IMPROVING URBAN WELLBEING



#recover #urbanwellnessyeg

www.urbanwellnessedmonton.com

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The City of Edmonton acknowledges the traditional land on which we are gathered today is on Treaty 6 Territory. We thank the diverse Indigenous Peoples whose ancestors' footsteps have marked this territory for centuries such as: Nehiyaw (Cree), Dene, Anishnaabe (Saulteaux), Nakota Sioux and Niitsitapi (Blackfoot) peoples. We also acknowledge this as the Métis' homeland and the home of one of the largest communities of Inuit south of the 60th parallel.

Together we call upon all of our collective, honoured traditions and spirits to work in building a great city for today and future generations.



HEALTHY CITY

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AFFORDABLE HOUSING

Increase the supply and the spectrum of affordable housing by delivering grant funding programs, establishing innovative partnerships, facilitating development of City-owned land for affordable housing and policy development.*

POVERTY ELIMINATION

Partner with the community-based EndPoverty Edmonton to eliminate poverty in Edmonton within a generation. The City of Edmonton is accountable for implementing 18 of 35 EndPovertyEdmonton Road Map actions

RECOVER

Use social innovation to work with citizens on codesigning solutions and addressing complex challenges of urban wellness. This will generate a culture shift and ensure that citizens' input and ideas are incorporated in creating and maintaining the welling of Edmontonians.

RIDE TRANSIT PROGRAM

Provide discounted monthly transit fares to

make it easier for citizens to access jobs, education, health care, recreation, community resources and government services.

VISION ZERO

Invest in traffic safety infrastructure and education to eliminate serious injury collisions and fatalities to achieve Vision Zero, an internationally recognized goal for a transportation system with no fatalities or serious injuries involving road traffic.*



URBAN PLACES

BLATCHFORD

Build one of the world's largest sustainable communities which will be home to up to 30,000 Edmontonians living, working and learning in a sustainable community that uses 100 per cent renewable energy. The vision is that Blatchford will be carbon neutral, significantly reduce its ecological footprint, and empower residents to pursue a range of sustainable lifestyle choices.

EDMONTON EXHIBITION LANDS AREA REDEVELOPMENT PLAN

Create a re Exhibition and recor respecti

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CORPORATE



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where we started





where we've landed



The Soulful City

Charles 1

AL PROPERTY I

Stories of collective well-being

Comonton RECOVER=



- layers of place
- self-location
- ethical space making & taking
- two-eyed seeing



RECOVER researchers spent time with 59 souls on and off city streets



Brandon Searching for a purpose **Renee** Living on her own terms William Drowning in shame

Designing with and for segments:

The Lonely Actors

People just on the cusp of action, navigating the loss of a former identity and weighed down by shame.

The Old Timers

People who have been around for years, and see inner city Edmonton streets as their home, intertwined with their identity.

attracted to novelty and movement. Their values and

life on their own terms,

The Adventurers

services don't easily align.

The Precarious **Optimists**

People just leaving the peak of crisis, but one eviction or 'screw-up' away from a downward spiral. They are searching for a next milestone.



The Contemplators



People questioning their own status quo and thinking about making a change, yet bogged down by perceived obligations, fear, baggage.

The Newbies

People new to downtown Edmonton, trying to build the right kind of alliances. These folks don't want to get entrenched, but easy access to substances doesn't help, nor does the idle time.





Forexamp

Films) (TV) (Podcasts) (Imagery) (Messages) (Mythology) (Role models) (Legends



r example

Ceremonies Rites of passage Celebrations Gatherings

Interactions & environments

What's modelled

Peers Allies Healer

Elders Doula Brokers

(Practitioners)(Artists)(Musicians

Planners) (Researchers

For example

eals)(Conversations)(Movement)(Animals)(Space)(Layout)(Use)(Artifacts)

the elements of wellness are not hierarchical

higher order human needs

basic human needs



a tale of two shelters



rebalancing the scales





our original indicators

Social Capacity - connectedness, citizen engagement, diversity & inclusion
Economic Vitality - opportunity & affordability, business friendly
Safety and Security - personal & community safety
Physical & Mental Health - general & public health
Built & Natural Environments - neighbourhood design, accessibility of public space, natural assets



key shifts for RECOVER

FROM...

Individual & government responsibility for wellbeing

Broader community connected through charitable acts

Wellbeing as provision of needs

Wellbeing as managing **needs/deficits**

Wellbeing through Settler eyes

ТО...



Whole community responsibility for wellbeing

Connected through acts of **reciprocity** and **shared learning**

As connection to **non-material** needs (and access to material needs)

Wellbeing as building **capabilities**

Creating space for **Indigenous** ways of knowing (along with non-Indigenous)

The Target Outcomes



Before we get to the outcomes we need acknowledge people's grief & loss For example, housing is a means to a bigger end: connection to place, family, community, body.



Examples of what this looks like





prototyping - project welcome mat body & self land/ground Outcomes A deep sense onnection family, friends to the human of connection project and balance community (\mathbf{a}) o culture to the sacred Bayle Stre It Commentity Barr a samola Meals Conversations) (Movement Use Animals Layout Artifacts What's modelled? Interactions & environments



human Marac project







levers - roles & resources, frames & narratives

how to support more authentic connections



where we've landed



the journey of one prototype

TIMELINE	2017	2018	2019	2020	2021
WHAT WAS HAPPENING	Increased volume of calls to 24/7 crisis diversion service	Service Navigator prototype	REACH hires out research into heavy users of service	Connector prototype - research and co-design	The Losstender/ SoLoss prototype
MOTIVATION	To meet needs better	To better connect people to services	To understand what was happening for the heavy users of service	To explore ways to connect people to 6 kinds of connection	To learn how to help people deal with disenfranchised grief/loss
KEY INSIGHTS		Repeat users and desire for face-to-face connection	Heavy users of service are the MOST connected to services	Learning related to 3 concepts	TBD



Thank you

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