Indlela YaBafazi
her city Diepsloot

FINAL REPORT
PRODUCED BY IYER + STICKY SITUATIONS

30.APR.2022

HER CITY
Indlela Yabafazi

PREPARED BY:

FOR THE CLIENT:
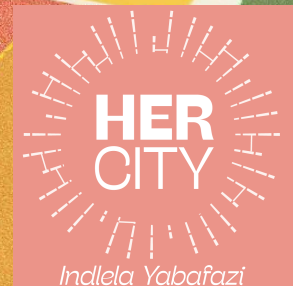
a world class African city

IMPLEMENTED WITH GLOBAL PARTNERS:

IMPLEMENTED WITH LOCAL PARTNERS:

Table of Contents

Summary of process:

Under this appointment, the blocks have been adapted to align with the JDA scope of work and timeframes.

Blocks 1 and 2 were completed by the client. Blocks 3-7 and Block 9 were completed under this appointment.

JDA RFQ BLOCK #	Aligns with HerCity BLOCK #
BLOCK 1 stakeholder engagement not by this team	BLOCK 1 : stakeholder engagement
BLOCK 2 city wide assessment not by this team	BLOCK 2 : city wide assessment
BLOCK 3 site specific assessment	BLOCK 3 : site specific assessment
BLOCK 4 analyse challenges	BLOCK 4 : analyse challenges
BLOCK 5 design ideas	BLOCK 5 : design ideas
BLOCK 6 recommendations	BLOCK 6 : recommendations for action
BLOCK 7A tactical urbanism testing period	BLOCK 7 action plans + BLOCK 8 sharing results
BLOCK 7B plans	BLOCK 7 action plans + BLOCK 8 sharing results
BLOCK 8 JDA construction not by this team	BLOCK 9 : implementation and follow up
BLOCK 9 evaluation	BLOCK 9 : implementation and follow up

Below is a summary of the process followed under each block as prescribed by JDA RFQ and Block-By-Block program document. It is important to note that often the process was defined by current circumstances (for example short time frames, safety concerns, procurement timeframes, appropriate participant engagement methods/times, etc).

The full report on the entire process can be found at this link: https://drive.google.com/file/d/1kBA-vk4_f_6ZhaEGSaJnFBoEXgg9cPwJ/view?usp=sharing

BLOCK 1 stakeholder engagement

This step was not carried out by this team, and was completed prior to our appointment.

BLOCK 2 city wide assessment

This step was not carried out by this team, and was completed prior to our appointment.

BLOCK 3 site specific assessment

Activity 1 Exploratory Walk

Date: 2 October 2021

Participants: 38

Activity: Data gathering through site visit

Objectives: Provide a methodology for gathering qualitative and quantitative data in a participatory process for participants using digital and analog tools.

Activity 2 Producing Finding Maps

Date: 16 October 2021

Participants: 40

Activity: Record data base on 5 dimensions on site-specific maps

Objectives: Record site-specific data based on 5 dimensions to assess overall quality of each site.
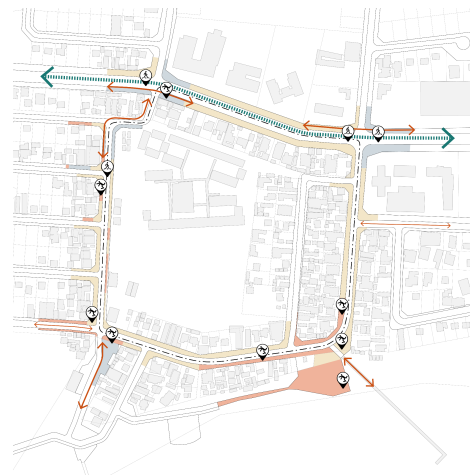

Activity 3 Quality Scoring

Date: 18-22 October 2021

Activity: Digitise and synthesise data the girls recorded on the four sites to be compiled on the route map.

Objectives: Synthesise qualitative and quantitative data produced from the 5 base maps based on the dimensions as prescribed by the Block-by Block methodology.

BLOCK 4 analysing challenges

Activity 1 Define Current Situation

Date: 16 October 2021

Participants: 40

Activity: Present finding and maps to the entire group and discuss main themes.

Objectives: Understand the common issues and opportunities for each of the four sites.

Activity 2 Understand Challenges

Date: 16 October 2021

Participants: 40

Activity: Questionnaire for girls in groups of 8-10 to respond to site-specific conditions

Objectives: Link challenges in the built environment to design components and public space elements, as well as social infrastructure.

Site 3 generate ideas

How would you change the space....

to make you feel safer?	1, More street lights (Working) 2, Stop signs at crosswalks. 3, Traffic lights 4, Frequent CPF Patrols during hours where kids are present.
to make you feel more comfortable?	1, Seating (Benches,) 2, Shading (Concrete Uluberella,) 3, Park that can be moved during the week and put together on the weekends. 4, Shaded bus stop (solar panel that has charging and internet ports) 5 Concrete balls
to make it more accessible?	1 Bycicle trails. 2 having ramps for disabled people at intersection. Ones that also support the blind. 3 Create different lanes designated for functions.
What activities would you like to see here?	1 Create Parking spaces that has board game drawing 2 Art Create tables that have chess and other board games. 3 Story telling day (store books in a safe area that can be locked) School trusted community leader.

Closing off streets with Giant cones.

Activity 3 Define Joint Vision

Date: 16 October 2021

Participants: 40

Activity: Group discussion on site-specific opportunities .

Objectives: Conceptualise ideas in response to challenges on site.

Activity 4 Generate Ideas

Date: 16 October 2021

Participants: 40

Activity: Draw ideas on base maps per site in groups of 8-10.

Objectives: Generating ideas through both urban design elements and social infrastructure

BLOCK 5 designing ideas

Activity 1 Installation and Practice

Date: 5 October 2021

Participants: 11

Activity: Train emerging participant leaders on BBB methodology and Minecraft (Train the Trainer).

Objectives: By training several participants beforehand, the emerging leaders are able to help and lead the rest of the group on day of workshop.

Activity 2 Block by Block Workshop

Date: 17 October 2021

Participants: 40

Activity: Build design components in Minecraft

Objectives: Translate ideas into 3-dimensional space while building technical capacity through a collaborative process to communicate design ideas.

Activity 3 Presentations

Date: 16 October 2021

Participants: 40

Activity: Present modelled ideas to the table

Objectives: Understand other pairs' interpretations of design prompt and proposed design options.

BLOCK 6 recommendations

Activity 1 Overview Results

Date: 23 October 2021

Participants: 40

Activity: Each pair presents their Minecraft ideas to those on the same site.

Objectives: Articulate design ideas and intentions as well as understand other pairs' interpretations of design prompt and proposed design options. Facilitator for each group fills out the adjacent form to align ideas with HerCity Toolkit's activities.

Petitions	Total
seating	18
trees/planting	13
fence/wall	13
swimming pool	12
open space/plaza/park	11
signage	8
library/ book lending	7
public art/feature	7
lighting	7
public safety/ security	7
bus stop	6
community facilities	6
housing	6
bins	5
play grounds/equipment	5
sport facilities	4
safe crossing (bridge or on-grade)	4
free communication (public telephone or Wi-Fi)	4
stop signs/traffic lights/bollards (traffic calming)	3
vegetable/food garden	3
new paving	3
tuckshop/vendor stalls	2
clean-up river/wetland	1
cycle lane	1

Understanding what you built/wanted to build IN MINECRAFT.... Physical JBI

What did you build or wanted to build in Minecraft?
netball & park to chill
↓ ↓
girls sport / for anyone w/ cameras & security.
Where: ext 13. doesn't have a park & lots of kids

Why did you choose these items?
x no chilling places — at the moment in street or at school but not safe,
x Light.
x Fence for safety.
tree for green & shade, not many trees in Diepsloot
seats & tables — homework — open no roof.
+ chilling seats
food plants — no sports weekends.
→ does need a fence all around plus access control & close at night.

Where did you or would you build these items, and why?
→ ext. 13.

What social / activity/ government support is needed for your ideas?
x netball tournaments etc booked with a coach thats manages games plus manges the court. Preferably government.
↓ people trust government.

Activity 2 Prioritising

Date: 23 October 2021

Participants: 40

Activity A: In groups of four or five, participants are given a prioritisation list for them to complete based on discussion and communal agreement. They needed to identify 10 items in order from high to less high priority and state the reason why.

Activity B: Participants then given laptops to fill out the UN Habitat HerCity Toolkit forms and submit online. Some groups found it challenging to limit the priorities down to three after they had identified ten large-scale priorities. Some of the questions on the form also asked the young womxn about specific implementation plans and type of government / non-government support would be needed.

Objectives: Decide what urban design elements are most important to the group and rationalise the need for them.

Number of groups that prioritised these items
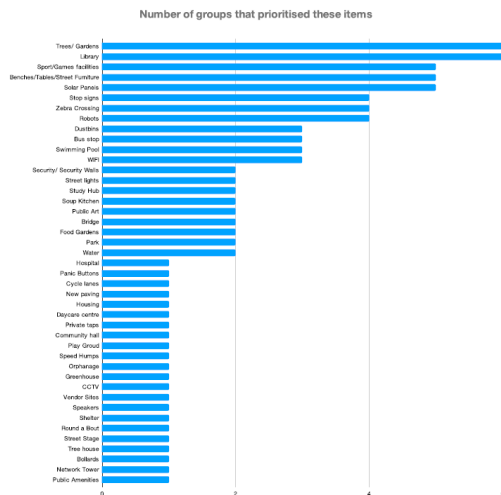
Prioritising Design Outcomes (participants fill out)

	Design Element:	Reason:
1	A park with Homework Area	- To avoid playing on the streets. - Private space
2	Net ball court.	- Sports development. - To avoid getting into trouble.
3	Street lights.	- for safety
4	Library	- Private space for doing Homeworks - gathering space greatnering space - a resource for printing
5	Security Walls.	- for safety
6	~~te~~ Trees.	- for greening. - provide shade. - for the enviroment
7	Swimming pools / Splash pad.	- for the summer season. - for sports activities. - it can be a form of gathering space.
8	Public Art.	- To express creativity - Colourful space.
9	~~Sitting~~. Seating	- A resting area. - ~~gathering area~~. greathering area.
10	~~Building~~. Housing	- for Homeless people - people who lives in shacks.

Activity 3 Realising Proposal

Date: 23 October 2021

Participants: 40

Activity A: Working in the same groups or four or five as the previous activity, strategise placement of 10 Urban Design elements on site map in relation to one another.

Objectives: Develop urban design strategies based on the elements chosen together to create a generative concept plan for the site.

Activity B: Participants returned to their original pairs or worked individually to choose one element to model at a larger scale with a variety of materials.

Objectives: Design an urban design element or space in greater detail which can be translated into a tactical urbanism intervention.
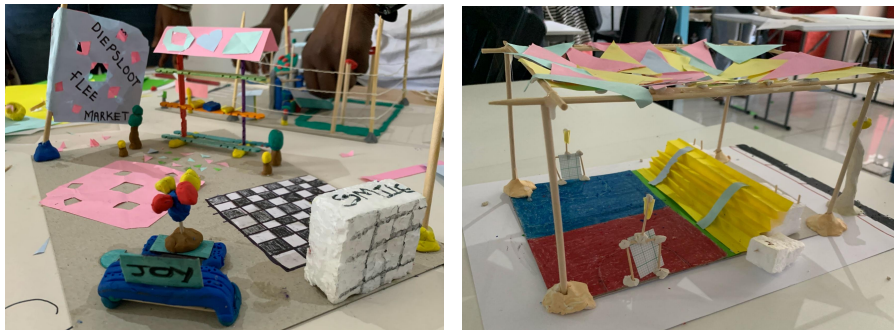
Activity 3 Realising Proposal through consolidating Minecraft Models

BLOCK 7A tactical urbanism testing period

Activity 1: Preparation

Date: 26th March 2022

Participants: 25

Activity: Prepare for Tactical Urbanism event.

Objectives: To remind participants of the process after a period of inactivity. To prepare for tactical urbanism event but explaining what tactical urbanism is, how it is carried out and the procedure for Diepsloot. To get participants involved in the planning and designing for the following week through developing slogans, painting signs and pallets. In addition, questionnaires were developed with participants to be conducted on the day of the tactical urbanism to ask passers by their responses to the temporary intervention.

1.   Visible Pedestrian Crossing
2.   Artwork (ground and walls with chalk)
3.   Teenage Chill / Performance Space
4.   Improved Seating with Programming
5.   Green Space and Planting
6.   Water Feature / Play Equipment

Activity 2: Public Space Testing Period

Date: 01-02 April 2022

Participants: Public Event

Activity: Tactical Urbanism testing in selected public space.

Objectives: To implement design ideas using temporary installations for the purposes of testing physical design ideas and obtaining feedback from the public who interacted with the space.

Activity 3: Consolidating findings of testing period

Date: 01-02 April 2022

Participants: Public Event

Objectives: Questionnaires were conducted during the testing period, with the following five questions asked of passers by:

- Question 1 : Do these various activities make the space feel safer?

- Question 2 : Which activities would you most like to see in this space?

- Question 3 : Which activities are your favourite?

- Question 4 : Which activities are missing from this space?

- Question 5 : How else could this space be made safer?

84 questionnaires were conducted by young womxn participants

BLOCK 7B plans

Activity 1: Preparation

Date: 1st - 26th March 2022

Participants: Professional Team (Urban Designers & Social Facilitators)

Objectives: To prepare for Block 7B.

Activity 2: Expert Design Meeting

Date: 26th March 2022

Participants: 25

Objectives: To build capacity in young womxn in urban planning and design, which was something the facilitators did at every workshop throughout the participatory process.

Activity 3: Final Design

Date: 26th March + 01-02 April 2022

Participants: Professional Team (Urban Designers & Social Facilitators)

Activity: To develop feasible and implementable design solutions plus high level costing.

Activity 4: Validation of Design

Date: 26th March + 01-02 April 2022

Participants: 40 and Public Event

Objectives: To present the design to the community with participants and obtain feedback.
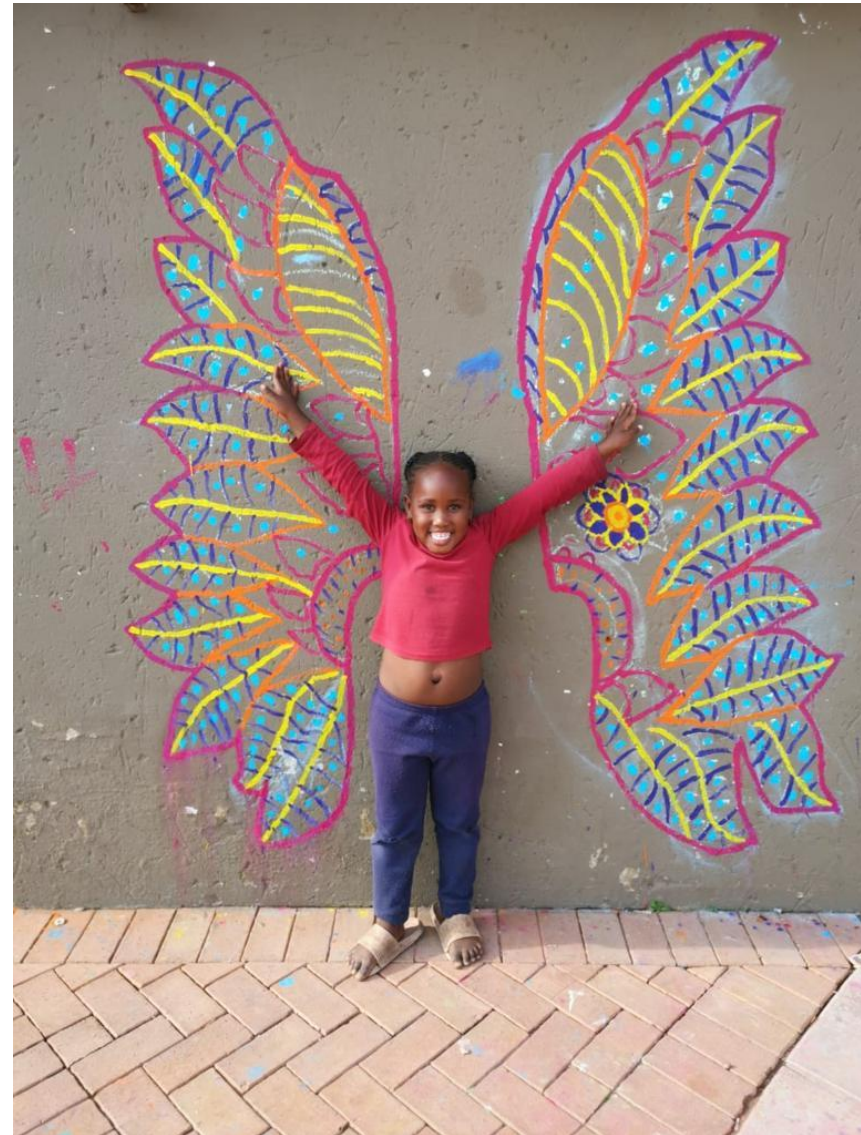
BLOCK 8 Sharing

Activity 1: Preparation

Date: April - May 2022

Participants: Professional Team (Urban Designers & Social Facilitators)

Objectives: To prepare for Block 8.

Activity 2: Gathering Results

Date: April - May 2022

Participants: Professional Team (Urban Designers & Social Facilitators)

Objectives: Documenting the results to be shared Digitally

Activity 4 Strategy and Mainstreaming

Date: May 2022

Participants: Entire team

Objectives: Documenting the results to be shared Digitally

Centre on African Public Spaces

- PUBLIC SECTOR CAPACITY STRENGTHENING
- STRONG & ACTIVE COMMUNITIES
- CROSS-SECTORAL & TRANSDISCIPLINARY RESEARCH AND TEACHING
- KNOWLEDGE EXCHANGE

BLOCK 8 JDA construction

(NOTE double up of numbering system in RFQ).

This step was not carried out by this team, and was completed prior to our appointment.

BLOCK 9 evaluation

Activity 1: Preparation

Date: 1st - 31st March 2022

Participants: Professional Team (Urban Designers & Social Facilitators)

Objectives: To prepare for Block 9.

Activity 2: Participants' feedback

Date: 26th March 2022

Participants: 25

Objectives: Understand how participants have experienced the process.

Final part of the process was undertaken at Wot-fi centre when the whole team was finally assembled at the end of the process.

Activity 4: Measuring impact

Date: 1st - 2nd April 2022

Participants: Public Event

Objectives: Measure impact of the developments on the space and the community.

Questionnaires were conducted and captured with feedback collated and analysed. Outcomes of the analysis can be found at this link: https://drive.google.com/drive/folders/1wvLyKHU4CUFeONVo0qzdk74AK9nzSDB-?usp=sharing

Question 1 (Do these various activities make the space feel safer?)

No
38.1%

Yes
59.5%

No comment
2.4%
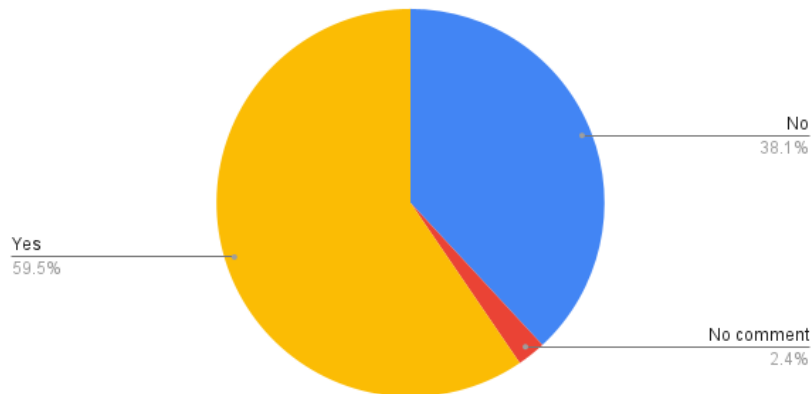
Activity 5: Final Report

Date: May 2022

Participants: Professional Team (Urban Designers & Social Facilitators)

Objectives: Submission of final report including process and outcomes.

Indlela ya Bafazi

05.MAY.2022

Table of Contents

Tactical Urbanism

Key themes that emerged from Minecraft and Block 6

A. Built Infrastructure:
Dustbins + Lighting +
Pedestrian Crossing / Access + Seating

B. Green Environment:
Park + Trees + Planting

C. Play:
Swimming Pool + Games + Sport + Chilling Space

D. Services:
Library + Wifi

E. Visual:
Public Art + Colour

6 x Tactical Urbanism intervention spaces:

1. Visible Pedestrian Crossing / Good Access
   - Road safety was identified as a concern, but closing roads for this testing is not necessarily viable, but it is possible to make the existing pedestrian thoroughfare across the vehicular road more visible through artwork and colour.
2. Artwork
   - Colour and artwork was a strong element in the designs, so this can come through the program with temporary chalk on the ground and murals around the tactical urbanism space, which can double up as an activation + installation.
3. Teenage Chill / Performance Space
   - A chill space for young womxn including a stage for performance, shade and wifi.
4. Improve existing seating with additional structures and programming
   - Bench seats on the selected site are adequate, but could be improved. Participants designed seating with add-ons such as libraries, shade and fun elements.
5. Green Space with Planting
   a. Beside the wetland there is space for plantings, which could also be an indigenous species educational opportunity (JCP&Z)
   b. Existing dead trees to be replaced with new ones that stay behind.
6. Water Feature / Play Equipment
   - The space transformed into a fun playground for younger children, with sprinklers, water guns and water buckets, play equipment, with a fence/barrier for safety.

Outcomes of survey conducted during Tactical Urbanism

The below graphs show results of the 84 interviews conducted.

Raw collated data can be found at this link:
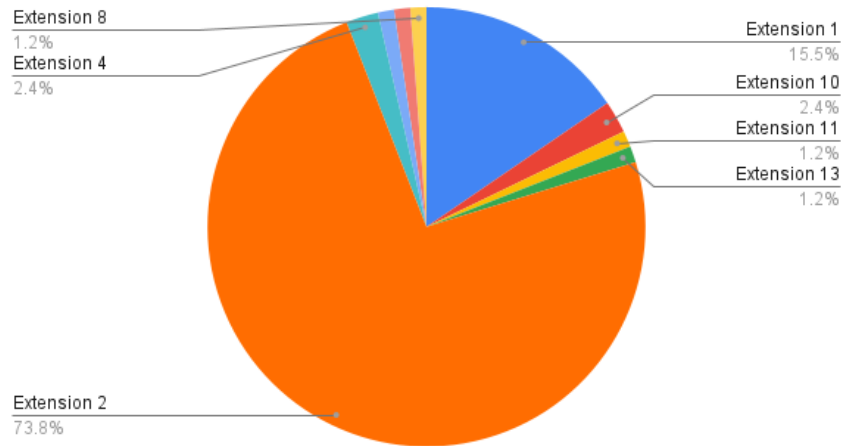
https://drive.google.com/drive/folders/1wvLyKHU4CUFeONVo0qzdk74AK9nzSDB-?usp=sharing

Where do you come from?

Question 1 : Do these various activities make the space feel safer?
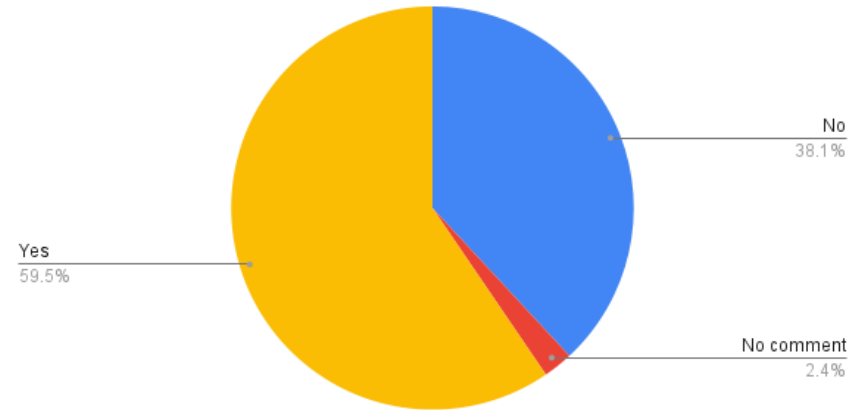
Question 2 : Which activities would you most like to see in this space?
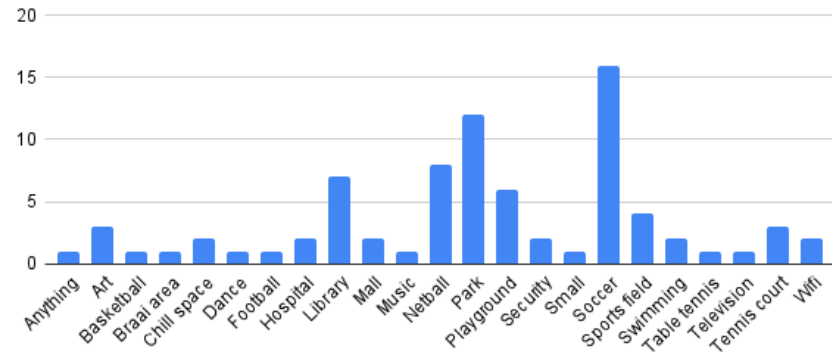
Count of Question 2 (Which activities would you most like to see in this space?)

Question 3 : Which activities are your favourite?

Watching TV 1.2%
Sportsground 4.8%
Soccer 25.0%
Playground 9.5%
Netball 8.3%
A shelter 1.2%
Arts and crafts 3.6%
Ball sports 7.1%
Chess 3.6%
Chill space 6.0%
Cooking 3.6%
Doing business 1.2%
Library 16.7%

Question 5 : How else could this space be made safer?

Balcony 3.3%
Cleaner space 3.3%
Fence 3.3%
Local Patrolers 6.7%
Sponsoring food 3.3%
CCTV 3.3%
Safer playing ground 6.7%
Security 70.0%
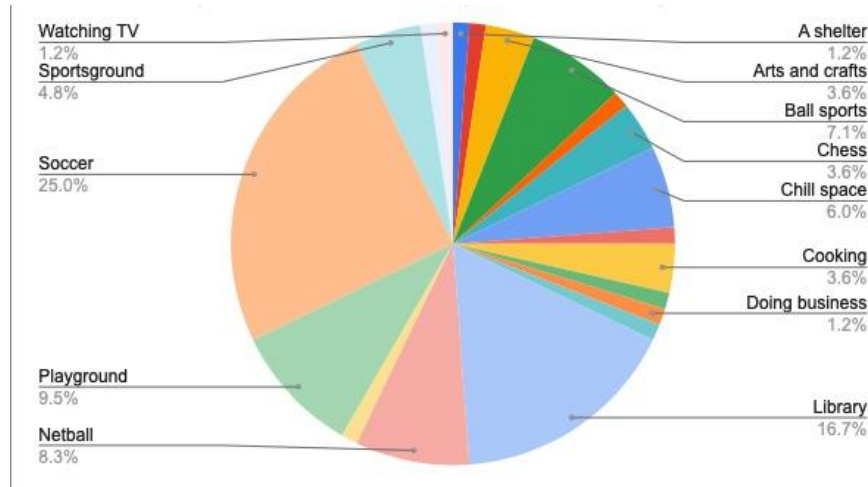
Question 4 : Which activities are missing from this space?
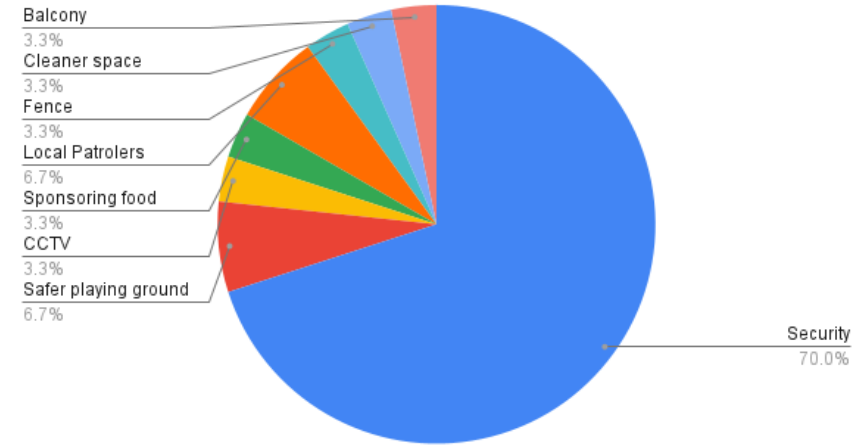
Count of Question 4 (Which activities are missing from this space?)
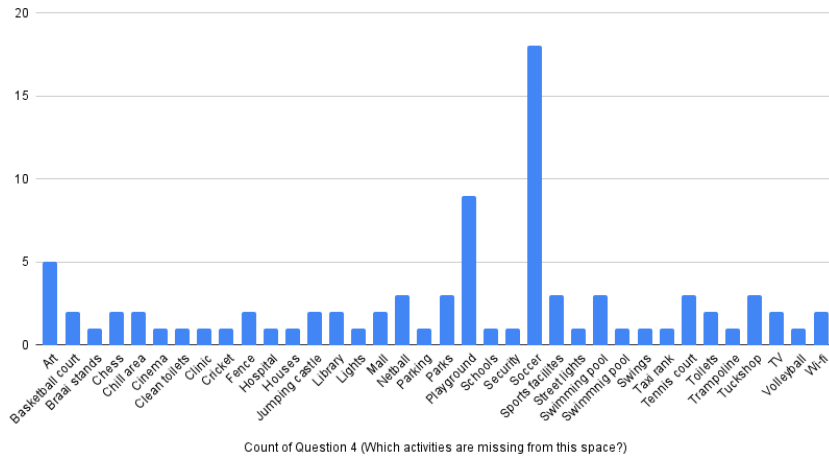
Quotes from survey participants

Question 1 : Do these various activities make the space feel safer?

NO

- *"No, because it would have been safe for kids if these activities were to be done in a certain environment, where there is no moving cars and a lot of people."*
- *"No, because there are no security guards."*
- *"I am not feeling safe because there are a lot of criminals"*
- *"No, it's not safe because there are lot of crimes e.g, thieves, kidnappers, it's not safe."*
- *"No, because this space has a lot of negligence, people are rapist."*

YES

- *"Yes, makes children get out from the streets."*
- *"Yes, bring the children together."*
- *"Yes, because I have a child who plays here and she is very happy and safe because she is playing near home where i can see her every minute."*
- *"They give children a hobby and they learn more while reading."*

Question 2 : Which activities would you most like to see in this space?

- *"I want to see a ball and kids stop drinking and drugs."*
- *"Security guards and more police."*
- *"Any activities because it would keep the children busy."*
- *"A place where children can go and read like a library."*
- *"Planting trees and to make the place nice."*

Question 5 : How else could this space be made safer?

- *"Fix the street lights and make some activities every weekend."*
- *"By building a safer place for kids away from this environment."*
- *"Block cars from moving and some other people who will take care of the kids."*
- *"By building a safer place with security."*
- *"More police patrols and street lights."*
- *"Cameras and police always walking around."*
- *"It will be safe when there are no bushes."*
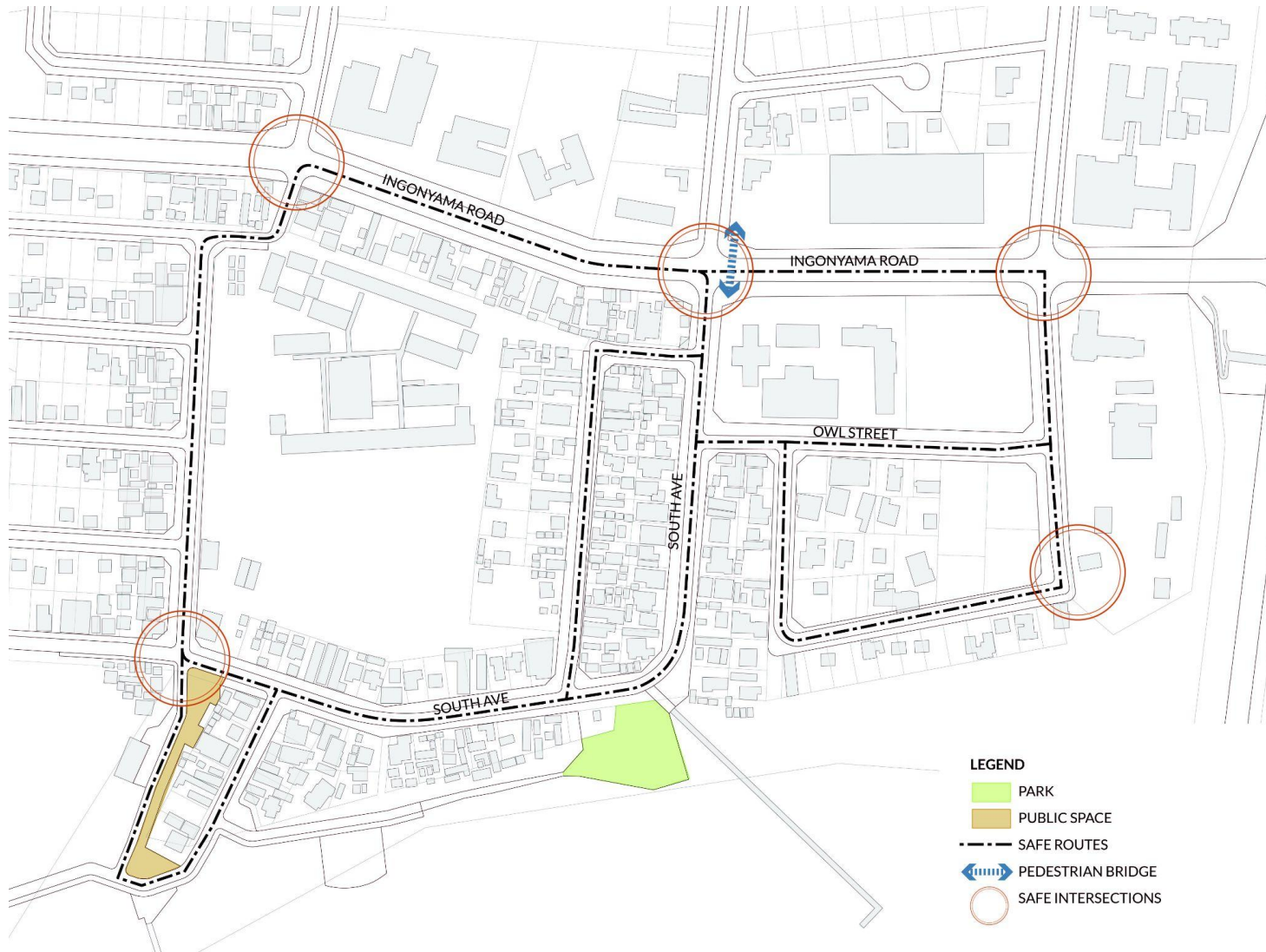
Urban Design

Urban Design Plan

LEGEND
1. PUBLIC SPACE
2. PARK
3. SAFE ROUTES
4. PEDESTRIAN BRIDGE
5. SAFE INTERSECTIONS

Urban Design Concept Plan

INGONYAMA ROAD

INGONYAMA ROAD

OWL STREET

SOUTH AVE

SOUTH AVE

LEGEND

PARK

PUBLIC SPACE

SAFE ROUTES

PEDESTRIAN BRIDGE

SAFE INTERSECTIONS

Concept Design

The Urban Design concept is informed by the key themes that emerged from Minecraft and Block 6, as well as the findings from the Tactical Urbanism event.

These key themes and interventions are:

    A.   Built Infrastructure: Dustbins + Lighting + Pedestrian Crossing + Access + Seating
    B.   Green Environment: Park +Trees + Planting
    C.   Play: Water Feature + Play Equipment +Games + Sport + Teenage Chill + Performance Space
    D.   Services: Library + Wifi
    E.   Visual: Public Art + Colour

The structure of the Urban Design plan is defined by five elements:

1. **Park** – An active recreation space on the edge of the wetland green space with water play (splash pad), play and gym equipment and soft .
2. **Public Space** – The existing, hard public space on South Ave is reimagined and reprogrammed from a hard and dead space to an activated and vibrant space.
3. **Safe routes** - Upgraded sidewalks, planting, lighting and street furniture.
4. **Pedestrian bridge -** Over the busy Ingonyama Road connection into the taxi rank.
5. **Safe intersections -** Colourful raised intersections, which clearly marks safe crossing points and introduces some artwork into the area.

The key themes and how they've been translated into the design are discussed below:

Built Infrastructure

- Safe routes designed with streetscape elements such as lighting, seating and dustbins.
- Safe pedestrian crossings and raised intersections.
- Change of surface textures from tar to paving in high pedestrian movement areas.
- Introduction of a pedestrian bridge over Ingonyama Road to allow for a safe and efficient crossing to and from the taxi rank.
- Fixed bollards at intersections to prevent vehicles from driving up the walkways and potentially running over pedestrians.
- Gateway elements help to identify important spaces such as the park and public spaces. These can be seen as ribs running across the road at key points.

Green Environment

- This was a key theme in the workshopping process and the AstroTurf strip in the Tactical Urbanism was very popular as a soft stage and play space.
- The streets and public spaces will be softened through the site with trees, lawn and planting.
- Softening of the hard paving by introducing raised planting bed and lawn moulds that can be used as play elements.

Play

- A half multi-purpose court that will have a colourful painted mural on its surface adding to the overall theme.
- Chill/reading pods that can be utilised to socialise or do homework with access to wi-fi.
- A public park that will consist of the following:
  - Robust play equipment.
  - Splash pad (small water park).
  - Outdoor gym.
  - Green space that can be utilised for various outdoor activities such as picnics or sports.
  - The park will be fenced off with restricted access points for safety reasons.
  - An expanded market to allow for more/greater economic activities .

Services

- Introduction of a dedicated space for a mobile library/clinic to set up.
- Free CoJ WiFi within the public spaces and parks
- General clean-up of the area to remove overgrown vegetation and trash

Visual

- The colourful raised intersections, which clearly mark safe crossing points and introduce some artwork into the area.
- Artwork along the long mural wall that runs along Pitsi close to the pedestrian bridge.
- The half multi-purpose court in the public space will have a colourful painted mural on its surface adding to the overall theme.
- The playground and splash pad surface will also be treated with very colourful surfaces.
- The chill pods will also have a colourful gradient colour making them easy to identify.
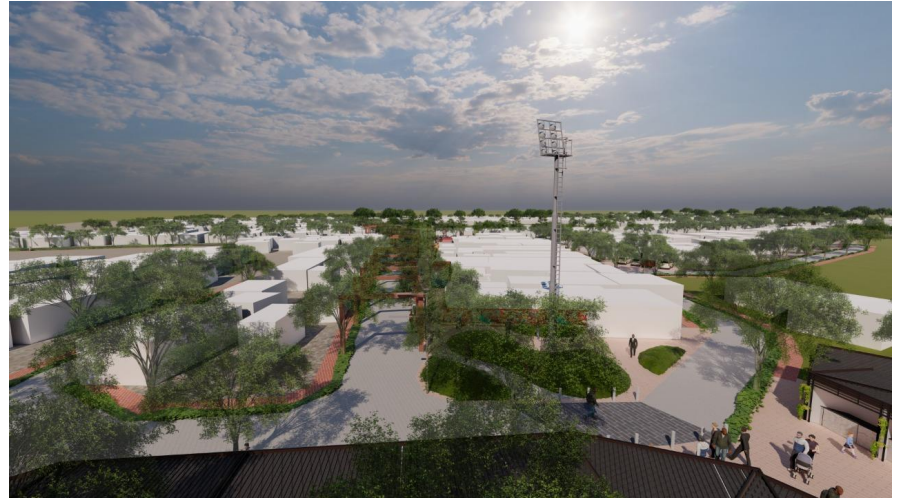
3D Renders

3D Renders

3D images can be found at this link:
https://drive.google.com/open?id=1soPVPRglYNWmcj4IQ7m7mYmrascG3AGx&authuser=jennifer%40stickysituations.org&usp=drive_fs

High Level Cost Estimate

PUBLIC ENVIRONMENT UPGRADES	
Gateway Elements	R825 000,00
Paving	R9 350 000,00
Painted Intersections	R556 500,00
Bollards	R459 000,00
Street Lighting	R 2 220 000,00
Benches	R195 000,00
Bins	R275 000,00
Trees	R840 000,00
Street Planting Mix	R1 336 950,00
Sub-Total	**R16 057 450,00**

INFRASTRUCTURE PROJECTS	
Market Stalls	R704 000,00
Pedestrian Bridge	R 25 000 000,00
Sub-Total	**R25 704 000,00**

PUBLIC PARK	
Splash Pad	R1 570 000,00

Play Rubber	R324 500,00
Play Equipment	R 1 000 000,00
Gym Equipment	R500 000,00
Lawn	R 165 000,00
Fence	R322 500,00
Built Constructions	R 1 000 000,00
Paving	R 322 800,00
Seating Walls And Planting	R 26 100,00
Lighting	R100 000,00
Sub-Total	**R5 230 900,00**
URBAN PLAZA	
Painting Of Murals (Walls)	R299 000,00
Seating Pods	R128 000,00
Half Court	R200 000,00
Walls And Planting	R48 750,00
Paving	R 414 000,00
Bermed Lawn	R34 250,00
Wi-Fi	R100 000,00
Sub-Total	**R1 224 000,00**
Total	**R48 216 350,00**

Photographs and Media report

37 scheduled posts were shared across three Social Media platforms, with additional stories. The branding and social media platforms were established quite late in the overall program, and by April 2022 the FB page had 154 followers, TW 30 followers and IG 87 followers.

The full media report can be found within the progress report at this link: https://drive.google.com/file/d/1kBA-vk4_f_6ZhaEGSaJnFBoEXgg9cPwJ/view?usp=sharing

Approved Strategy

- Illustrating the steps of the Her City process with photos & descriptions
- Make the girls' voices heard by sharing their points of view through video clips & quotes
- Spark conversations around feminist urban design by sharing articles & quotes from founding partners & snippets

Approved Goals of Social Media campaign

- Promote the project as a partnership between CoJ and UNHabitat,
- Promote gender equality as a central point of conversation
- Promote safer cities, especially for women and girls
- Promote participatory practices
- Promote Partnerships that work towards a better city for all
- Post on 3 platforms - Facebook, Instagram and Twitter
- Dedicated pages to be set up for Indlela Yabafazi on each platform
- New pages don't receive much traffic, so in order to maximize exposure, tag as many parties as possible and request them to share
- Posts to be scheduled at peak hour on weekdays at 10 a.m.
- Post content:
  - process being rolled out.
  - related to an event or project milestone.
  - periodical partner features
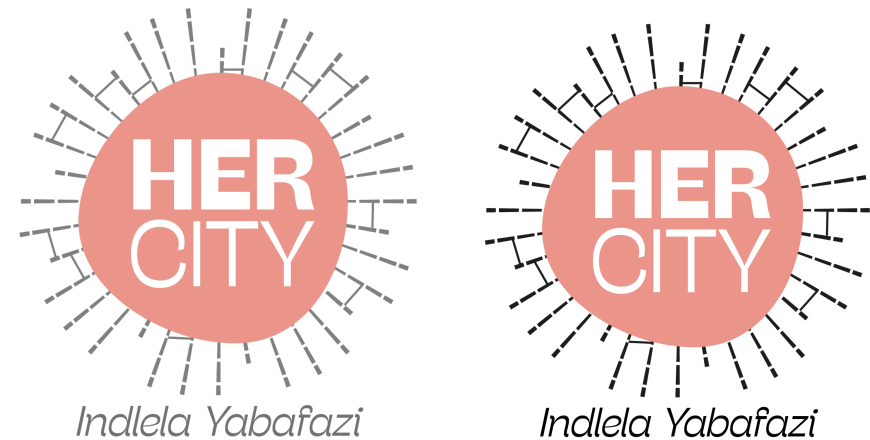 - related studies and projects in between
  - BBB process

Hashtags

#HerCityJohannesburg #UrbanOctober #LetHerGuideYou #InclusiveCities #IndlelaYabafazi #UrbanGirlsMovement #Diepsloot2030

Approved Branding

Indlela Yabafazi - Women's Way

Branding was designed by the professional team and approved by the JDA client representative.

Link to branding can be found here:

https://drive.google.com/drive/folders/1xLikoCacB7Xe6lsRw45Z5OfYCE0Aj9bS?usp=sharing

Platforms Established

Posting on the official Indlela Yabafazi pages (Facebook, Instagram & Twitter) commenced on 18 October

FB	@**IndlelaYabafazi**-Her City Diepsloot	
TW	@**IndlelaYabafazi**	
IG	@**her_city_diepsloot**	

Social media platforms (Facebook, Instagram and Twitter) access has been emailed separately to the JDA client representatives.

Documentation Links

A full report on all posts can be found at this link:

https://drive.google.com/file/d/1kBA-vk4_f_6ZhaEGSaJnFBoEXgg9cPwJ/view?usp=sharing

Two Diepsloot photographers were appointed to document key moments throughout the process. High resolution images can be found at this link:

https://drive.google.com/drive/folders/1302R2Jwd7yLduBuHsbOkxJhA3PSqKsp8?usp=sharing

All other images taken by team members throughout the process can be found at this link:

https://drive.google.com/drive/folders/1kPHoCf66siF-oMX0f9xjZZ4_ClkfNExW?usp=sharing

Key recommendations

The main lesson learnt

1. There is a dire need in Diepsloot for safe and interactive spaces for children and youth.

2. However it is important to note that youth (tween and teen ages) do not want to hang out with small children, they want their own safe hang out space.

3. It was not desired to have womxn only spaces, only that spaces are made safe for womxn.

4. Communities need to be involved in the design, implementation of facilities and urban environments.

    a. First because communities know their spaces and local needs better than anyone,

    b. And secondly if communities are respectfully brought into the process, they can be an asset to ensure facilities are maintained and remain safe and inclusive.

5. Simple changes to the built form and physical spaces can bring big impacts.

6. Maintenance of facilities and spaces needs to be factored into design.

Reflections on the Her City process

The program was a challenging but thought provoking process for all who took part in it; community, local partners and professional team. Working under tight deadlines and Covid restrictions was hugely pressurising, but working in a participatory manner as a team we were able to bring it all together.

- The process was a good conscious raising activity for young womxn who began to look at their environment in new ways.

- It highlighted the breadth of physical and psychological challenges young womxn experience on a daily basis.

- It highlighted the extreme lack of resources to facilitate safety in the neighbourhood.

Appendix

All files for the client can be found at this link:

https://drive.google.com/drive/folders/1kOtkD-e1MtxlwW-tKAP5uMiC8uBfhWcS?usp=sharing

The above link contains various folders, these are listed below with direct links:

Full report on the entire process including social media:

https://drive.google.com/file/d/1kBA-vk4_f_6ZhaEGSaJnFBoEXgg9cPwJ/view?usp=sharing

Survey raw collated data and graphs:

https://drive.google.com/drive/folders/1wvLyKHU4CUFeONVo0qzdk74AK9nzSDB-?usp=sharing

Link to consolidated Minecraft model:

https://sketchfab.com/3d-models/diepsloot-final-combined-a2e1d42d81164089a7f82c1b0ac7f834

Link to planning and permissions document can be found here:

https://docs.google.com/document/d/1SZoUm0wKw9oyPJHfuSc1p5IGZNMfGZW8tdLB2KKOvmY/edit?usp=sharing

3D artist impression Urban Design images:

https://drive.google.com/drive/folders/1soPVPRglYNWmcj4lQ7m7mYmrascG3AGx?usp=sharing

Two Diepsloot photographers were appointed to document key moments throughout the process. High resolution images can be found at this link:

https://drive.google.com/drive/folders/1302R2Jwd7yLduBuHsbOkxJhA3PSqKsp8?usp=sharing

All other images taken by team members throughout the process can be found at this link:

https://drive.google.com/drive/folders/1kPHoCf66siF-oMX0f9xjZZ4_CIkfNExW?usp=sharing