



# SOCIAL INCLUSION WHEN COMMUNITY OUTREACH BECOMES THE CORE OF ARCHITECTURAL EDUCATION

Facts and figures about a studio in  
the Master programme Architecture  
and Planning Beyond Sustainability  
2014-2018 at Chalmers

Effrosyni Roussou  
Emilio Da Cruz Brandao  
Marco Adelfio  
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Planning Beyond Sustainability 2014-2018 at Chalmers

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micro-data to macro-views" (NRF-STINT) and financed by The Swedish Foun-  
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CHALMERS UNIVERSITY OF TECHNOLOGY  
Department of Architecture and Civil Engineering, ACE  
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Student project Domesticity in Public Space 2017



Project Tale of Gärdsås Mosse 2018/2019. Extracted from students report



Student project Fixoteket 2017/2018



Student project Domesticity in Public Space 2016



Student project Playground 2017  
Photos: Emilio Da Cruz Brandao



# INTRODUCTION

## Background

This study is part of the international research project “Stitching the city – From micro-data to macro-views” that aims to establish a transdisciplinary collaboration between the Chalmers University of Technology in Gothenburg, Sweden, and the University of Pretoria, South Africa. In the project a methodological framework and digital platform for the collection, storage, and sharing of spatial, socio-economic data at a street- and precinct level is developed and adapted to local conditions.

The platform is developed for educational purpose and tested in two areas: Mamelodi-East in the City of Tshwane, South Africa, and Hammarkullen in Gothenburg, Sweden. The places have been chosen by the aforementioned universities as case studies of economically marginalised or segregated residential areas. Both universities have been running student projects and design studios in the areas, the *Urban Citizen Studio* in South Africa and the *Design and Planning for Social Inclusion* studio in Sweden. In this report, the focus is on the Swedish studio.

Each year the students gather a remarkable amount of data while working on their studio projects. Nevertheless, such data are not adequately stored and not made accessible for students working in the same area in the following academic years. There is a lack of systematization in the way data are collected and a lack of knowledge on how the data that have been gathered were used through the years. Filling in this knowledge gap is key to obtaining a systematic organization of data that can be later incorporated in a shared digital platform.

## Aim and scope

This study investigates the preconditions for establishment of a digital platform for collection, storage, and sharing of spatial data by examining and compiling basic figures about the design studio *Design and Planning for Social Inclusion* in Hammarkullen. The studio was established in 2008 and its framework and content has changed over time. Here, the focus is on gathering data about studio participants and the projects carried out during the years 2014-2018. The development of the course content is not of primary interest.

## Method

The report is a result of a document study of the material produced by the students between the years 2014 and 2018. This material includes written reports, poster, booklets, ppt, design proposals, mind-maps, and sketches generated for the assignments of the studio. On an annual basis, we compiled both generic information, for example, number of students, country of origin, age, sex, educational background and more specific information about type of projects, hand-ins, data collection methods, and location of the projects on a map. The quantitative view on the collected data helps us to evaluate the re-use potential in future projects.

## Reading of report

After the introduction chapter, the studio *Design and Planning for Social inclusion* is described followed by an illustration how the course's structure developed between 2014 to 2018. The remaining part of the report presents fact and figures of the studio starting with a summary for the overall period for number of students, country of origin, age, sex, educational background. After that, projects and hand-ins are defined and the overall material delivered by the students classified and compiled according to project type, hand in, and method for gathering of data. Finally, facts and figures are presented for each year from 2014 to 2018.

# THE STUDIO

## DESIGN AND PLANNING FOR SOCIAL INCLUSION

Examiner

*Emilio Da Cruz Brandao*, Artistic Teacher and Director of master's programme Architecture and Planning Beyond Sustainability

The design studio *Design and Planning for Social Inclusion* is part of the master's programme Architecture and Planning Beyond Sustainability at the Department of Architecture and Civil Engineering, Chalmers University of Technology in Gothenburg, Sweden. The studio runs each year between end of September to the beginning of January and is open for postgraduate students with a background in architecture, urban design and planning, landscape architecture, interior architecture, environmental engineering, human geography, and conservation of built environments. The studio provides knowledge and practice about challenges and opportunities for development in suburban areas built in the 1960s and 1970s as part of the Swedish Million Programme, an initiative driven by the Swedish government party aiming to provide affordable homes accessible to everyone as well as to improve the housing standards in Sweden. Social aspects of sustainable development and citizen participation are specific focus areas. The studio facilities are located in the suburb Hammarkullen, a typical area of the Million Programme in the sense of, for example, housing structures and socio-economic profile. It provides a unique possibility for the students to get a very close relation to the area representing the studio's context.



Study visit in Hjällbo, a Million Programme neighbourhood in Gothenburg, 2018. Photo: Emilio Da Cruz Brandao

The Million Programme is a corner stone in the development of the Swedish welfare society. About one million modern homes were built from the mid-1960s to the mid-1970s, mainly in new settlements in the outskirts of towns and cities. The Swedish term *förort* ('suburb') commonly refers to such areas rather than the sprawling suburbia and is usually connected to a negative imagery. The social segregation and marginalisation are results from how these areas were used in the policies of distribution of housing in the last 40 years: placing newcomers and refugees from countries in crisis there due to the lower rental prices, and consequently creating local communities with very low purchasing power and economic capital growth. This, in turn, resulted in a low interest for investments and maintenance. This kind of marginalised, large-scale housing areas are in the focus of discussions about segregation and social conflicts all over the industrialised world, and often pointed out as one of the most urgent challenges. At the same time, there is an ongoing debate in Sweden on the need for substantial investments to upgrade these areas after more than four decades of poor maintenance.

In the light of these challenges, it is often suggested that we need to put more emphasis on citizen participation and bottom-up perspectives in local planning and development of the built environment. In Gothenburg as in many other cities, new policies urge for dialogues with inhabitants, social impact assessments and co-creative processes. New tools are constantly being developed for this and there is a growing demand of architecture and planning professionals that can carry out the tasks. This studio has its focus on design and planning for social inclusion in the context of the Million Programme.



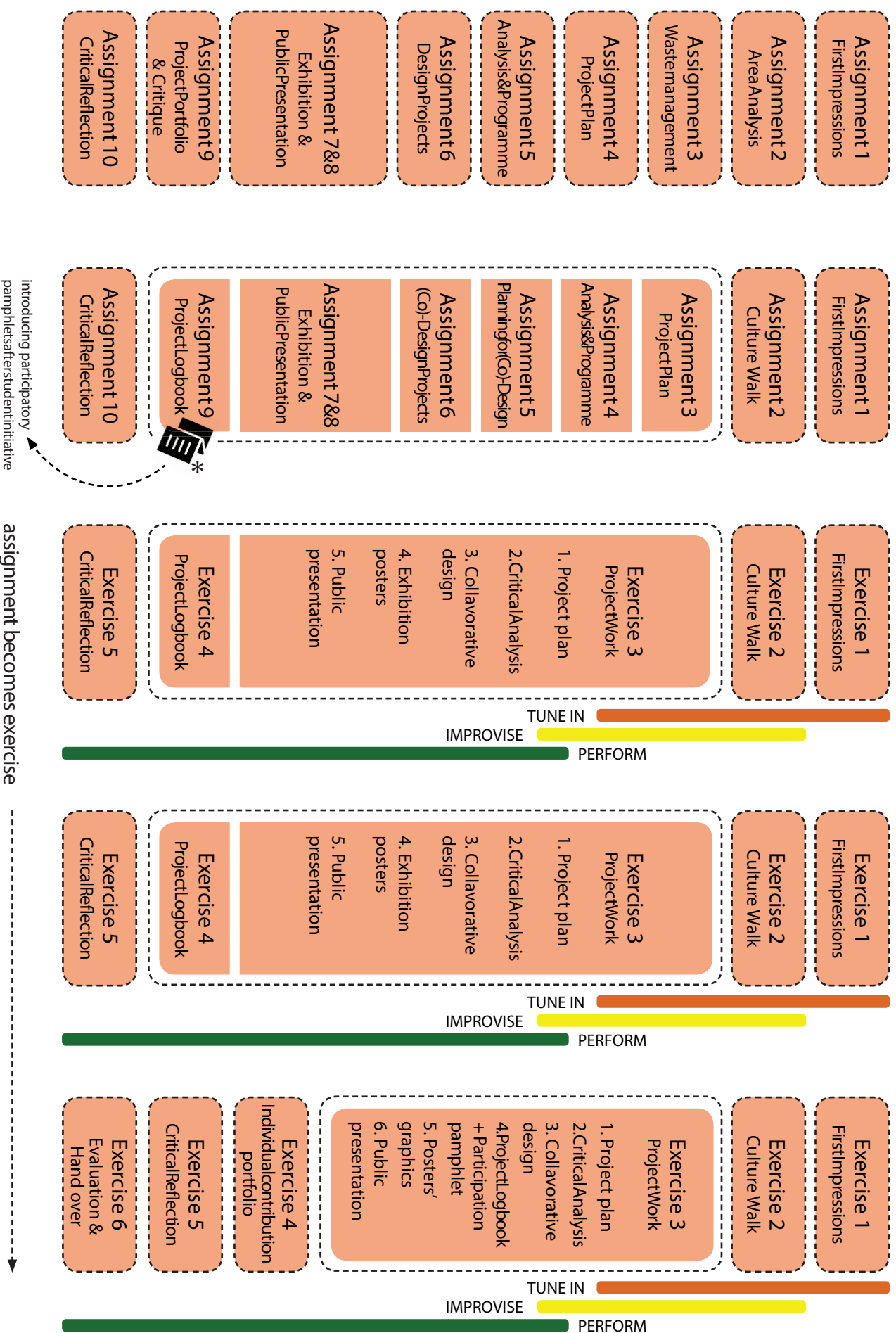
SHAPE UP (2014). Student project by Josephina Wilson, Maria Wikström & Francesca Tedde

Through a series of exercises, lectures, seminars and workshops, this design studio tackles the challenges for built environment professionals (architects, designers, planners, engineers, antiquarians, etc.) to promote sustainable development in Million Programme areas. Such complex task is faced by linking social and cultural aspects to e.g. environmental, technical, aesthetic, economic aspects. The exercises include the use of different methods to analyse a wide variety of stakeholders, the site, its activities and social life. Some of the exercises are developed in close collaboration with people living or working there. There is a specific focus on introducing and practicing participatory methods for citizen in co-creation processes as an important dimension of working for social inclusion.

The main task is a project work, which is carried out in small groups. The studio projects are carefully selected to connect to ongoing real projects and give the students possibilities to develop skills for their future work in an integrated way and with a local participatory impact. Typical deliveries are a) presentations of results from a series of minor exercises and project chapters; b) posters, models and different types of graphics (illustrations, drawings, diagrams, etc.) and media presenting the studio project and communicating the work to different audiences; c) logbooks from each project group collecting a selection of core project material regarding background, purpose, methods, the project process, key results within different conceptual parameters and discussion; d) oral public presentations and exhibition in the study area; and e) individual written reflections on the work in relation to the studio's themes and thoughts about the student's future professions. Material from the course can be found at <http://sub-urbsdesign.wordpress.com>.



# COURSE STRUCTURE



2014

2015

2016

2017

2018



# OVERALL

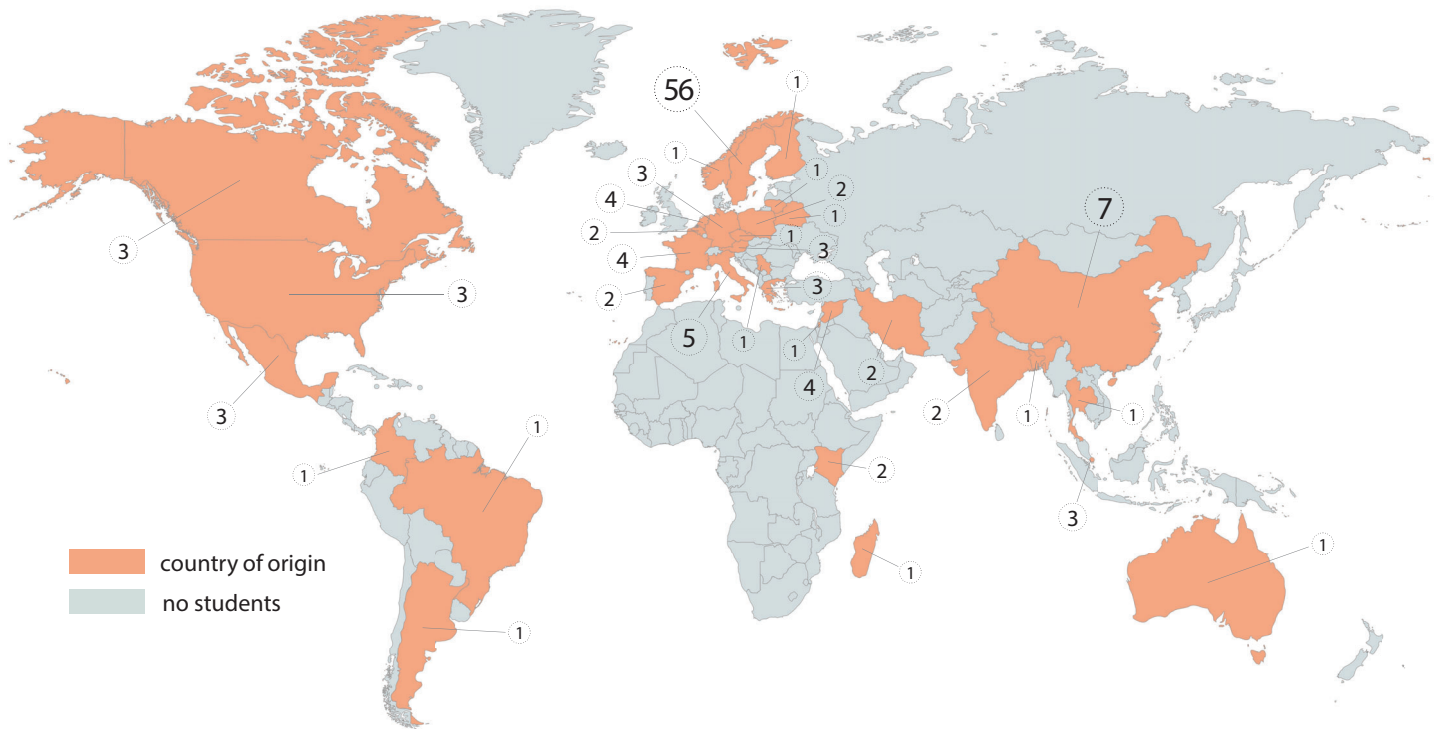
## STUDENT DATA 2014 - 2018

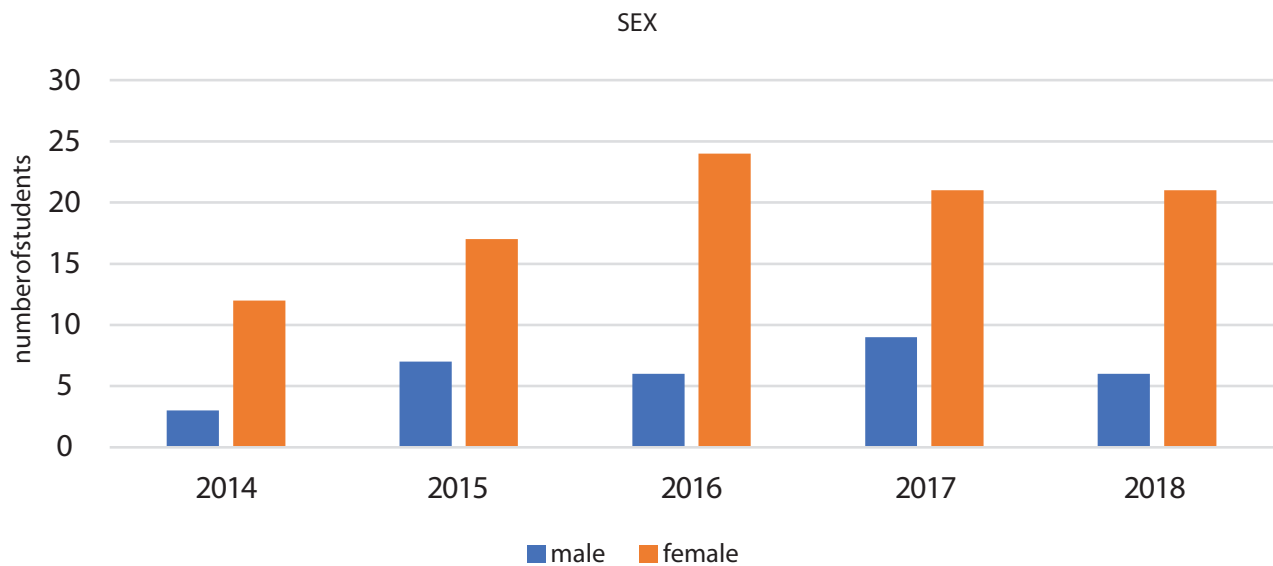
TOTAL NUMBER OF STUDENTS:

126

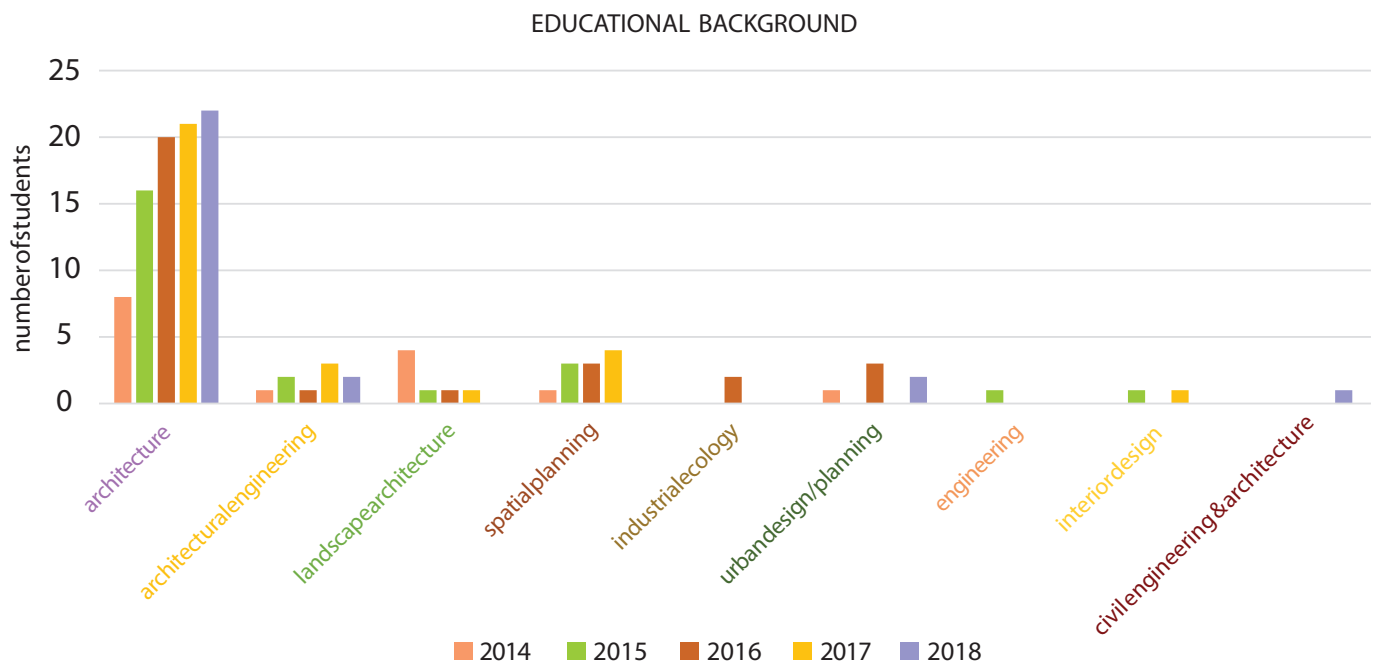
SWEDISH SPEAKING:

59





Immensely popular among females, the studio seems to maintain a roughly stable ratio of male and female participants. Male students' numbers range between 1/5 and 1/3 of the total number of students.



The majority of the students have a background in architecture, but the diversity in knowledge and background can be clearly seen in the various data the students have produced through their projects.

The studio is always pushing for and encouraging diversity of backgrounds, thus extending beyond the fields of design and engineering and opening up to social sciences (e.g. potential collaboration with other universities and other fields such as geography).

When it comes to Chalmers students, due to incompatibilities between the schedules of different departments within the university, relatively few students from different engineering fields have attended.

# THE PROJECTS

## DEFINITIONS

### TYPE OF PROJECT



#### DESIGN PROPOSAL

A design proposal signifies any traditionally architectural or urban design project that tackles a posed spatial problem through design methods.



#### DESIGN & BUILD

Design and build refers to any project that involves both the design phase and its actual construction, which results in a physical space that is ready to be used.



#### GAME/TOOL FOR DESIGN

A game or tool for design is any project that provides a platform for dialogue between different stakeholders and which helps future design approaches to tackle a problem.



#### STRATEGICAL PLANNING

Strategical planning can be any project that approaches the posed problem on a large scale and proposes strategies, instead of design components (i.e. propose and arrange a set of functions on a specific area/space without actually designing said area/space).



In case a project falls into more than one of these types, it will be classified based on the main type, rather than both.

### TYPE OF HAND-IN

#### POSTERS

brief and clear graphic communication of project process and outcome.

#### REPORT

thorough graphic communication of project process and outcome in the form of a detailed booklet.

#### LOGBOOK

a collection of in-process material, digital or non-digital sketches, plans, etc.

#### PROJECT SUMMARY

a written text that summarises the content of a project.

#### LEAFLETS/PAMPHLETS

graphic presentation of specific aspects of a project, such as the participatory methods implemented.

#### PHYSICAL MODEL

scaled model that can either represent the design outcome or any model used during the process (participatory or not).

#### AUDIOVISUAL MATERIAL

visual or sonic depiction of aspects or the whole project.

#### 1:1/ READY TO USE

a project product that is ready to be used by the people it is addressed to (i.e. game/tool for design and design & build).



## MATERIAL DELIVERED



### FINAL MATERIAL DELIVERED

TYPE OF HAND-IN	NO. OF PROJECTS	
Posters	34	
Report	1	9
Logbook	28	
Project Summary	21	
Leaflets/Pamphlets	24	
Physical model	10	
Audiovisual material	5	
1:1/ Ready to use	4	

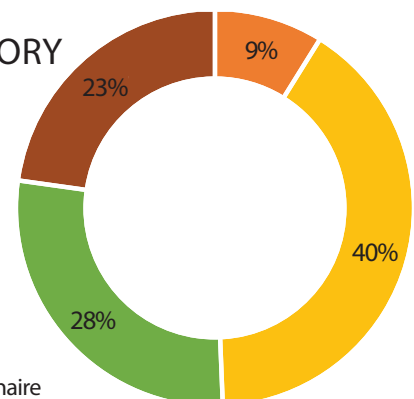
swedish english

### ANALYSIS & PROJECT DEVELOPMENT TOOLS

TYPE OF HAND-IN	NO. OF PROJECTS
Sketch/Drawing	32
Diagrams	33
Mind maps	20
Pictures	33
3D Model	21
Physical model	20
Text	33

### PARTICIPATORY METHODS

Workshop  
Interview  
Public event  
Survey/questionnaire



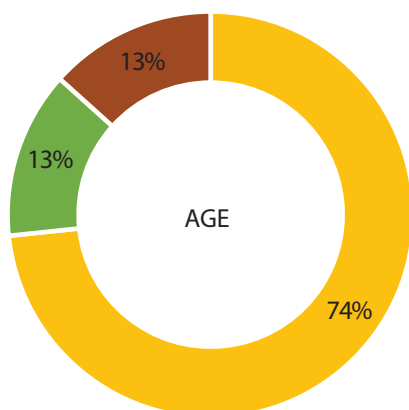
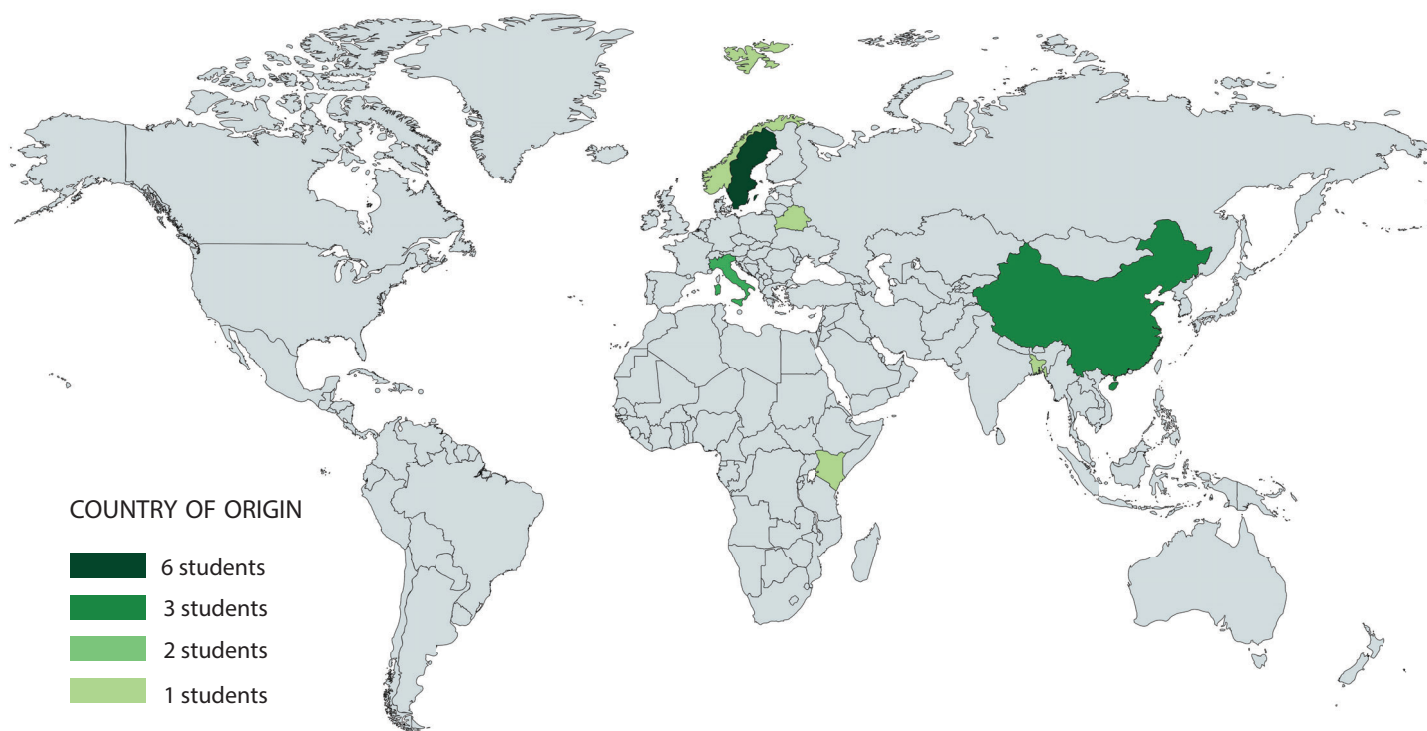
# 2014

## TABLE 0: STUDENT DATA

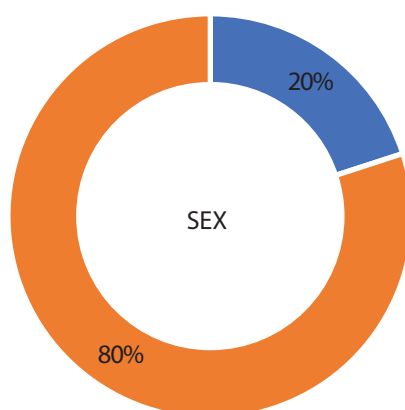
TOTAL NUMBER OF STUDENTS:

15

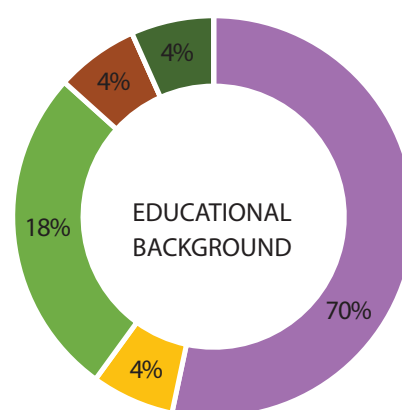
SWEDISH SPEAKING:



18-21 0  
22-25 11  
26-29 2  
30+ 2



Female 12  
Male 3













Architecture 8  
Architectural engineering 1  
Spatial planning 1  
Landscape architecture 4  
Urban design/planning 1

## TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER  
OF PROJECTS:

5

DESIGN PROPOSAL		♀	♂	PLACE
Place to Grow		3	-	Rösered
NomoreWastingWaste		2	1	Hammarkullen
Shape Up!		3	-	Hammarkullen
The Nordic Hammam		2	1	Rannebergen
STRATEGICAL PLANNING				
AGreenConnection		3	1	Angered






TYPE OF HAND-IN					
Posters	X	X	X	X	X
Report	X	X	X	X	X
Logbook					
Project Summary					
Leaflets/Pamphlets			X		
Physical model					
Audiovisual material			X		
1:1/ Ready to use					

 swedish  english





## TABLE 2: MATERIAL DELIVERED - IN DEPTH






### ANALYSIS & PROJECT DEVELOPMENT TOOLS

TOOLS					
Sketch/Drawing	X	X	X	X	X
Diagrams	X	X	X	X	
Mind maps					X
Pictures	X	X	X		X
3D Model		X	X	X	
Physical model				X	
Text	X	X	X	X	X

### PARTICIPATION METHODS USED

METHODS					
Survey/questionnaire	X	X	X	X	X
Workshop	X	X	X		X
Interview			X	X	
Public event/discussion	X	X	X		

### STAKEHOLDERS INVOLVED

	Centrum för Urbana Studier (Lasse Fryk), Utveckling Nordost (Stadslandet), Lokalt Göteborg, Kretsloppskontoret, municipality (Angered district), Gunnlise soccer, Göteborgs Fastighetskontor
	Bostadsbolaget, SP Systemanalys Gothenburg,
	Förbo, SP Systemanalys Gothenburg, Hyresgästföreningen, Graflunds
	Angered Arena, Valhallabadet, Hammabadet, Upper House, Hagabadet, Stadsdelsförvaltning Andgered, Simon Farsi (former ACE student)
	Utveckling Nordost, Lärjeån, Vägen ut, Mixgården, municipality (Angered district), Lokalt Göteborg, Göteborgs Fastighetskontor, Stadslandet

# 2015

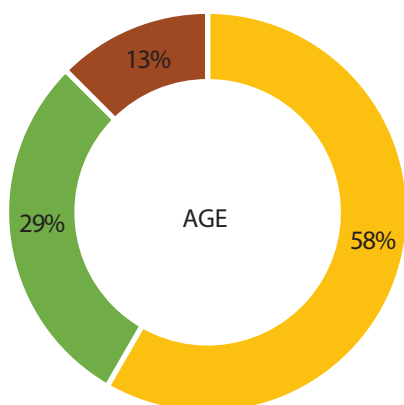
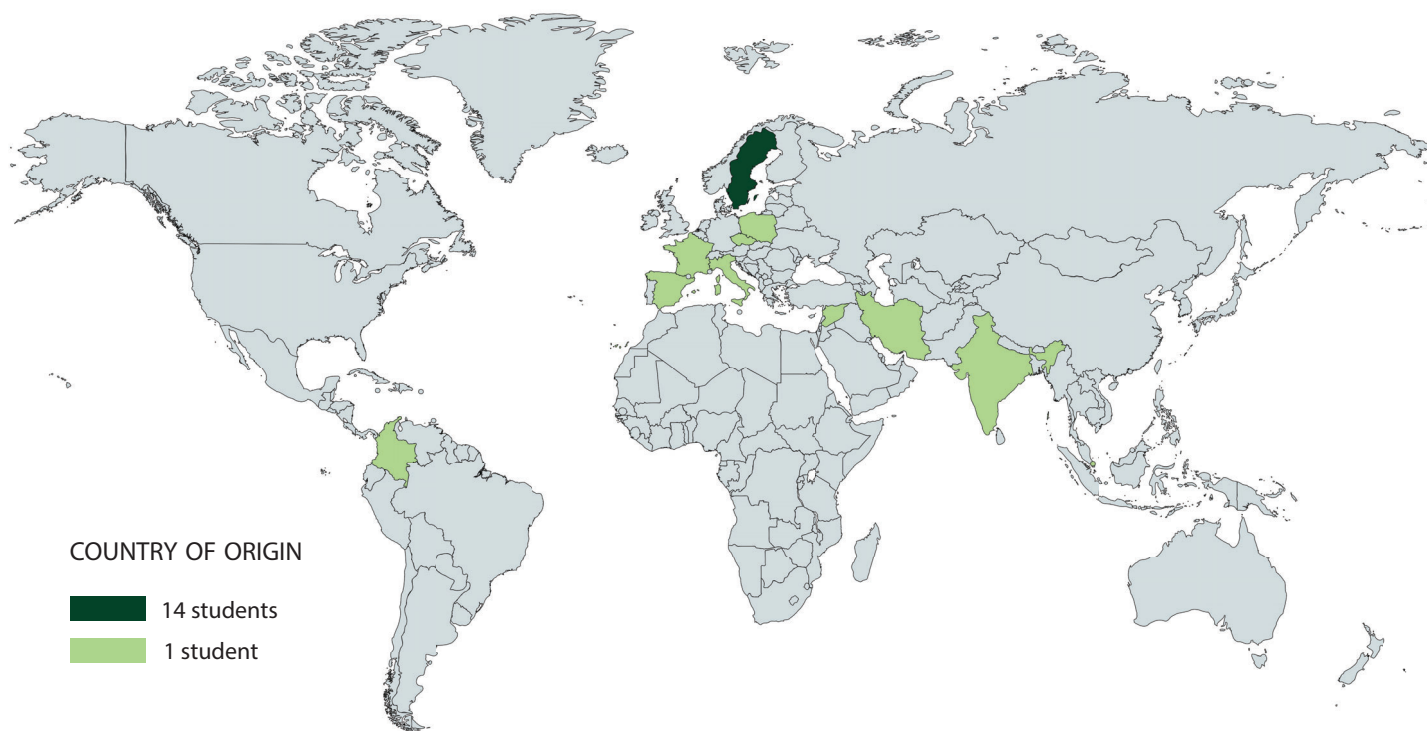
## TABLE 0: STUDENT DATA

TOTAL NUMBER OF STUDENTS:

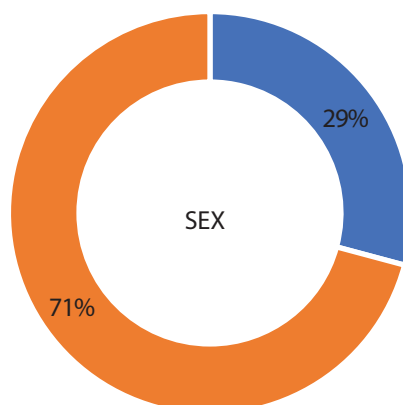
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SWEDISH SPEAKING:

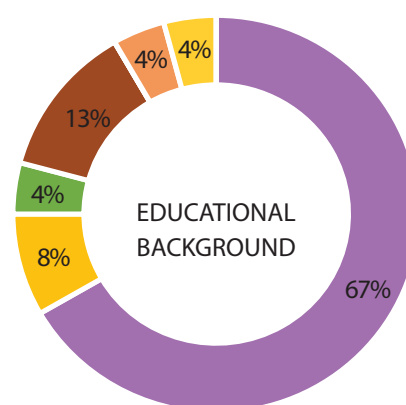
15



18-21 0  
22-25 14  
26-29 7  
30+ 3



Female 17  
Male 7















Architecture 16  
Architectural engineering 2  
Spatial planning 3  
Interior design 1  
Landscape architecture 1  
Engineering 1


## TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER  
OF PROJECTS:

6

DESIGN PROPOSAL		♀	♂	PLACE
Bredfjällsgatan 2021		2	2	Hammarkullen
Fjällpoolen		2	2	Rannebergen
Our Backyard		3	1	Lövgärdet
Social Intensification		3	2	Hammarkullen
Integration Station Investigation		4	-	Angered
How to Build a Home		2	1	Hammarkullen

TYPE OF HAND-IN						
Posters	X	X	X	X	X	X
Report				X	X	X
Logbook	X	X	X	X	X	X
Project Summary						
Participatory pamphlets	X	X	X	X	X	X
Physical model						
Audiovisual material						
1:1/ Ready to use						

 swedish  english



## TABLE 2: MATERIAL DELIVERED - IN DEPTH

### ANALYSIS & PROJECT DEVELOPMENT TOOLS

TOOLS	B2021	FR	OB	SI	ISI	HBH
Sketch/Drawing	X	X	X	X	X	X
Diagrams	X	X	X	X	X	X
Mind maps	X	X		X	X	
Pictures	X	X	X	X	X	X
3D Model	X	X	X			
Physical model		X	X		X	X
Text	X	X	X	X	X	X

### PARTICIPATION METHODS USED

METHODS	B2021	FR	OB	SI	ISI	HBH
Survey/questionnaire					X	
Workshop	X	X	X	X	X	X
Interview			X	X	X	
Public event/discussion	X	X	X			

### STAKEHOLDERS INVOLVED



Hyresgästföreningen, Bostadsbolaget, Graflunds, LärandeLabHammarkullen, SiRen



Fjällträffen, Kooperativa Fjället, Hyresgästföreningen, SDF, Wenche Lerme



Hyresgästföreningen, Världsbyn, Tretjärnsskolan, VictoriaPark, Park&Natur, Idrotts&Föreningsförvaltningen, Roma associations



Compact Cities research project



Stadslandet, Passivhuscentrum



Stadslandet

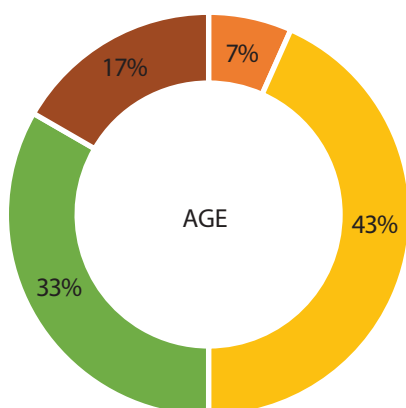
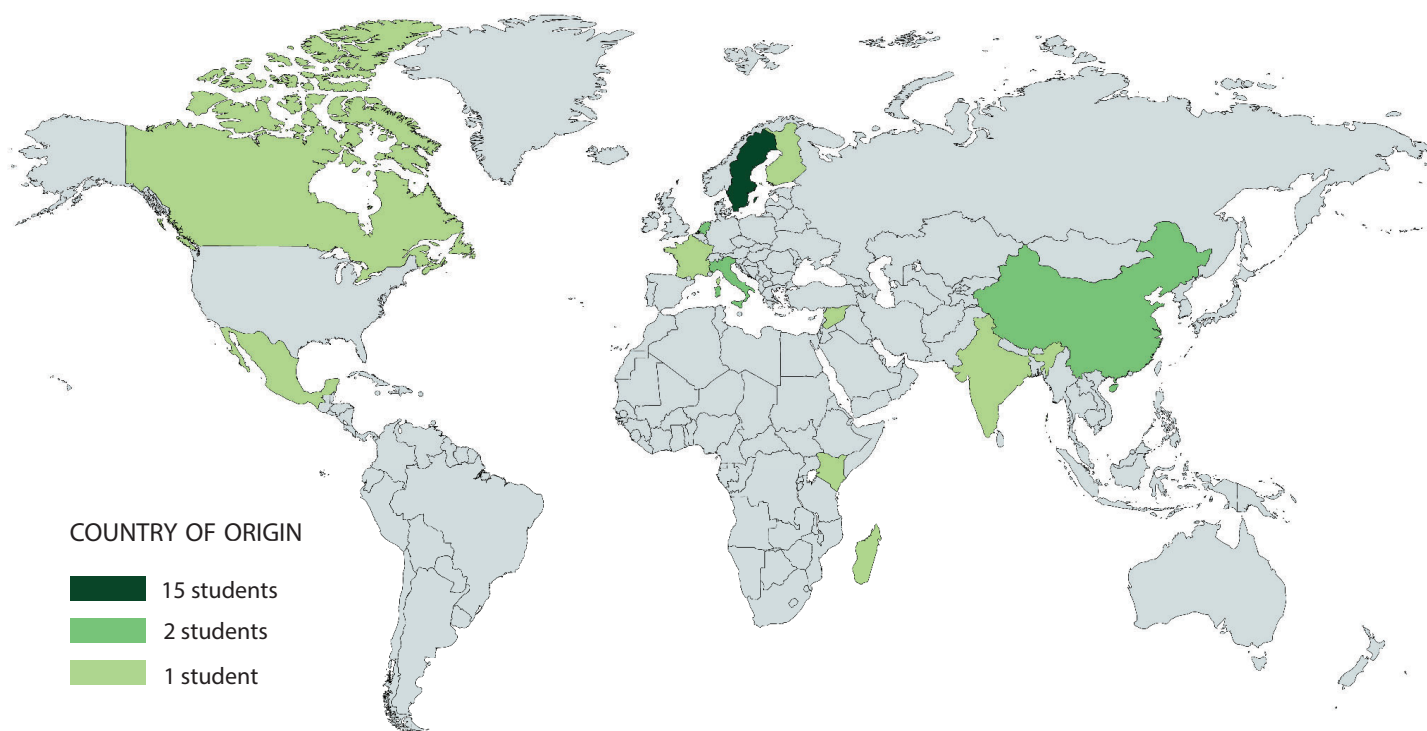
# 2016

## TABLE 0: STUDENT DATA

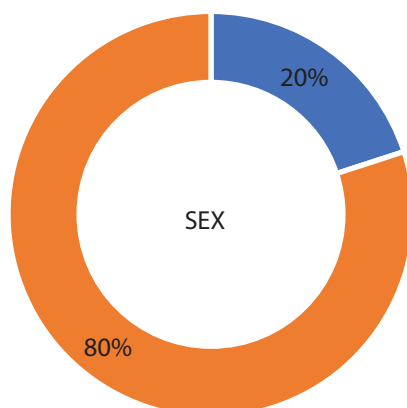
TOTAL NUMBER OF STUDENTS:

30

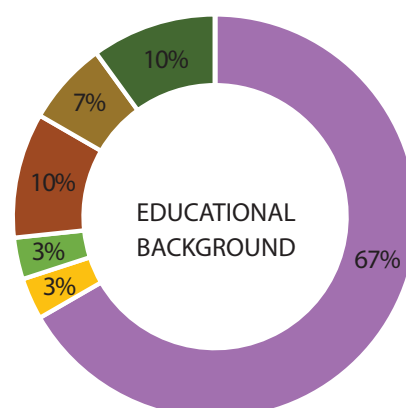
SWEDISH SPEAKING:



18-21 2  
22-25 13  
26-29 10  
30+ 5



Female 24  
Male 6



Architecture 20  
Architectural engineering 1  
Urban design/planning 3  
Spatial planning 3  
Industrial ecology 2  
Landscape architecture 1

# TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER  
OF PROJECTS:

8

DESIGN PROPOSAL		♀	♂	PLACE
Treasure Waste	TW	4	-	Hammarkullen
Kultur i Bergsjön	KiB	2	1	Bergsjön
Att ses eMELLANåt	ASE	1	3	Bergsjön
H - Kubix	H-K	3	-	Hammarkullen
Go Nytorpsskolan!	GNI	3	1	Hammarkullen
DESIGN & BUILD				
415 de Paviljong	P	5	1	Bergsjön
GAME/TOOL FOR DESIGN				
Planning for Safety	PFS	3	-	Hammarkullen
STRATEGICAL PLANNING				
Re.Challenge Bergsjön	RCB	3	-	Bergsjön

TYPE OF HAND-IN	TW	KiB	ASE	H-K	GNI	P	PFS	RCB
Posters	X	X	X	X	X	X	X	X
Report								
Logbook	X	X	X	X	X	X	X	X
Project Summary	X	X	X	X	X	X	X	X
Participatory pamphlets	X	X	X	X	X	X	X	X
Physical model		X	X	X				
Audiovisual material								
1:1/ Ready to use						X	X	

swedish english



## TABLE 2: MATERIAL DELIVERED - IN DEPTH

### ANALYSIS & PROJECT DEVELOPMENT TOOLS

TOOLS	TW	KiB	ASE	H-K	GN!	P	PfS	RCB
Sketch/Drawing	X	X	X	X	X	X		X
Diagrams	X	X	X	X	X	X	X	X
Mind maps	X			X	X	X	X	X
Pictures	X	X	X	X	X	X	X	X
3D Model	X	X	X	X		X		
Physical model	X		X	X			X	
Text	X	X	X	X	X		X	X

### PARTICIPATION METHODS USED

METHODS	TW	KiB	ASE	H-K	GN!	P	PfS	RCB
Survey/questionnaire	X			X				
Workshop	X	X	X	X	X	X	X	X
Interview	X	X		X	X		X	X
Public event/discussion			X			X		

### STAKEHOLDERS INVOLVED



Miljöbron(Re:Challenge),Bostadsbolaget,Göteborg municipality,Hyresgästföreningen,Bostadsbolaget, SDF Angered



Tidnåtsverket Bergsjön, SDF Bergsjön, Familjebostäder, Göteborg municipality, Kulturhusföreningen, Hyresgästföreningen



Göteborg municipality, Familjebostäder, jagvillhabostad.nu



LärandetsTorg, SDF Angered, Göteborgs Universitet, Mini-mix, Centrum för Urbana Studier



Nytorpsskolan



Hyresgästföreningen, Familjebostäder, Göteborg municipality, Collectivo Warehouse, Foodprint Lab, Mammaforum, Tidnåtsverket Bergsjön, The Movement, ONOFF and Raumlabor



Mixgården, Women's association



Miljöbron(Re:Challenge),Bostadsbolaget,Familjebostäder,SDF Angered,Göteborg municipality

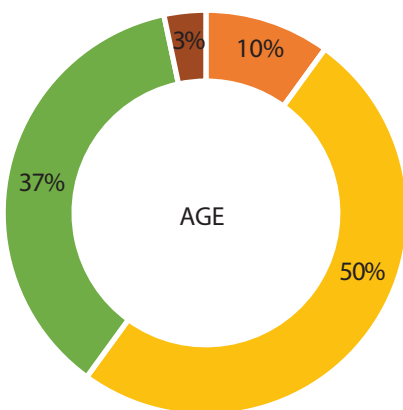
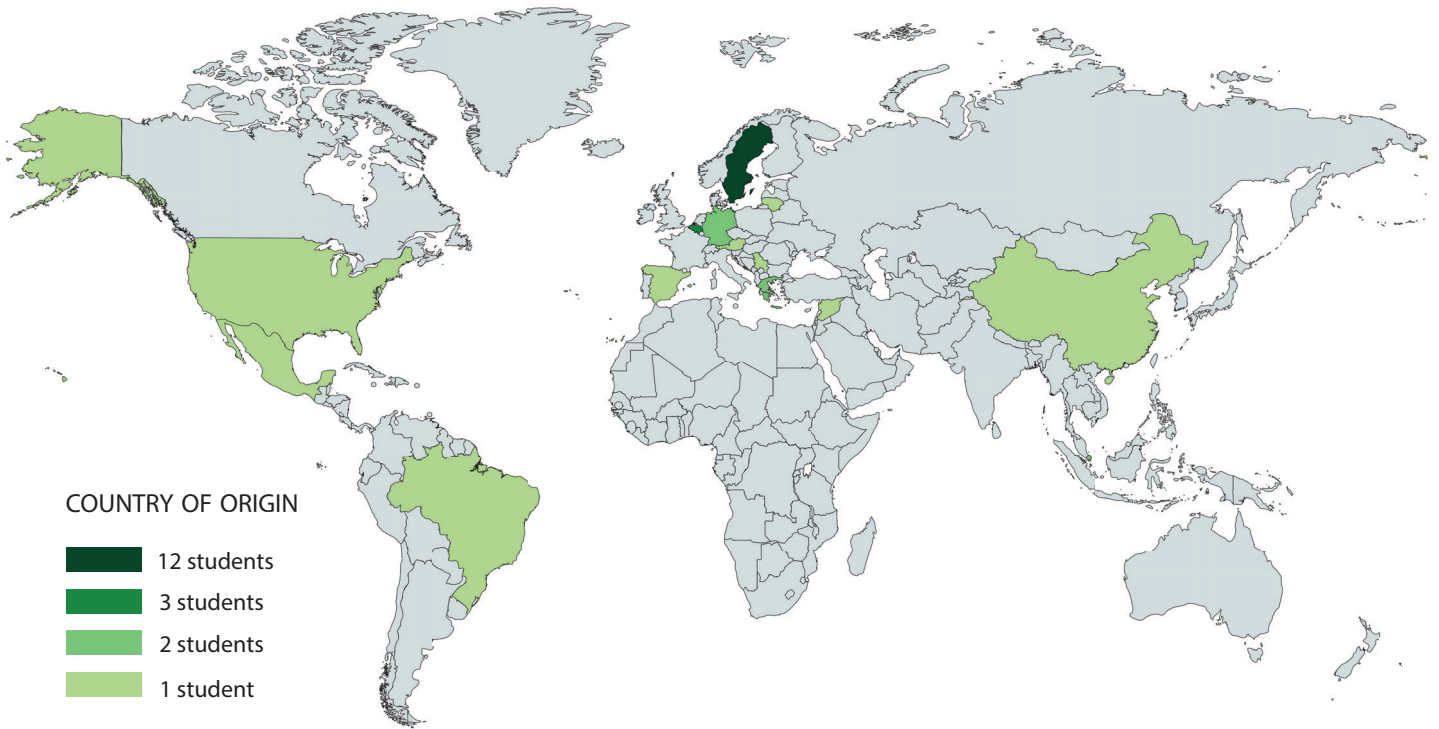
# 2017

## TABLE 0: STUDENT DATA

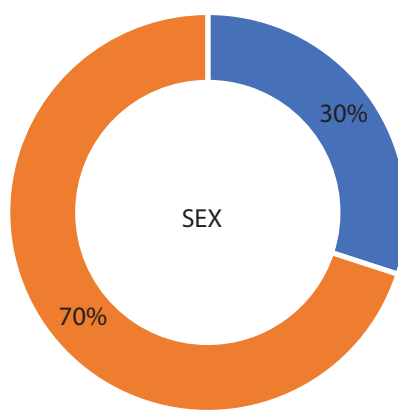
TOTAL NUMBER OF STUDENTS:

30

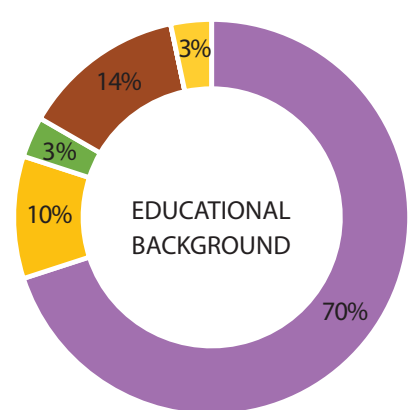
SWEDISH SPEAKING:



18-21	3
22-25	15
26-29	11
30+	1



Female	21
Male	9










Architecture	21
Architectural engineering	3
Spatial planning	4
Interior design	1
Landscape architecture	1

# TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER  
OF PROJECTS:

7

DESIGN PROPOSAL		♀ ♂	PLACE
Activity House		2 2	Hammarkullen
Growing Community		2 2	Hammarkullen
Bergsjöns växthus		2 1	Bergsjön
DESIGN & BUILD			
Fixoteket		4 2	Hammarkullen
Playaderna–Lekplats		6 -	Bergsjön
GAME/TOOL FOR DESIGN			
Design Against Humanity		2 2	Bergsjön
STRATEGICAL PLANNING			
Yard by Yard		3 -	Bergsjön

TYPE OF HAND-IN							
Posters	X	X	X	X	X	X	X
Report			X			X	
Logbook	X	X	X	X	X	X	X
Project Summary		X		X	X	X	X
Participatory pamphlets	X	X	X	X	X	X	X
Physical model	X			X			
Audiovisual material				X	X		
1:1/ Ready to use				X	X	X	

 swedish  english

## TABLE 2: MATERIAL DELIVERED - IN DEPTH

### ANALYSIS & PROJECT DEVELOPMENT TOOLS

TOOLS	AH	GCH	BV	F	L	DAH	YbY
Sketch/Drawing	X	X	X	X	X		X
Diagrams	X	X	X	X	X	X	X
Mind maps				X		X	
Pictures	X	X	X	X	X	X	X
3D Model	X	X	X	X	X		
Physical model	X			X	X		X
Text	X	X	X	X	X	X	X

### PARTICIPATION METHODS USED

METHODS	AH	GCH	BV	F	L	DAH	YbY
Survey/questionnaire							
Workshop	X	X	X	X	X		X
Interview		X	X			X	X
Public event/discussion				X	X		

### STAKEHOLDERS INVOLVED



Hyresgästföreningen, SDF Angered, BRG



Tidnätverket Bergsjön, SDF Bergsjön, Familjebostäder, Stadslandet



Stadsdelsförvaltningen, Stadsjord, Foodprint Lab, Familjebostäder, Föreningen Galaxen, Hyresgästföreningen,



Bostadsbolaget, Hyresgästföreningen, Göteborg municipality (Kretslopp och Vatten), Lärandets Torg, Göteborgslokaler



Familjebostäder, Hyresgästföreningen, Lekplatser, Mosaikfabriken, Collectivo Warehouse



GIA (Gays in Angered), The Space, Bergsjön 2021, Municipality, Park och Natur, Familjebostäder, Kvinnocenter



Familjebostäder, Landskapsgruppen

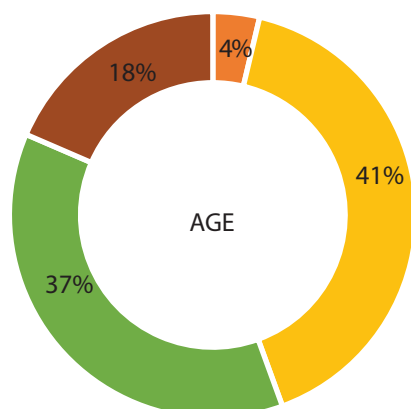
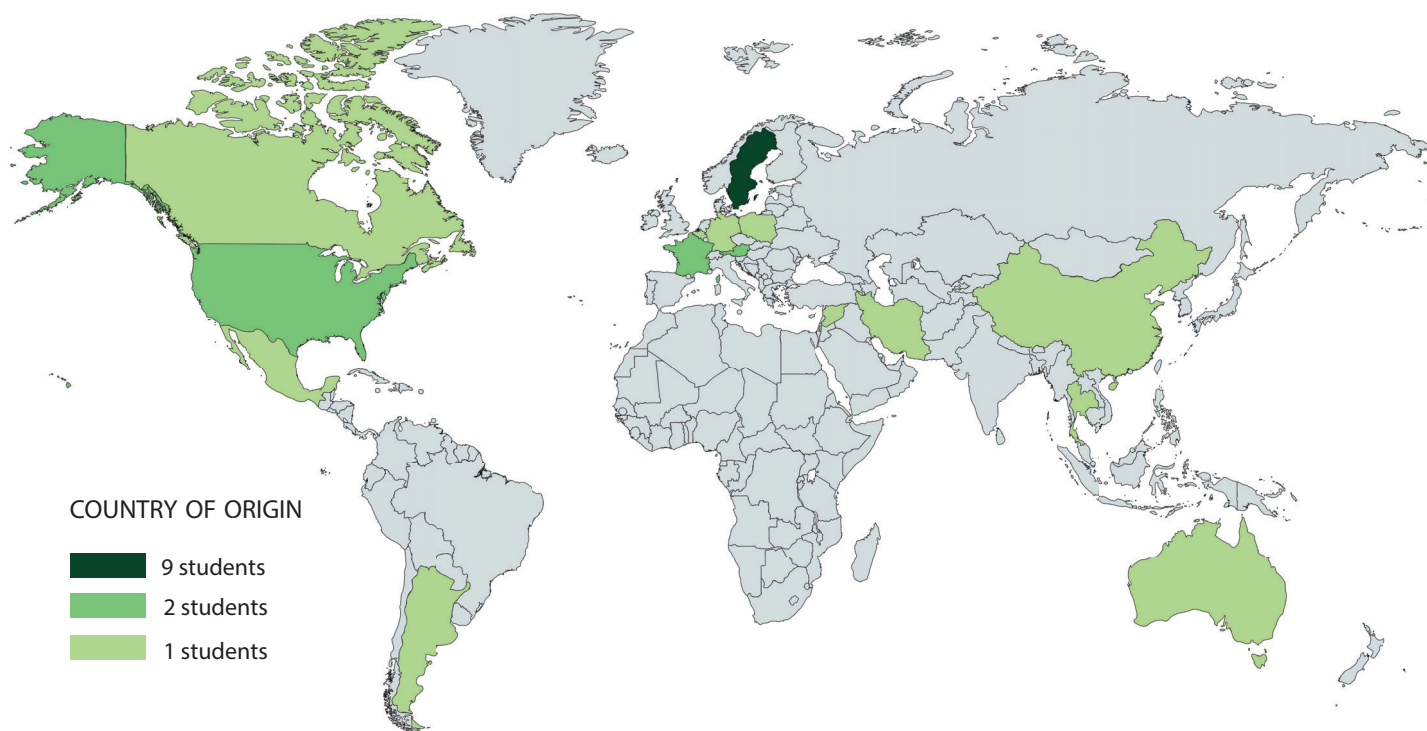
# 2018

## TABLE 0: STUDENT DATA

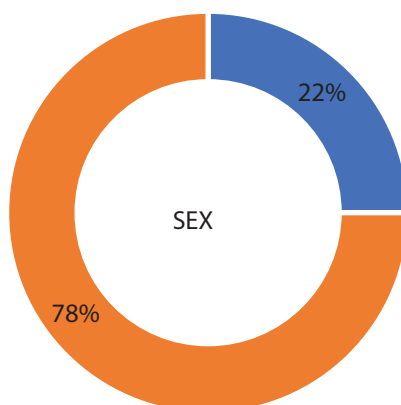
TOTAL NUMBER OF STUDENTS:

27

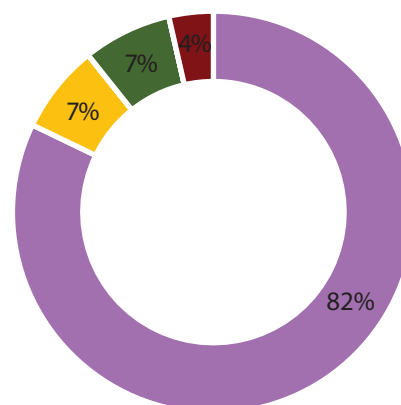
SWEDISH SPEAKING:



18-21 1  
22-25 11  
26-29 10  
30+ 5



Female 21  
Male 6



Architecture 23  
Architectural engineering 2  
Urban planning/design 2  
Civil engineering & architecture 1



# TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER  
OF PROJECTS:

8

DESIGN PROPOSAL		♀	♂	PLACE
Aktivitetskök	AK	3	-	Hammarkullen
Sagan Om Gäldsås Mosse	SGM	3	1	Bergsjön
Eco - Cabins	EC	4	-	Angereds gård
Saturnushuset	SH	2	1	Bergsjön
Welcometo(Spare)Time	ST	2	-	Hjällbo
GAME/TOOL FOR DESIGN				
Agroforestry Centre	AC	2	2	Linnarhult
STRATEGICAL PLANNING				
Hammarkullen is a Coral Reef	CR	2	1	Hammarkullen
Closing the Loop	CL	3	1	Gothenburg

TYPE OF HAND-IN	AK	SGM	EC	SH	ST	AC	CR	CL
Posters	X	X	X	X	X	X	X	X
Report								
Logbook	X	X	X	X	X	X	X	X
Project Summary	X	X	X	X	X	X	X	X
Participatory pamphlets	X	X	X	X	X	X	X	X
Physical model	X	X	X	X	X	X	X	
Audiovisual material	X					X		
1:1/ Ready to use						X		

swedish english

## TABLE 2: MATERIAL DELIVERED - IN DEPTH

### ANALYSIS & PROJECT DEVELOPMENT TOOLS

TOOLS	AK	SGM	EC	SH	ST	AC	CR	CL
Sketch/Drawing	X	X	X	X	X	X	X	X
Diagrams	X	X	X	X	X	X	X	X
Mind maps	X	X		X	X	X	X	X
Pictures	X	X	X	X	X	X	X	X
3D Model	X	X	X	X		X		
Physical model	X	X	X	X	X	X	X	
Text	X	X	X	X	X	X	X	X

### PARTICIPATION METHODS USED

METHODS	AK	SGM	EC	SH	ST	AC	CR	CL
Survey/questionnaire								
Workshop	X	X	X	X	X	X	X	X
Interview	X		X	X	X	X	X	X
Public event/discussion	X	X	X	X	X	X	X	X

### STAKEHOLDERS INVOLVED



Aktivitetshus, Hoppet, Bostadsbolaget, Hyresgästföreningen, SDF Angered



Familjebostäder, COWI/Parkoch Naturförvaltningen, Stadsjord



Göteborg municipality, Business Region Göteborg (Stadslandet project), Lab 190, HSF and PPTI



Familjebostäder, Urban Konst,



Hyresgästföreningen, Angeredsgymnasiet, Hjällbo Fritidsgård,



BusinessRegion Göteborg (project Stadslandet), Hope for Sustainable forest (HSF) + Planta Panta Tree International (PPTI), HDK,



Hammarkullen 365, Göteborg municipality, ABF, Fixoteket, Bostadsbolaget, Göteborgs Universitet, Minimix



Krettslopp & Vatten, CURE research project, Göteborg municipality



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