

The logo features a central white circle containing the word "IN" in a bold, dark blue, sans-serif font. To the right of this circle, the word "HABIT" is written in a larger, white, bold, sans-serif font. The entire logo is set against a dark blue background. The word "IN" is positioned within a white circle that is part of a network-like structure of five white circles connected by white lines. The other four circles are arranged around the central one: one at the top-left, one at the top-right, one at the bottom-left, and one at the bottom-right.

IN-HABIT



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WP 6 - Enabling Behavioural Changes with a Gender and Diversity Perspective

WP coordination:

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Partners:

UCO, CORD, BSC, RPR, UNIPI, LUCCA, SUA, NITRA, HIDE, UREAD, ISIM,
TSR, BOT, WTG

• General objective:

Ensure a gender and diversity (G&D) focus in each city and **enable behavioural changes to guarantee the successful adoption and sustainability of the innovations deployed.** WP6 is transversal in nature and supports WP1-4 in the adoption of GDEI and behaviour change approaches to their solutions as well as share training elements, methods and data collection and analysis for wellbeing measurement and codesign with WP5 and WP7 (see e.g. task 7.1) and WP8 for the design and implementation of the INHABIT-APP.

• Specific objectives:

- to **embed the G&D perspective** into the IN-HABIT Inclusive Transformation Plans for the co-design and co-deployment of selected VIS in each city
- to **produce behavioural changes among local citizens**, with an emphasis on empowering local women as community leaders and active change makers within the co-management of re-designed urban commons
- to **produce behavioural changes among city planners**, by enhancing their competences and skills related to gendered design of public spaces, G&D perspective within PPPPs and financing schemes for the co-deployment and co-management of urban common pool resources
- to **enhance scientific and public knowledge and debate** on G&D based co-design and co-management of urban commons to boost IHW

Work Progress (in red done, in blue to do)

- TASK 6.1 GENDER AND DIVERSITY METHODOLOGICAL FRAMEWORK
 - GDEI guidelines
 - Training sessions
 - IN-HABIT toolkit
 - IN-HABIT glossary
 - Cluster activities
- TASK 6.2 GENDERED LANDSCAPES CONSTRUCTION (Delivery End May)
 - Pillar 1 – Institutions
 - Pillar 2 – Lived experiences
 - Pillar 3 – Health and well-being inequality
 - IN-HABIT-APP (co-designing missions)
- TASK 6.3 BEHAVIOURAL GAMES FOR PREFERENCES ELICITATION
 - Co-designed behavioural games with each city (in progress) to elicit barriers to cooperation (competitive vs cooperative norms and Moral credential)
 - Development of toolkit and training sessions for running games
 - Games in each city to support soft solutions deployments (e.g. launch animal lines in Lucca)
- TASK 6.4 BEHAVIOURAL GAMES TO BOOST CHANGES
 - Codesign to follow results from task 6.3, deployment through INHABITAPP
- TASK 6.5 ASSESSMENT OF GENDER, DIVERSITY AND INCLUSION
 - Making use of 6.2, 6.3 and 6.4

Contributions to other WP

- WP 1-4
 - Recommendations integrated in each city Inclusive Transformation Plan and direct collaboration with city planners in GDEI activities (Lucca)
- WP 5
 - GDEI guidelines (integrated to the IN-HABIT Toolkit)
 - Joint training sessions on GDEI and Behaviour Change
 - Entries to the IN-HABIT Glossary
- WP 7
 - Codesign questionnaire for mental health and well-being indicators
- WP 8
 - Design of the IN-HABIT APP
 - Content provision for communication actions

GENDERED LANDSCAPES



- ... questions the design of the urban space and its effects through men and women's different experiences
- 3 pillars:
 - Institutions
 - Lived experiences
 - (Health and well-being) Inequality



Pillar 1: Institutions



Mainstreaming GDEI in administrative decision processes

- Legal framework
 - Transparent and verifiable GDEI objectives
- Political commitment
 - GDEI political positions
- Structures and resources
 - Budget for GDEI
- Stakeholder involvement
 - Fair representation
- Knowledge-based
 - Gender analysis
- Accountability
 - GDEI audits and impact assessments



Pillar 2 : Lived Experiences



Lived experiences

1



2



3



4



5



To design an effective urban space, we need to understand **how** people are using it

1. Sampling

Survey on key dimensions of people's daily life

2. Estimation

Estimate the influence of the main determinants of these key dimensions

3. Perspective taking

Simulate these key dimensions under alternative scenarios

4. Mapping

Study the urban design relative to the alternative scenarios

5. Recommendations



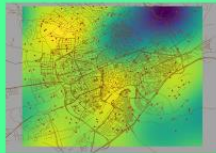
Pillar 3: (Health and Wellbeing) Inequality

Health & well-being inequality

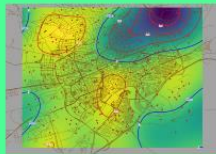
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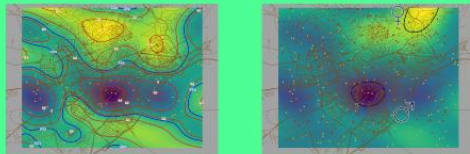
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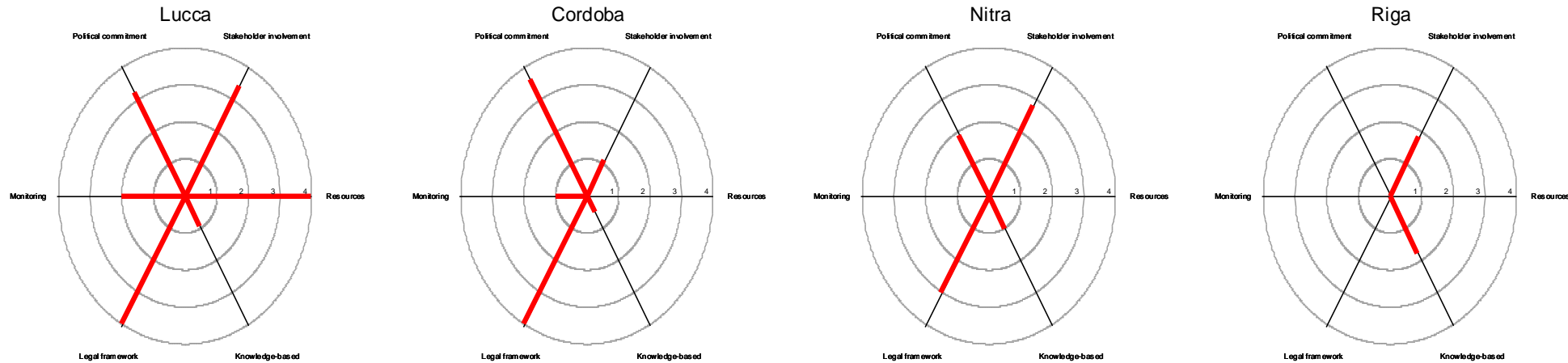


To understand how urban design affects health and well-being, we need to locate where health and well-being differ

1. Sampling
Survey on health and well-being
2. Kriging
Generate a heat map of health and well-being
3. Contours
Locate hot and cold spots of health and well-being
4. Inequality
Identify where health and well-being differ by group
5. Recommendations



Pillar 1 results preview



GDEI are part of the cities' general mandate, political objectives, efforts in reducing gender imbalances in the municipal workforce



Political assemblies are male-dominated, no quantified GDEI targets, no resources, no use of data and independent research to ground policies, no efforts to monitor changes, and a lot of areas where discriminations are widespread are not covered by their Equality strategy

Deviations

- Activities delayed due to COVID by several months
 - TASK 6.2 GENDERED LANDSCAPES CONSTRUCTION
 - From M7-M12 to M7-M21
 - TASK 6.3 BEHAVIOURAL GAMES FOR PREFERENCES ELICITATION
 - From M13-M24 to M21-M40
 - TASK 6.4 BEHAVIOURAL GAMES TO BOOST CHANGES
 - From M25-M36 to M37-M52
 - TASK 6.5 ASSESSMENT OF GENDER, DIVERSITY AND INCLUSION
 - From M37-M60 to M48-M60

Challenges

- COVID pandemics
 - Prevented all in-person activities
 - Delayed site visits which were essential to get a sense of the most pressing gender issues
 - Might have altered trust and willingness to participate in crowded events
- Communicating with city officials
- Not overburdening partners from WP1-4

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IN-HABIT

