in the process. Within the scope of consortium meetings and field visits, information was shared with project partners from different countries and evaluations were made on the applicability of participatory tools. During the field activities, representatives from the media unit of Istanbul Metropolitan Municipality (IMM) were also present, documenting and supporting the visibility of the process.

3.3. Implementation of activities

The field application process began with meetings involving internal units of the municipality to coordinate actions related to the area. Collaboration was also established with the local municipality to ensure joint efforts during implementation. In addition, consultations were held with the Street is Ours (Street Forum) Association responsible for a part of the participation study – an organisation with expertise in this field.

As mentioned above, prior to the application, surveys were conducted with local residents to better understand their perspectives and needs. Based on the results, user personas were created to guide the planning process. The arrangement of elements along the street and in the cul-de-sac was determined according to these personas and their identified needs.

A partnership was formed with the relevant municipal unit and a UTK (Transportation and Traffic Commission) decision was secured to authorise the intervention. To attract public attention and enhance visibility, the area was decorated with colourful ground paintings. The date of implementation was announced in advance, and parked vehicles were cleared from the designated area. In the section where the pedestrian crossing was applied, the final decision led to the removal of a parked vehicle with the assistance of police.



Ground paintings © Istanbul Metropolitan Municipality

3.4. Short description of (selected) activities

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Cariage

It is a wheeled vehicle that functions as a portable parklet and offers flexible use for a variety of activities such as a stage, seating or play area. Designed for use in the early stages of street transformation, it allows citizens to temporarily shape and regain ownership of public spaces. This installation unit attracted the attention of local residents, particularly due to the urban furniture placed there and the posters displayed on its exterior poles. It functioned as a discussion platform where many interviews and surveys were conducted. The majority of the feedback received from users was positive. Feedback suggested more visual elements; colourful lamps were added during use. Information and visuals were displayed using ropes tied to wooden poles. The "room-like decoration" concept was perceived as enhancing the local and cultural identity of the unit. Participants recommended increasing a more colourful or bold signage facing the street for better visibility.

- **Location:** Yogurtcu Park Street
- **Participants:** 8

Keep the Balance OPEN AIR

It is an interactive game tool designed to promote listening, communication and consensus-building among participants. The activity particularly attracted the attention of university students, who engaged with the game multiple times. The structure of the game piqued curiosity and sustained participation. Feedback emphasised the need for a clear explanation of the game logic at the beginning. Highlighting that the game is “based on listening skills” was suggested to frame the experience. Short discussion breaks were found to be effective, especially when consensus could not be reached immediately. The role of personas in group dynamics was underused, as they were introduced too late to influence decision-making. The game revealed that participants with opposing views often made more compromises, indicating a need for balance in group dynamics. Technical suggestions included widening the diameter of the support to 35–40 cm and reducing water levels in the bottles used as tokens to improve gameplay stability.

- **Location:** Yogurtcu Park Street
- **Participants:** 7

Co-Design Game

This participatory card game was played three times and generated strong, sustained interest. Participants highlighted the need for a clearer card layout and noted that some action cards prolonged gameplay. Scorekeeping was seen as less valuable than open discussion. To improve flow, users suggested removing unnecessary cards, categorising them and adding speculative options to enrich scenarios. A pre-game warm-up using analogue base maps was recommended to frame the context. *Persona Cards* were used to support role-playing, helping participants express needs and goals from different community perspectives, which enhanced the quality of discussions.

- **Location:** Yogurtcu Park Street
- **Participants:** 10

Streetmeter

It is a data-driven platform used to measure and analyse the physical and environmental qualities of urban spaces. Due to its technical structure and use of numerical indicators, it primarily attracted a specialised audience with relevant expertise. While general public engagement was relatively low, those who participated demonstrated in-depth involvement and contributed detailed feedback. The platform proved especially useful for experts

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interested in evaluating mobility, accessibility, and urban comfort levels through measurable metrics.

From a technical point of view, the first count was conducted exactly one week before the second day of the event, on May 16, 2024, between 18.00 and 19.00. The number of cars and pedestrians was gathered as data in addition to all the other data that the program employed, including pavement width or lane width. On May 23, 2024, between 18.00 and 19.00, a count was conducted using the updated measurements as the street underwent physical changes, such as the placement of a pedestrian crossing. The outcomes of research on both [existing street's](#) and [transformed street's](#) are available for you to review.

- **Location:** Yogurtcu Park Street
- **Participants:** 6

MOBIL

This modular construction game tool is designed to transform urban spaces into functional areas that encourage community collaboration and long-term co-creation. By supporting participatory design through hands-on building, it strengthens the sense of ownership and enables active participation by involving people in both the creation and use of public space structures. With the help of examples where needed, participants were urged to engage creatively with the exhibit. As community members shared their thoughts, productive conversations persisted, facilitating group idea production.

- **Location:** Yogurtcu Park Street
- **Participants:** 7

3.5. List of tools & timetable

| Name of the tool | Initiator of the tool / method | Living Lab street | Period of implementation | Notes & Comments |
|---------------------------|---|-------------------|--------------------------|---|
| Cariage | Brigitte Vettori, space and place | Yogurtcu | 22.05.2024-23.05.2024 | Used in an outdoor setting during Living Lab Istanbul to carry materials, draw attention, and support on-site public engagement. |
| Keep the Balance OPEN AIR | Brigitte Vettori, space and place & Alain Tisserand | Yogurtcu | 22.05.2024-23.05.2024 | Used in an outdoor setting during Living Lab Istanbul to visualize trade-offs in street use and invite citizens to reflect on competing urban priorities through playful interaction. |

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|----------------|--|----------|---------------------------|--|
| Co-Design Game | Hilda Tellioglu Gerfried Mikusch TU Wien | Yogurtcu | 22.05.2024- 23.05.2024 | Used in an outdoor setting during Living Lab Istanbul to facilitate dialogue among citizens by guiding them through structured decision-making scenarios about future street functions. |
| MOBIL | Cultureghem | Yogurtcu | 22.05.2024- 23.05.2024 | Used in an outdoor setting during Living Lab Istanbul to invite children to creatively build and interact with modular structures, promoting playful exploration of public space design. |
| Streetmeter | SpaceScape | Yogurtcu | 16.05.2024- 23.05.2024 | Used during Living Lab Istanbul to gather real-time public feedback on street qualities through an interactive rating system, making citizens' perceptions visible and mappable. |

3.6. Challenges

Various difficulties were encountered in the Living Lab field applications. The visibility of the participation tools was one of the biggest problems. Some tools were not noticed by the residents of the neighbourhood, which revealed the need for more prominent designs and increased spatial signs to increase interaction.

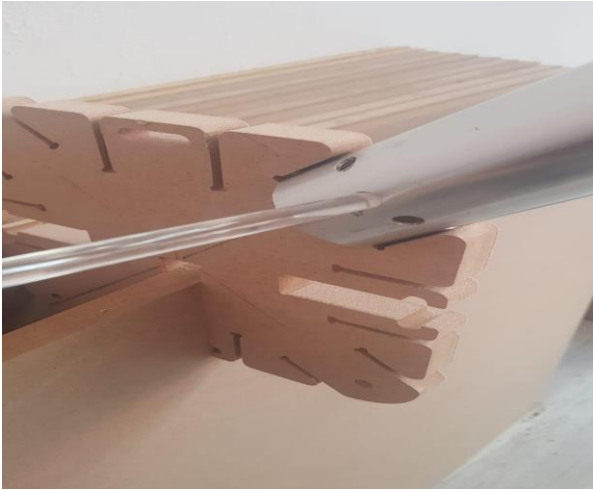
The complexity of game-based participation tools stood out as another important challenge. Participants had difficulty understanding the rules, especially in games such as Keep the Balance OPEN AIR and Co-Design Game, which showed that the process needed to be better guided and simplified.

Technical problems were encountered during the production process of analogue tools. More cost and time were spent than expected in the material cutting and assembly stages of the MOBIL platform, and the unavailability of some fasteners delayed the process. The necessity to be more careful in the selection of materials in the future and to test the production processes in advance became apparent.

Managing the expectations of different stakeholders sometimes extended the process. Due to the different priorities of the local people, municipal units and project partners, some decisions were delayed and additional meetings had to be held.

Field logistics created difficulties on the day of implementation. Despite prior announcements, some parked vehicles were not removed on time, which delayed the start of the process. It was clear that future site arrangements should be planned earlier in advance.

These challenges provided important lessons for making the Living Lab process more effective in the future. Priorities will be given to making participation tools more user-friendly, simplifying games, better planning production processes and strengthening stakeholder coordination.



MOBIL parts production phase © Istanbul Metropolitan Municipality



MOBIL in the event area © Istanbul Metropolitan Municipality



Vehicles left parked on the day of the event © Istanbul Metropolitan Municipality

3.7. Preliminary Results

Preliminary results obtained from Living Lab field applications show that significant successes have been achieved in activating the transformation process. The field study conducted on Yogurtcu Park Street allowed the testing of various methods to improve pedestrian access in the neighbourhood and revealed applicable solutions to increase the use of public spaces. Particularly thanks to the participatory methods, neighbourhood residents, municipal authorities and project partners were directly involved in the process and suggestions and feedback were evaluated immediately.

The inclusion of stakeholders in the process has been one of the strongest aspects of the Living Lab process. At the beginning of the process, meetings were held with the local municipality, civil society organisations and neighbourhood residents, and the methods to be used in the field applications were determined within a common framework. Within the scope of the participatory processes, one-on-one interviews were conducted with individuals from different age and occupational groups in the region, surveys were conducted and persona analyses were developed. In this way, the different expectations and needs of the user groups in the neighbourhood were clearly revealed and appropriate solutions were produced.

Sustainable mobility and sustainability goals were one of the main focal points of the field applications. With the temporary spatial arrangements, it was tested how pedestrianisation applications improved access and evaluations were made on how to make the slowed traffic flow in the neighbourhood safer for pedestrians. At the same time, ideas were developed on how pedestrian paths and public spaces could be transformed to increase access to green areas. In line with the feedback from the stakeholders, suggestions were collected on how sustainable mobility solutions could be permanently implemented at the neighbourhood scale.

Creative tools and materials were effectively used to involve the residents in the process and redesign the space. The installation tool called cariage attracted the attention of the residents and created an interaction platform, where participants became a part of the process by sharing their feedback. The Keep the Balance OPEN AIR game increased the interaction between the participants and raised awareness on sustainable mobility. The Co-Design Game directly involved the residents in the spatial decision-making processes, thus allowing users to actively contribute to the process of redesigning the environment. The level of interaction of the tools used was high, but it was determined that some games needed to be simplified in order to appeal to a wider audience.

Other results show that the Living Lab process has great potential in terms of participatory planning and transformation in public spaces. As a result of the studies conducted in the field, concrete suggestions were developed on how public spaces can be made more accessible and functional. It was observed that more information and guidance elements were needed to increase participation, and it was determined that colour, form and marking systems should be strengthened to increase the effect of spatial arrangements. In addition, it was revealed that the data obtained during the project process can be used as a guide for similar applications in the future.

3.8. Follow up – planning 2025

In the post-project phase, regular participation in meetings organised with relevant institutions and stakeholders will be ensured in order to maintain the sustainability of the implemented actions and support impact assessment. These meetings aim to contribute to knowledge exchange and to strengthen joint decision-making mechanisms by evaluating the findings obtained during the implementation process. Based on the outputs of these

meetings, new intervention areas and strategic actions will be planned to facilitate implementation in the field. Notably, the pedestrian crossing implementation, which was initially introduced as a temporary measure within the scope of the project, has been made permanent – serving as a concrete outcome of the monitoring and evaluation activities.

4. Conclusion

The Living Lab implementation on Yogurtcu Park Street has demonstrated that participatory field applications can serve as a powerful catalyst for neighbourhood-scale transformation. By directly engaging residents, municipal bodies and other stakeholders, the project not only tested context-specific mobility solutions but also fostered a shared sense of ownership in the process. The effective use of creative tools and interactive methods contributed to a high level of public engagement, enabling real-time feedback and co-designed interventions. Although some tools may require simplification to increase accessibility, the overall process has proven successful in enhancing pedestrian mobility, activating public space, and aligning with broader sustainability goals. The findings underline the importance of stakeholder-driven approaches in public space planning and point to a scalable model for future applications. Moreover, the data and insights generated throughout the project provide a valuable knowledge base for decision-makers, offering a framework for the permanent integration of sustainable mobility practices into the urban fabric.

5. References

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6. Annexes



Students playing Keep the Balance OPEN AIR © Istanbul Metropolitan Municipality



Newly painted stairs and the banner © Istanbul Metropolitan Municipality

Mahallenizde Değişim Yaratmak İçin Bir Araya Geliyoruz!

22-23
MAYIS

Bedia Muvahhit Sokağı
Tak-Çıkar-Tasarla-Yap Yapı Oyunu
10.00-18.00

Yoğurtçu Parkı Caddesi Pop-Up Kaldırımı
Hareketli Etkileşim Platformu, Yayaba
11.00-19.00

Bedia Muvahhit Sokağı Teras Alanı
Kutu Oyunları
Saat başları, 15.00-19.00

Yoğurtçu Parkı Oyun Alanları
HOP! Seyyar Oyun Alanı
14.30-16.30

Katılımcı Sokak Forumu: Mahallenizi daha neşeli, konforlu ve güvenli hâle getirmek için bir araya geliyoruz! İstanbul Büyükşehir Belediyesi, İstanbul Planlama Ajansı, Kadıköy Belediyesi ve Boğaziçi Üniversitesi iş birliğiyle yürütülen Street Forum (Sokak Forumu) projesi, 22-23 Mayıs'ta Kadıköy Osmanağa Mahallesi'nde gerçekleşecek.



PARK BAHÇE VE
YESİL ALANLAR
DAİRESİ BAŞKANLIĞI

ULAŞIM
DAİRESİ
BAŞKANLIĞI



OYUN
İSTANBUL



The banner on digital platform © Istanbul Metropolitan Municipality



Implementation of pedestrian crossing © Istanbul Metropolitan Municipality



Placement of the carriage with seats © Istanbul Metropolitan Municipality



Your Street – Your Choice game © Istanbul Metropolitan Municipality



Yayaba on the parking lot © Istanbul Metropolitan Municipality



Preparing the Streetmeter board © Istanbul Metropolitan Municipality

man. "Geçen yıl da bu koşuya kızlarla birlikte katılmıştık. Bu sene diğer çocukları da getirdim. Teşekkür ediyorum Kadıköy Belediyesi'ne böyle bir etkinlik düzenlediği için." dedi.

si çok büyük. Çok keyifli bir pazar günü geçiriyoruz, hava da çok müsait. Bütün yaz spor etkinliklerimiz devam edecek, Kadıköylüler takipte kalsın." dedi.

Kadıköy'de 'Street Forum'

Kentte katılımı geliştirmeyi hedefleyen Street Forum projesi kapsamında Kadıköy'de iki günlük etkinlik yapıldı

• Deniz Şimal TAŞAN

Mahallelerde erişilebilirliği etkileyen sokak dönüşüm projeleri konusunda yetkililer, vatandaşlar ve sivil kuruluşlarla fikir birliği sağlamayı amaçlayan Street Forum projesinin pilot bölgesi Kadıköy oldu.

Avrupa Birliği projesi olan ve İstanbul Büyükşehir Belediyesi (İBB), İstanbul Planlama Ajansı (İPA), Kadıköy Belediyesi, Tasarım Atölyesi Kadıköy (TAK), Boğaziçi Üniversitesi, Sokak Bizim ve Oyun İstanbul'un işbirliği ile hayata geçirilen proje kapsamında ilk etkinlik 22-23 Mayıs tarihlerinde Yoğurtçu Parkı'nda gerçekleşti.

Osmanağa ile Caferağa mahallelerinin geçiş noktasında yapılan projenin gündeminde: "Parklara erişim için keyifli bir rota nasıl olabilir?", "Sokakları çocuklar için daha eğlenceli bir hale getirmenin yolları nelerdir?", "Sokak hayvanları ile alanımızı nasıl paylaşabiliriz?" ve "Yaya geçişlerini nasıl daha güvenli bir hale getirebiliriz?" gibi sorular oldu.

DAHA GÜVENLİ VE KONFORLU

İBB Taktiksel Kentleşme Koordinasyonu'ndan Mer-

ve Akdağ, Street Forum projesinin temel olarak Stockholm, Viyana, Brüksel ve İstanbul'da yürütüldüğünü söyledi. Mahallelerle, etkinlikler ve oyunlarla bir araya gelerek sohbet ortamı sağlayarak taleplerinin belirlendiği bir saha araştırması yaptıklarını belirtten

Akdağ, "Bedia Muvahhit Sokağı'nda çalışmamızı yapıyoruz. Çünkü burası hem bir çıkmaz sokak hem de Caferağa ile Osmanağa arasında geçişi var. Burada İBB'nin hem de Kadıköy Belediyesi'nin stratejilerini ön görerek, Yoğurtçu Parkı bağlantısı nasıl güvenli ve konforlu hale gelir diye bakıyoruz" dedi. Akdağ, vatandaşların problemlerinin raporlaştırıldığı zaman dönüşüm gücünün arttığını dile getirdi.



Merve Akdağ

Gökdemir Çakal

Mert Yaman

ETKİYİ GÖRMEK İÇİN GEÇİCİ UYGULAMALAR

Kadıköy Belediyesi Proje Yönetim Ofisi'nden Mert Yaman, "Daha önce Mehmet Ayrılatış Meydanı'nda yaptığımız şehircilik çalışması, Marmara Belediyeler Birliği ile işleyen bir süreçti. Street Forum ise Avrupa Birliği güdümlü olarak İBB içerisinde oldu" dedi. Proje ile Yoğurtçu Parkı'nda yaya geçidi denemesi yapıldığını kaydeden Yaman, "Geçici uygulamaların en önemli faydası, etkiyi ölçümlenerek bir üst çalışmalarda kullanılması oluyor. Alanda yaptığımız çalışmalar, anketler ve raporlar altında bir bütünü oluşturuyor. Düşük emisyon bölgesinin gerektirdiği yaya hareketliliği, bisiklet gibi düzenlemeler daha da şekil kazanacaktır" şeklinde konuştu.

DAHA YAŞANILIR BİR İSTANBUL İÇİN

İBB Oyun ve Rekreasyon şefi Gökdemir Çakal proje hakkında şu bilgileri verdi: "Aslında her şey Oyun İstanbul Master Planı ile başladı. Park ve Bahçeler Daire Başkanlığı'nın vizyon değişikliğiyle birlikte, 'İstanbul'da hem oyun ve rekreasyonu geliştirmek hem de çeşitlendirmek ve renklendirmek üzerine ne yapabiliriz' dedik. Bu daha yaşanabilir bir İstanbul için, literatür araştırmalarıyla yapılan bir projeye. Böylece İstanbul'un yeşil ve oyun alanlarının bir planını çıkardık. Beş hedefimiz var bunlar; oynanabilir bir şehre dönüşmek, şehirde doğa ile insan etkileşimini geliştirmek, şehirde eşit oyun imkânı sağlamak, kentte oyun kültürü yaratmak, şehirde güvenli ve güvenli oyun sağlamak".

Etkinlikler hakkında bilgi almak için Instagram'dan; Sokak Bizim ve İBB Yeşil İstanbul hesaplarını takip edebilirsiniz.



Tüm Öğrencilerimize Liselere Geçiş Sınavı'nda Başarılar Dilerim

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