

Application Form

PART 1: BASIC DATA

CATEGORIES IN WHICH YOU WANT TO APPLY THE EXPERIENCE

1: TYPE OF EXPERIENCE: *choose the most important element (choose only one element which you consider the most outstanding of your practice).*

A) Deliberation Citizen assembly / deliberation workshop / lottery / legislative theater / participatory planning	
B) Decision Participatory budget / referendum / consultation / participatory process with vote	X
C) Citizenship Citizenship / community action / permanent council / civic education / associationism / other initiatives to reinforce local democracy	

2: TYPE OF GOVERNMENT: *choose one only.*

A) Up to 50,000 inhabitants (towns, small cities, rural areas).	
B) Cities between 50,000 and 250,000 inhabitants.	
C) Cities between 250,000 and 1,000,000 inhabitants.	
D) Large cities or urban areas of more than 1,500,000 inhabitants.	X
E) Supralocal, regional, provincial governments	

Experience data: *complete the information below in a clear and concise manner.*

Title of the experience: Project Workshop with Young Participation
Name of the city or region: Sakarya
Inhabitants of the city or territory: 1.080.080 (2022)
Country: Türkiye

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Institution presenting the candidacy: Sakarya Metropolitan Municipality		
Website of the experience or institution: https://www.sakarya.bel.tr/		
Profiles in social networks of the experience or the institution: https://twitter.com/sakaryabld , https://www.instagram.com/sakaryabld/ , https://www.facebook.com/sakaryabld .		
Start date of the experience: 01.01.2022		
End date of the experience: “ongoing”		
Budget of the experience: The budget of the project is 450.000 TL (approximately 20.000 Euro)		
Type of candidacy <i>(mark with an X in the right column)</i>	New experience	X
	Innovation on an existing experience	
	Continuity of an experience	
Type of experience <i>(mark with an X in the right column, you may choose more than one)</i>	Participatory budgeting	X
	Participatory planning	X
	Standing council	
	Workshop / meeting for diagnosis, monitoring, etc.	X
	Public hearing / forum	
	Poll / referendum	X
	Assemblies / Citizen juries / Deliberation spaces	X
	E-government / Open government / Digital platforms	X
	Citizen initiative	X
Other (specify):		

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<p>Objective of the experience</p> <p><i>(mark with an X in the right column, you may choose more than one)</i></p>	To achieve higher levels of equality in terms of participation		X
	Including diversity as a criterion for inclusion		X
	Community empowerment		X
	To empower non-organised citizens		
	To increase citizen's rights in terms of political participation		X
	To connect different tools of participation within a participatory democracy "ecosystem"		X
	To improve the effectiveness and efficiency of the mechanisms of participatory democracy		X
	To improve the quality of public decision-making through the mechanisms of participatory democracy		X
	To improve the evaluation and accountability of the mechanisms of participatory democracy		X
To improve any public policy through the active participation of the public		X	
<p>Territorial area</p> <p><i>(mark with an X in the right column, you may choose more than one)</i></p>	All the territory	Local	X
		Regional	
	District		
	Neighbourhood		
<p>Thematic area</p>	Governance		X
	Education		
	Transport		X
	Urban management		X

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<i>(mark with an X in the right column, you may choose more than one)</i>	Health	X
	Security	X
	Environment / Climate change and/or urban agriculture	X
	Civic associations, grassroots and new social movements	
	Culture	X
	Housing	
	Job creation	
	Decentralization	X
	Local development	X
	Training / learning	X
	Economy and/or finances	
	Legal regulations	
	Social inclusion	X
	All	
Other (write the topic)		
Sustainable Development Goals (SDG) associated with the practice <i>(mark with an X in the right column, more than one option can be chosen, you can also add the specific target)</i>	SDG 1 - No poverty	
	SDG 2 - Zero hunger	
	SDG 3 - Good health and well-being	
	SDG 4 - Quality education	
	SDG 5 - Gender equality	

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	SDG 6 - Clean water and sanitation	
	SDG 7 - Affordable and clean energy	
	SDG 8 - Decent work and economic growth	
	SDG 9 - Industry, innovation and infrastructure	
	SDG 10 - Reduced inequality	
	SDG 11 - Sustainable cities and communities	X
	SDG 12 - Responsible consumption and production	
	SDG 13 - Climate action	
	SDG 14 - Life below water	
	SDG 15 - Life on land	
	SDG 16 - Peace, justice and strong institutions	
	SDG 17 - Partnership for the goals	

PART 2: DESCRIPTION OF THE EXPERIENCE

Fill in the following fields clearly and concisely. You can add links, images or graphics if you consider it appropriate.

Context:

In a **maximum of 300 words**, present the cultural, geographical, historical, institutional and socioeconomic context of the city, region or territory in which the experience takes place.

Sakarya is the twenty-second most populous city in Turkey, located in the east of the Marmara Region, between metropolises such as Istanbul and Ankara. Sakarya, with its total



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population, is the fifth largest city in the Marmara Region after Istanbul, Bursa, Kocaeli and Balıkesir. Sakarya is a city in the Marmara region with an area of 4,824 km² and a population of more than 1 million. There are 16 districts municipalities, a total of 668 neighborhoods in city. Sakarya is one of the most important cities in Turkey with its history, geographical position, industry, agriculture, livestock and advantages in service sector.

Sakarya is surrounded by the Black Sea in the north, Kocaeli and Bursa in the west, Düzce in the east and Bolu and Bilecik in the South. Black Sea climate is seen in the Black Sea coast and east, and mixed climate is seen in the West and South. The temperature stays below 0°C on maximum 40 days of the year and above +30°C on maximum 30 days.

Due to the diverse climate and fertile soil, different kinds of vegetables and fruits can be grown easily. Agriculture has an important place in the economy of Sakarya. Hazelnut cultivation is available in Hendek, Karasu and Kocaali districts. Corn is also cultivated.

Industry has also developed in Sakarya. Industrial organizations operating in the automotive, agriculture, defense and food fields. It is located in the city.

Precedents:

*Explain the precedents and origins of the experience: if it is the innovation of an existing experience, what are its origins; if it is a new experience, what are the antecedents in participation in your city, region or territory. You can also indicate if you have been inspired by experiences in other cities/countries. (In a **maximum of 300 words**).*

Project Workshop with Young Participation is a new experience in Sakarya and Turkey. With this experience, it is aimed to implement practices that support the personal and social development of young people, to enable them to realize their own potential, to ensure the active participation of young people in decision-making and implementation processes and in all areas of social life, to strengthen coordination and cooperation between local government and young people, and to support innovative ideas of young people. At the same time, it is aimed to determine the priorities of our city in the determined categories from the perspective of the youth, to design projects with the knowledge and experience of the youth, and to encourage the youth in similar subjects.

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At the root of the workshop is the participation of young people in the decision-making processes. The participation of young people in decision-making processes is very important for a democratic, participatory and prosperous society. The effects of national and international decision-making mechanisms of young people are at a limited level. In order to increase this effect, first of all, it is necessary to communicate with young people and attract their attention. In the light of all this information, the Project Workshop with Young Participation Ideas Competition was implemented. The participatory budget example, which is an important building block of the project, was added to the project by being inspired by other countries.

Objectives of the experience:

*What is the objective listed in Part 1 that you think is the most important, and indicate other outstanding objectives of the experience. (In a **maximum of 100 words**).*

The most important goal of the realized project is the participation of young people in decision-making processes. Other targets:

- To create synergy in the city and demonstrate good governance in order to strengthen democracy at the local level,
- To solve the problems that are important for the city with a participatory method,
- To use public resources effectively and efficiently,
- To awaken and support the entrepreneurial spirit of young people; enable them to realize their ideas and projects,
- To enable young people to realize their potential as citizens; develop a sense of belonging,
- To ensure citizen-oriented city management and social inclusion.

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Methodology:

*Describe the methodology of the experience: phases of the process, participation channels. (In a **maximum of 300 words**).*

Project Workshop with Young Participation was carried out in five different stages.

1. Gathering of projects and ideas. The first promotional meeting of the project was in the form of a digital launch. Nearly 2,000 students attended the online launch. Face-to-face introductory meetings were held in high schools. For the promotion of the project, brochures and posters were left at the places (university cafeterias, libraries, dormitories) where the young people who constitute the target group of the project are located.

2. Preliminary evaluation. A total of 89 projects were submitted to the competition. Projects that met the application criteria in the preliminary evaluation (application made on time, filling the application form correctly, uploading it completely to the system with its annexes) passed to the next stage.

3. Jury evaluation. The jury commission consists of 13 people. There is one student representative from Sakarya University (SAÜ) and Sakarya University of Applied Sciences (SUBÜ), 1 project expert from the East Marmara Development Agency, 1 representative from the City Council Youth Assembly, and 8 managers and 1 head of department from the relevant areas of the Municipality.

4. Citizen voting. At the end of the jury evaluation, the 10 projects with the highest score were submitted to the public vote. In this process, the voting numbers were shared with the citizens. 15.000 TL monetary award and Sakarya Urbanism Award were given to the project that was selected first as a result of the voting. Each other project participating in the voting was given 3 thousand TL as a participation incentive award.

5. Implementation Workshop. It is the implementation phase of the first selected project as a result of the citizen vote. In the workshop, the project owner and relevant experts will come together and the project will be budgeted and implemented.

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Innovation:

*Explain what you consider as the most innovative aspect(s) in the practice. (In a **maximum of 150 words**).*

The most innovative aspect of the Project Workshop with Young Participation is that while ensuring the participation of young people, its budget is used accordingly. In other words, it is the application of participatory budget modeling in this project. The fact that the elected administrators gave the right to manage the budget to the young again increased the participation. Participatory budget modeling, besides being a requirement of democracy, has also enabled the spirit of participation in citizens.

Another innovative aspect is that the workshop, which is open to the application of young people, takes place not only in the application stage, but also in the evaluation commissions. In the jury evaluation process of the projects, the representatives of the youth in the city (youth representatives of the two universities in the city and the City Council Youth Assembly representative) took part in the jury. At the same time, it is one of the important innovative aspects of the project that the first project is determined by the public, not by the jury members, by submitting it to the digital public voting. Participation and transparency were prioritized at every stage of the project.

Inclusion:

*Point out the importance of including as many groups and diverse populations as possible, and how you have achieved it. (In a **maximum of 150 words**)*

Although the participation of young people in decision-making mechanisms is very important for democracy, they are not sufficiently represented in the decision-making processes. Based on this problem, all young people between the ages of 15 and 30 were included in the workshop process. At this stage, the workshop was tried to be announced to all young people online and face to face. The project was promoted on billboards and smart screens in the city. The brochures and posters printed for the promotion of the project were left to the places where the young people who constitute the target group of the project are located (university cafeterias, libraries, dormitories) and the existing high schools in Sakarya. At the same time, face-to-face introductory meetings were held in high schools

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and equivalent schools. In this way, hundreds of young people have been reached. The associations established by young people were visited and the project was explained.

The workshop was promoted in the local and national press. Shares about the workshop were made on the social media accounts of the institutions and organizations we cooperate with in the city. The promotion of the project was supported in cooperation with the City Council, NGOs and universities.

Communication:

*What has been the strategy and communication channels of the experience for engaging the population. (In a **maximum of 150 words**)*

Sakarya Metropolitan Municipality Project Workshop with Young Participation preparations were made within the relevant unit. Project guides, posters, brochures, promotional posts to be shared on social media, banner designs for the website were made. The launch of the workshop was made in a hybrid way, both online and face-to-face. Approximately two thousand young people were reached through this launch. The announcement of the workshop was placed on billboards and smart screens in the city. During the application period for the workshop, face-to-face information meetings were held at high schools throughout the province. At the same time, promotional stands were set up on the campuses of universities in the city. Social media accounts of both our institution and the universities and institutions with which we cooperate were shared for the promotion of the project. The workshop was introduced in the news bulletin issued within the body of the institution, of which 10,000 copies were distributed. All communication channels were used to reach young people in the whole country, especially those living in the city.

Articulation with other actors:

*Explain how the experience was articulated with different actors and simultaneous or pre-existing processes. What roles did these participants assume? Explain the degree of success of this articulation. (In a **maximum of 150 words**)*

Sakarya Metropolitan Municipality is a local government that attaches great importance to public participation and cooperation. All activities and projects carried out are based on this

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understanding. In the activities carried out in the city, cooperation is made with the relevant institutions and organizations. Within the scope of the Project Workshop with Youth Participation, cooperation was made with the Provincial Directorate of National Education, Sakarya Provincial Directorate of Youth and Sports, Sakarya University and Sakarya University of Applied Sciences, since the competition was aimed at young people. These collaborating institutions promoted the project in various ways. They contributed to increase participation by hanging posters of the competition in places where young people take part in their institutions. At the same time, the jury sent a representative each to evaluate the projects. The Provincial Directorate of National Education supported the introductory meetings held in high schools, and the projects of 4 high school students participated in the final. Universities supported the project by hanging posters in their faculties, cafeterias, libraries and areas where students gather frequently. The projects of 4 university students made it to the finals.

Evaluation:

*What evaluation mechanisms have been implemented? Develop whether the citizenry has participated in the evaluation of the practice. (In a **maximum of 300 words**).*

Predetermined evaluation criteria were used at every stage of the Project Workshop with Young Participation. While determining these criteria, the most commonly used criteria in the literature were found and they were used. The criteria used in the preliminary evaluation stage are objective and concrete. In the evaluation of the jury, which is one of the most important stages of the competition, the evaluation criteria most used in the field (suitability for purpose, applicability, sustainability, justification, innovation, dissemination) were used. Scoring distribution was made among the criteria, and the projects were evaluated over 100 points. At this stage, representatives of young people were included in order to ensure full participation. The City Council Youth Representative is on the jury. At the same time, the youth representatives of the two universities in the city also took part in the jury. The jury selected the top ten finalists.

During the determination of the first project, a digital public vote was held via the website of Sakarya Metropolitan Municipality in order to ensure the participation of the whole city. The

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public's choice of the first project contributed to the development of the citizens' sense of belonging to the city.

Impacts and results

*Describe the impacts and results of the process. How many people have participated, and what are their profiles? What have been the impacts on public policies, the functioning of the administration, and the citizenry? (In a **maximum of 300 words**).*

Sakarya Metropolitan Municipality acts in line with the principle of ensuring citizen-oriented city management, using public resources effectively and efficiently, producing and sharing information together, exchanging experiences in all areas, and most importantly, ensuring the participation of our people while determining the projects for our city's priorities and needs.

The Youth Participation Project Workshop process, which emerged for this purpose, was carried out in a completely transparent manner. 89 project applications were received by young people between the ages of 15 and 30 for the project. Of the applicants, 44 are men and 45 are women. At the end of the process, synergy was created in the city in order to strengthen democracy at the local level. It was developed by producing existing knowledge in the field of local participatory democracy. Steps were taken to solve the problems that are important for the city with a participatory method. An attempt was made to use public resources effectively and efficiently. Entrepreneurial spirit of young people was awakened and supported, and they were given the opportunity to realize their ideas and projects. Young people were allowed to realize their potential as citizens and a sense of belonging was developed. Citizen-oriented city management and social inclusion were achieved. The priorities of our city were determined from the perspective of our youth, and an example of good governance was displayed.

In terms of public policies, the project presents an example of participatory budgeting. Participatory budgeting is a process of democracy and ensures that the spirit of participation is stimulated and felt. In the project, youth and municipal officials worked together in making budget decisions. Confidence has been established in the eyes of the citizens. Young people's participation helped identify local needs and priorities. It has contributed to the settlement of the city and citizenship culture. It has supported the

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protection of rights and responsibilities. It has been ensured that the resources allocated to investments are allocated more accurately.

PART 3: EXPERIENCE SUMMARY

*A summary of the experience: origins, objectives, operation, results, monitoring, and evaluation. (Do not hesitate to repeat aspects that have already been written before. This summary will be shared on the digital platform for open evaluation and in the publication of the award). (In a **maximum of 500 words**).*

Project Workshop with Young Participation is a competition that emerged with the slogan "Young people decide the future of the city" in line with the principle of "Produce - Decide - Apply". This competition is organized for young people between the ages of 15 and 30 to produce projects that will facilitate the life of the people of Sakarya, contribute to the city and move the city forward with more than one project in 6 different categories. The Categories are: "Environment - Water Management", "Architectural - Urban Design", "Transportation - Urban Mobility", "Youth, Sports - Culture", "Social Services", "Digitalization".

It is aimed to implement practices that support the personal and social development of young people, to enable them to realize their own potential, to ensure the active participation of young people in decision-making and implementation processes and in all areas of social life, to strengthen coordination and cooperation between local government and young people, and to support innovative ideas of young people.

The workshop was held in five different stages.

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filling the application form correctly, uploading the application form and its annexes to the system) moved on to the next stage.

3. Jury evaluation. The jury commission consists of 13 people. Those people; There is one student representative from SAU and SUBU, 1 project expert from the East Marmara Development Agency, 1 representative from the City Council Youth Assembly, and 8 managers and 1 head of department from the relevant areas of the Municipality.

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5. Implementation workshop. It is the implementation phase of the first selected project as a result of the citizen vote. The project owner and relevant experts will come together in the workshop and the project will be budgeted and implemented in 2023.

At the end of the project, positive feedback was received from all the young people who participated in the workshop that the whole process was carried out in a participatory, transparent and fair manner. Based on these feedbacks, it was decided to make the Project traditional and to be held every year.

We invite you to share annexes that allow you to better illustrate your experience: videos, photographs, documents... These can be sent through a file transfer service, such as WeTransfer, Dropbox or Google Drive.

Thank you for participating!