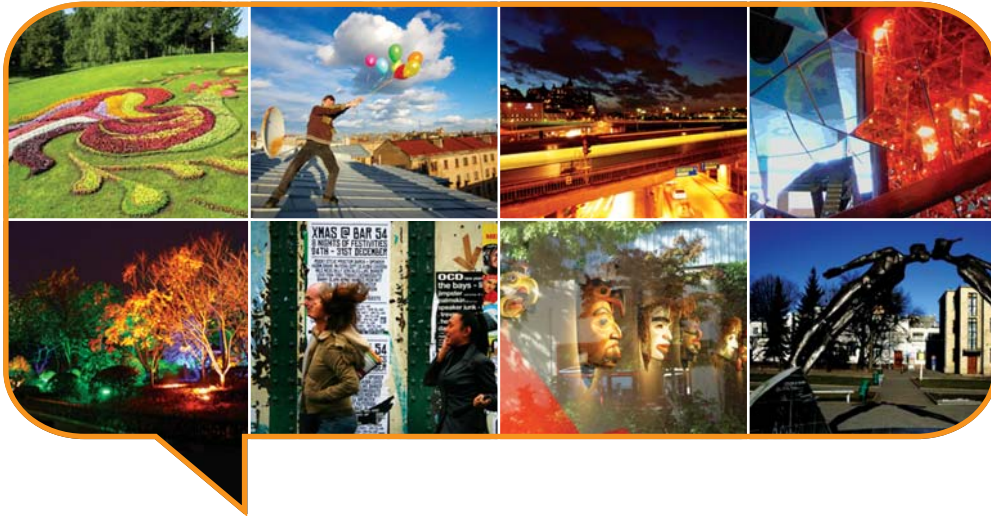




creativecities



Creative Cities is an international project designed and managed by the British Council to share experience across Europe on the ways in which creativity, entrepreneurship and innovation can help to improve people's lives in cities.

The project consists of three elements:

- **Future City Game** – a team-based process designed to create new thinking and actions to improve the quality of life in cities
- **Urban Ideas Bakery** – this will provide a method for young professionals to work together to develop and put into practice solutions to urban challenges across Europe
- **Exploratory Activities** – a series of events throughout Europe to provide a forum for continuing debate and the sharing of knowledge of and ideas about the role that creativity, entrepreneurship and innovation play in urban development.

The Creative Cities project explores new ways to improve the quality of life in urban communities by involving young professionals who are active in developing and implementing city policy, covering issues such as public spaces, arts and social activities, the contribution of creative industries to city development, and the role of cultural policy.

Creative Cities countries include:

UK	Poland	Czech Republic
Hungary	Slovakia	Slovenia
Ukraine	Sweden	Norway
Denmark	Finland	Estonia
Latvia	Lithuania	Russia

To get involved visit:
<http://creativecities.britishcouncil.org>

Make your city a better place to live

<http://creativecities.britishcouncil.org>



futurecitygame

Future City Game is a team-based process designed to create new thinking and action to improve the quality of life in cities. Future City Game stimulates original ideas about ways to address global challenges and local challenges. It builds the skills of professionals and communities working in cities, and is a tool for international exchange and collaboration.

Future City Game enables people to find solutions to the long-term challenges facing cities. It is played during a two-day event by city inhabitants from diverse backgrounds, representing different disciplines and led by a trained games master. The aim of the game is to generate the best idea on how to improve the quality of life either in a specific area within a city, the city as a whole, or in response to the common challenges facing cities around the world.

Countries where the game is being played include:

- | | | |
|---------|-----------|----------------|
| UK | Poland | Czech Republic |
| Hungary | Slovakia | Slovenia |
| Ukraine | Sweden | Norway |
| Denmark | Finland | Estonia |
| Latvia | Lithuania | Russia. |

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A team-based process designed to create new thinking and action to improve the quality of life in cities

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