The Narrative Passages

Ciutat Vella, Barcelona

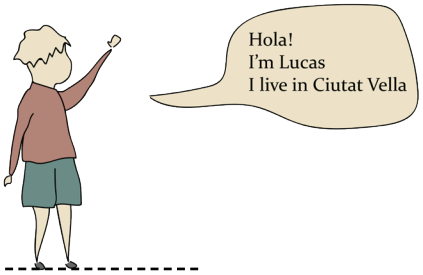


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Introduction

Ciutat Vella is the historic heart of Barrcelona. With over two thousand years of history, this district preserves a unique urban fabric: narrow streets, hidden squares, historic passages, and covered walkways that link past and present.
Ciutat Vella consists of 4 neighborhoods: El Raval, El Gothic, Sant Pere- Santa Caterina i, and la Ribera. Each of these neighbourhoods have their own specific character.





Approach: Narrative Urban Planning

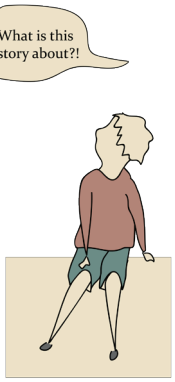
Narrative Urban Planning as an approach has two main parts.

First, three types of narrative:

Narratives for planning
The existing narratives of a location, prior to planning—local, everyday stories; artistic representations; historical or other documents.

Narratives in planning
The narrative texts and practices involved in planning itself.

Narratives of planning
The narratives parallel or posterior to the planning proper, but also in the way local stories react to and communicate with planning and development of an area.



Second, four types of narrative interactions between people and the city:

Inspiration ignites creativity and motivation, driving people to dream, create, and take action. It helps personal and collective growth. Narrative planning encourages people to engage with their surroundings, and shape meaningful stories.

Exploration is driven by curiosity broadening perspectives through discovery, learning, and experiencing new things. Narrative planning invites people to navigate and experience their surroundings with an open mind and fresh eyes.

Construction is the active shaping and contributing to collective meaning-making. It's about both creating something tangible and forming connections between people and places. Narrative planning enables people to co-create new uses of urban spaces and meanings.

Communication is the process of exchanging ideas and meanings, enabling engagement through expression and dialogue. Narrative planning strengthens connections between people and places, fostering shared experiences and deeper insights.Narrative

planning approach is incorporated into each step of planning process of this proposal:

- The **analysis** of the planning area is conducted through narratives *for*, *in*, and *of* planning.
- **Goals** and **strategic lines** are determined based on narratives *for*, *in*, and *of* planning.
- **Policies** are developed with three key considerations: 1) the urban improvement of the planning area through interventions in covered walkways and passages, and, 2) how these interventions support narrative interactions, 3) potential of temporary use in passages. Approaches like "just green enough" and "Asset Based Community Development" were also considered.
- **Actions** are defined and categorized by how each one promotes, facilitates, or creates one of the four narrative interactions— inspiration, exploration, construction, and communication.
- **Design Tool** is guided by (temporary use, co-design, gender perspective, respecting kid's eye level, Realtime design, Compliance with history and heritage of Ciutat Vella, Considering people with special needs)

"The aim is to activate silent spaces. Covered walkways of Ciutat Vella, in what they say, who they talk to and how they say it, reach the flexibility and adaptability of a narrative space. Therefore the main concept is "narrative passages"



Analysis

La Barcelonet is home to around 111,000 residents in a dense urban fabric of 25,689 people per square kilometer — significantly higher than the city average. Over half of its population (%54) are foreign-born, making it a uniquely multicultural area.Despite its well knownq ualities Ciutat Vella faces socio-economic challenges: the average income per person is just 12,832€ per year, well below the city average of 16,750€.



examples of covered walkways


Carrer de l_Arc del Teatre


Carrer de la Volta del Remei


Carrer de la Formatgeria


Carrer dels Pescadors

Key qualities:



Area of study

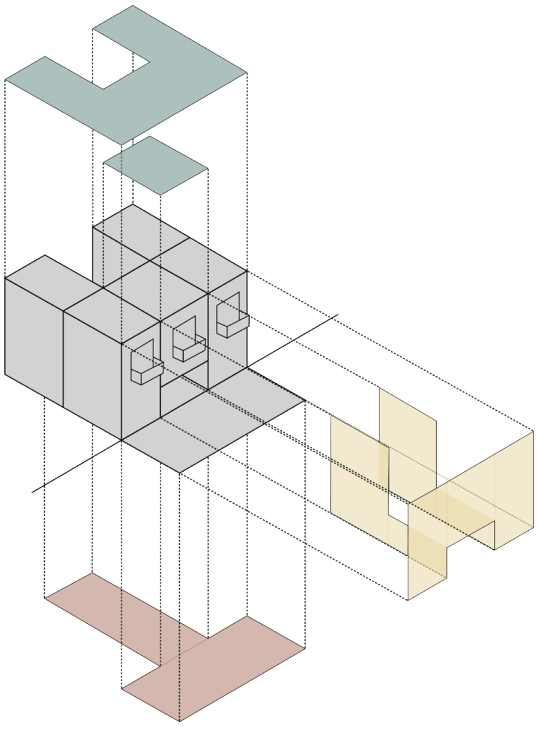
- Green space deficit: <10 m^2/resident; limited access to urban greenery.
- High urban density: Lack of open space; difficult to introduce green areas.
- Tourism pressure: Overcrowding, noise, and congestion in Gothic Quarter, Barceloneta, Born.
- Limited pedestrian space: Ciutat Vella has %25.8 pedestrian space.
- Play area scarcity: Only %3.8 of city's total play space; 0.6 m^2/ child in Raval.
- Heat vulnerability: Among districts with highest daytime temperatures.
- Low everyday mobility & green access: Especially in Raval.
- High foreign population: Raval (%60.3), Ciutat Vella overall (%56.5).
- Low public space per inhabitant: Dense street layout restricts expansion.
- High equipment density: One of the districts with most facilities in the city.

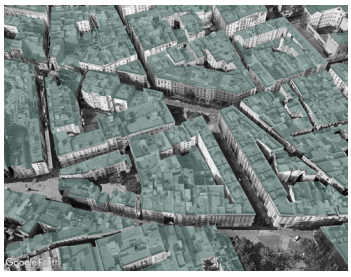
Three Layers:

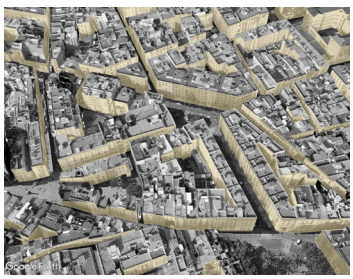


These urban qualities highlight the urgent need for targeted interventions in Ciutat Vella. To guide these interventions, we used the "Three Layers" method, which structures spatial analysis and policy-making across three interconnected dimensions:

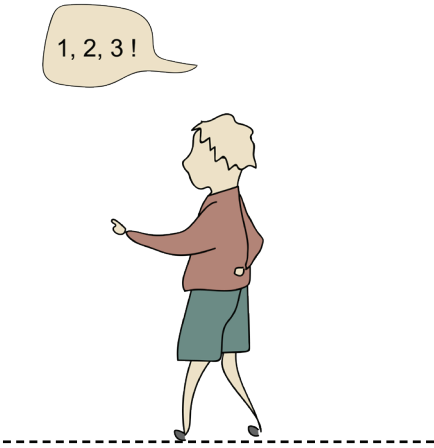
- Layer Groundfloor
- Layer walls and Balconies
- Layer Rooftops and Covered Walkways Ceilings







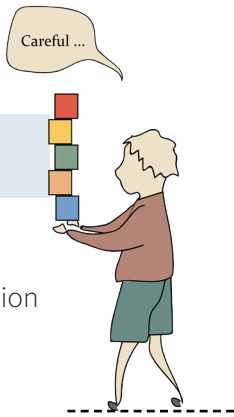




Goals & Policies

After studying the context and defining our narrative approach, the main goals were carefully formulated. These goals are rooted in the 10 principles of **green and thriving neighborhood guidline**, and were specifically tailored to the local context of Ciutat Vella. At their core, they reflect values such as complete neighborhoods, inclusivity, people-centered streets, circularity, green space, and urban resilience.Each goal is supported by a strategic line that highlights its main area of focus. These strategic lines serve as a bridge—connecting each goal to specific policies and ensuring they respond directly to local needs and realities. Ultimately, the policies were arranged as expressions of these goals, providing concrete pathways for implementation and impact.

Goal 1	Goal 2	Goal 3	Goal 4	Goal 5
Climate responsible development and green infrastructure	Community engagement	Activated and connected spaces	Smart neighborhood	Integrated heritage and everyday life
Strategic Lines				
urban agriculture, green spaces in semi-private places, low-carbon mobility, responsible consumption and waste management	participation of residents, co-management of neighborhood, effective communication	playability, defining itinerary routes, temporary activation, adaptable spaces	Gamification, neighborhood database	celebrating historical heritage, promoting creativity



Policies

Nine policies were selected to be carried out in this research, labeled A to I.Each policy contributes to a different goal, which is indicated by the color shown at the bottom. In the next step, each policy is translated into specific actions, and later into concrete projects. Policies demand the active participation of residents, institutions and authorities.

A Promoting climate-oriented neighborhoods

B Creating and integrating green infrastructure through walkways

C Introducing covered walkways' walls as an interactive element

D Promoting temporary urban camps in narrow spaces

E Introducing "Walkway gallery"

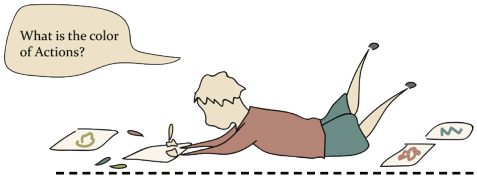
F Improving cooperation of users by connecting semi-private and public spaces

G Creating play possibilities, playful spaces, and playable walkways

H Overcoming limitations of physical walkways with connection to virtual walkways

I Interconnecting historical heritage, everyday life and future visions

Actions

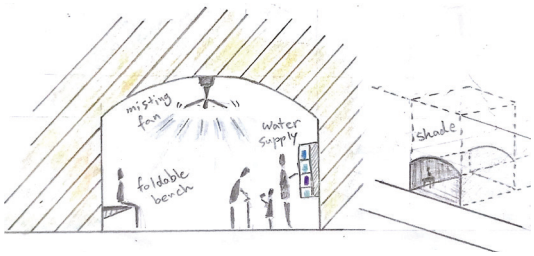


A Promoting climate-oriented neighborhoods

fostering sustainability, resilience, and eco-conscious urban living and prioritizing environmental well-being

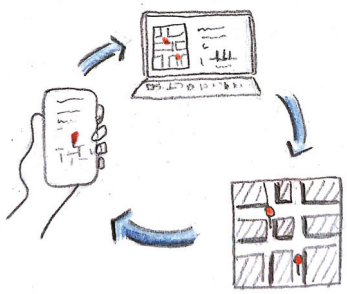
1 Equipping covered walkways as climate shelters

Covered walkways can be activated into inclusive shelters offering shade and thermal comfort in extreme climates. By equipping covered walkways with benches and water supplies, they invite both people and animals to pause and refresh, enabling users to ***construct*** new ways of using space.
Design tool: misting fan, fan, water drinking supplies, folding façade benches



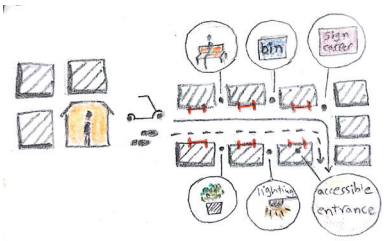
2 Encouraging smart waste collection

Smart infrastructure enhances waste collection efficiency, allowing sectors to optimize resource use. Localized platforms based on local information and resident participation make waste collection flexible that adapts to real-time needs, fostering sustainability and collective ***communication***.
Design tool: design app



3 Promoting environmental-friendly ways of mobility through neighborhoods

Ciutat Vella is potentially a walkable district, enhanced by safety and comfort. Urban furniture, cleanliness, and barrier-free design improve legibility and connectivity, making walkways inviting. Exclusive scooters for residents of Ciutat Vella allow residents to ***construct*** more ways of mobility.
Design tool: urban furniture, trash bins, greenery, lighting, signage, an exclusive card and app for scooter

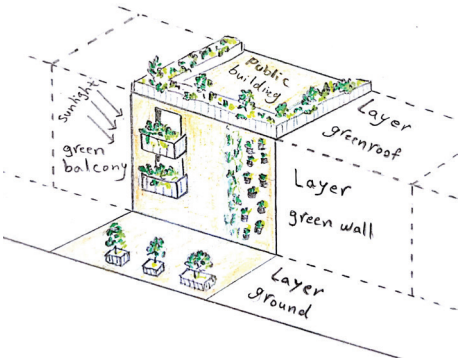


B Creating and integrating green infrastructure through walkways

green infrastructure involves landscaping or productive roof gardens, green walls and green balconies, portable gardens

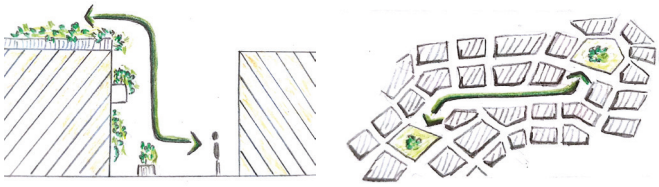
4 Identifying appropriate places for creating green infrastructure

Urban spaces on 3 mentioned layers—ground, walls, and rooftops—can become green infrastructure based on sunlight, attainability, and visibility. By Citizen involvement and promoting local plants and biodiversity, people are ***inspired*** to see their surroundings differently and engage with nature.
Design tool: public buildings as initial target, plant box, party wall, lightweight soil and drainage solutions, modular systems for green walls, trellises and mesh frameworks for vines



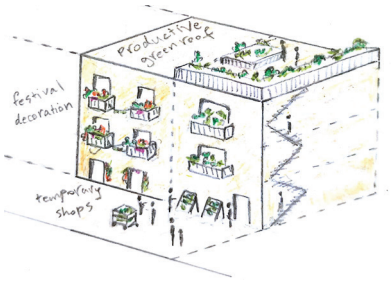
5 Connecting green infrastructure and improving its visibility horizontally and vertically

With limited space, priority in creating green infrastructure is given to areas near existing greenery to ensure horizontal and vertical continuity—ground to rooftops, plaza to plaza—enhancing its visibility and impact. Citizens can ***explore*** threads of greenery, expanding spatial and perceptual horizons.
Design tool: defining green routes and signs, painting, colors, plants on ground and walls



6 Creating incentives towards green infrastructure through social activities

Private and semi-private spaces can become green infrastructure by using social assets. Bringing local festivals like Sant Jordi into inner walkways fosters a green culture, while temporary exhibitions, competitions, and shops encourage citizens to ***construct*** their own green spaces and products.
Design tool: temporary events, reversible and moveable urban furniture, flower stand, mobile unit



7 Encouraging participatory greenery

Collaboration between city officials and citizens enhances both the quality and scale of green infrastructure. Officials provide plants and expertise for balconies and rooftops, while residents care for them, fostering co-responsibility and urban stewardship through active green ***communication***.
Design tool: local plants, plant pots and boxes



C Introducing covered walkways' walls as an interactive element

Narrow interventions in narrow spaces, activating ground floor through interventions on walls

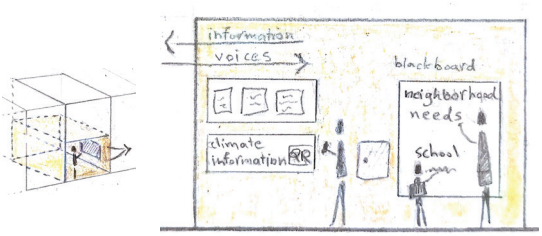
8 Turning covered walkways' walls into library of things

Covered walkways' walls, potentially weatherproofed spaces, are transformed into Book Nooks, Toy Closets, and Neighborhood Exchange Boxes, promoting responsible consumption, zero waste circular economy. These spaces foster social connections in neighborhoods through circular ***communication***.
Design Tool: closet, box, shelf, bench, switched lights for energy saving



9 Activating covered walkways' walls as mutual communication board

Weatherproofed walls of covered walkways become boards that function both to inform and educate urban subjects and to hear and collect citizens' voices. These spaces create a dynamic ***communication*** between citizens, officials, and associations for urban dialogue and shared experiences.
Design Tool: different kind of boards, physical like blackboard, glass, paper and virtual by QR codes)



D

Promoting temporary urban camps in narrow spaces

Due to the lack of open space, existing narrow and available spaces—including schools, passages and walkways—have potential for temporary use

10

Organizing temporary pop-up points for reuse/ repair/selling local products

Small mobile units in narrow walkways create temporary points for reuse, repair and selling local products, promoting circular resources and local production. They activate ground floors, making services more accessible to residents and encourage citizens to ***construct*** new uses of space.

Design Tool: small mobile units with diverse designs



11

Organizing play days on assigned dates in walkways and using schoolyards as neighborhood facilities for play

Assigning temporary play days in walkways and schoolyards during weekends allows nearby residents, especially children, to reclaim public spaces. Citizens can ***construct*** new ways of using spaces, construct new connections with urban spaces and hence construct spaces with new character.

Design Tool: tactical urbanism, temporary installation of urban furniture, reversible painted signs

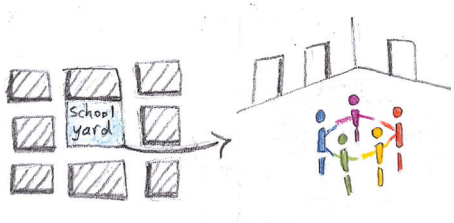


12

Recognizing and celebrating plays and games from diverse cultures by Urban Play-Camp

By recognizing plays and games from diverse cultures through participatory methods, temporary Urban Play Camp brings people of neighborhood together to celebrate and co-play these games, facilitating inclusive urban spaces. Residents from diverse cultures can ***communicate*** through play.

Design Tool: tactical urbanism, temporary installation of urban furniture, reversible painted signs



E

Inroducing “Walkway gallery”

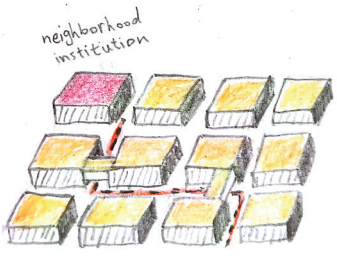
The idea of walkway Galleries transforms the neighborhoods’ street to further the existing character of heritage and make it become known as the “neighborhood of culture”. These galleries can show not only art but products and everyday practices like schoolchildren competitions models. They emphasis on autonomy of the neighborhood and locality.

13

Institutions organizing open space galleries

Organizations, cultural institutions, schools and community centers hold regular galleries, workshops and exhibitions indoors or outdoors specific to residents. This actions result in a better ***communication*** between residents and institutions.

Design Tool: lighting, temporary installations

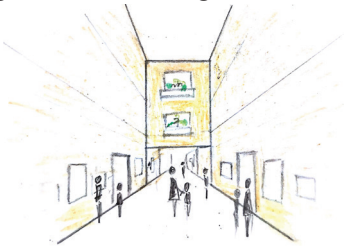


14

Citizens managing the galleries

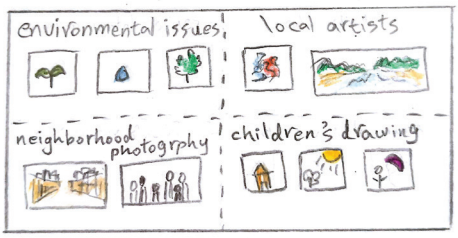
After the events and workshops by cultural institutions, local citizens are encouraged to ***construct*** their own temporary events. These events come from the heart of residents but are supported by equipment (e.g. wall appropriation, lighting, …) and advice from related institutions.

Design Tool: co-design, real-time design



15 **Maintaining thematic relevance and importance of Galleries**

The theme of galleries is chosen based on pressing issues of the city and the specific interest of the local residents. Temporary galleries, workshops, and exhibitions are trying to ***inspire*** their users on subjects such as environmental issues, local art or products and themes related to Ciutat Vella.
Design Tool: temporary spaces, moveable furniture



F **Improving cooperation of users by connecting semi-private and public spaces**

Due to scarce public spaces, using semi-private spaces can be a practical approach to increase the active spaces of the neighborhood while integrating citizens' attention and investment and creating a sense of belonging.

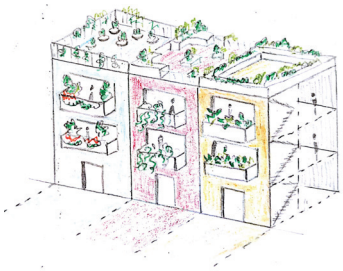
16 **Revitalizing roofs and ground floors**

Revitalizing roofs and ground floors opens up a great source of public space is added to the neighborhood. These spaces offer services that are specific for local residents and run by them citizens are encouraged to ***construct*** new uses of space.
Design Tool: one pilot semi-private space project (roof garden, backdoor playground, etc.)



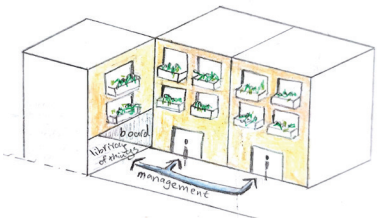
17 **Encouraging building-based participation in events**

With building-based participation both in organizing and following the events, residents feel more connected and empowered, strengthening both identity and community ties. Regarding this, ***communication*** between citizens themselves and with their neighborhood is strengthened.
Design Tool: ornament for helping them design their building in special occasions



18 **Improving inner building cooperation for adjacent spaces**

Through ***communication*** with willing residents to cooperate in managing the open spaces in their vicinity, the security measures and the sense of belonging are improved. By this initiative the public space found its way to the inner building dialogue and each building found its responsibility towards their neighborhood.
Design Tool: co-design, co-management

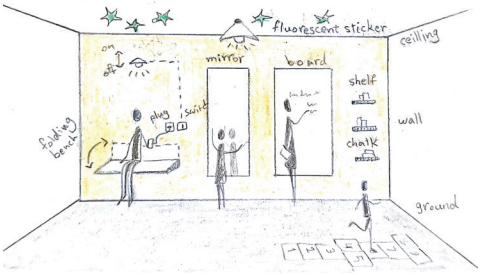


G **Creating play possibilities, playful spaces, and playable walkways**

Possibilities for play create immersive, location-based experiences that deepen citizens' interaction with their surroundings, connecting tangible elements and intangible aspects.

19 **Providing playable urban furniture**

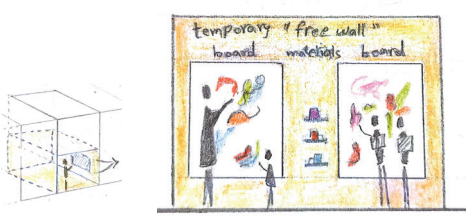
Installing playable urban furniture in narrow spaces is a small, narrow intervention with the potential for significant, broad impact on how people perceive their surroundings and engage with them. By expanding possibilities, citizens are ***inspired*** and encouraged to see and act differently.
Design Tool: Foldable benches, switched lamp and power plug, shelves, fluorescent stickers, mirrors, boards, Chalk (for boards or play hopscotch on ground floor etc.)



20 **Installing “Free Wall” on walkways for self-expression and generating public urban art**

Regarding the heritage value of urban texture, temporary boards on covered walkways’ walls for self-expression foster creativity while honoring Ciutat Vella›s public arts. With free walls in public spaces, made by the public, citizens can have visual ***communication*** with their surroundings and each other.

Design Tool: Temporary setups such as canvas, glass, paperboard with painting and drawing materials



21 **Designing non-digital, place-based, thematic games without internet/app reliance**

Through curiosity-driven storytelling and environmental interaction, games based on local memory, landmarks, and urban spaces include events, scenarios for entertainment or awareness, and analog puzzles. Citizens can ***explore*** their neighborhoods individually and collectively, deepening connections

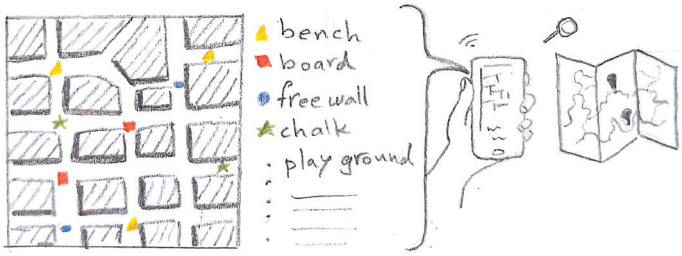
Design Tool: outdoor game events (e.g., water gun play on hot days), Game scenario building (role-playing adventures), analog path-based puzzles (urban signs, hidden messages, scavenger hunts)



22 **Mapping play possibilities and making the data publicly accessible**

Through participatory gamified data collection process, play possibilities in neighborhoods are mapped and made publicly accessible. As the result of this shared ***exploration***, citizens can explore new ways of engagement with their surroundings through play possibility maps.

Design Tool: gamification data collection process, sharing data through boards on walls, mobile App, website, brochure, paper map, flyer etc.



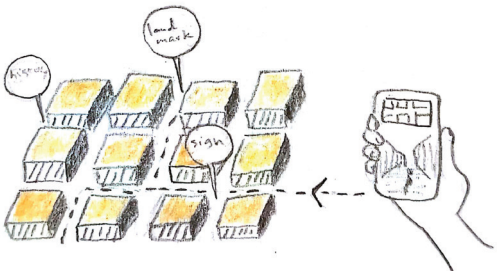
H **Overcoming limitations of physical walkways with connection to virtual walkways**

stretching the streets into the virtual world with the gate of QR Cods enables the citizens to experience their neighborhood beyond its physical form.

23 **Gamifying the streets**

Gamifying the streets turned everyday walking into interactive journeys, encouraging ***exploration***, and deeper connection to place. With using historical data, community stories, and neighborhood landmarks, different games were designed for local citizens of Ciutat Vella on their smartphones.

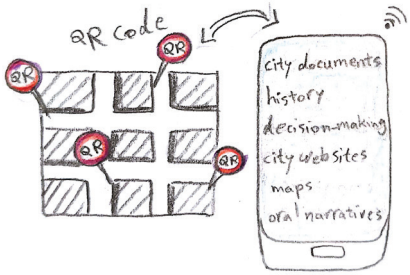
Design Tool: QR Codes, smartphone applications, gamification scenarios



24 **Contributing to “Smart Ciutat Vella”**

With scanning QR codes citizens have access to different assets, from documents and decision-making tools to networks and virtual marketplaces. They can ***explore*** what their neighborhood is offering. All that has once been scattered is now in their phones, as a depiction of Barcelona as a smart city.

Design Tool: QR Codes, UI/UX design, smartphone applications



I

Interconnecting historical heritage, everyday life and future visions

Bridging history and vision ensures cultural narratives remain dynamic, influencing present experiences and future aspirations, fostering deeper connections to place and shared identity.

25 Recognizing, collecting, and sharing neighborhood narratives as intangible heritage

A place-based platform for citizens to write, tell, read, and listen neighborhood narratives—from tales and myths to collective/personal memories and future visions—captures history and everyday stories as cultural assets for the future, bridging generations and ***inspiring*** communities.

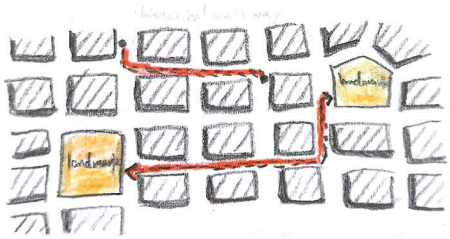
Design Tool: Designing digital/non-digital platform including app, website, and board, installing QR codes on walkways' walls, near landmarks or any other urban spaces



26 Evoking heritage by defining thematic routes and gamification

Historical landmarks, walkways, small landscapes, and public arts in the neighborhoods are gamified— whether digitally or physically—by narrative methods. Also, thematic routes are defined through them. Citizens can rediscover their neighborhoods' heritage in new ways, blending ***exploration*** into daily life.

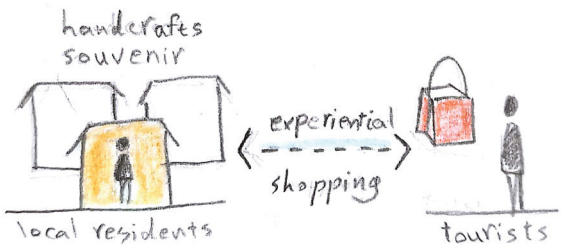
Design Tool: Game scenario building (role-playing adventures), analog path-based puzzles (urban signs, hidden messages, scavenger hunts), urban signs, color, plaque.



27 Boosting the local economy and empowering residents by celebrating cultural heritage through experiential shopping

Due to existing tourism, experiential shopping transforms buying into a cultural experience, connecting with the everyday life of neighborhoods through personalized handcrafted goods and storytelling, boosting local commerce. Residents are able to ***construct*** new things while reconnecting with heritage.

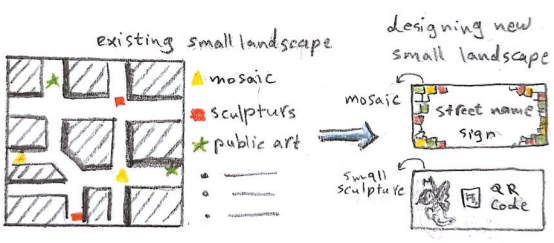
Design Tool: Story-driven, living craft workshops, interactive textile experiences, facilitating direct sale and experiential shopping with mobile apps

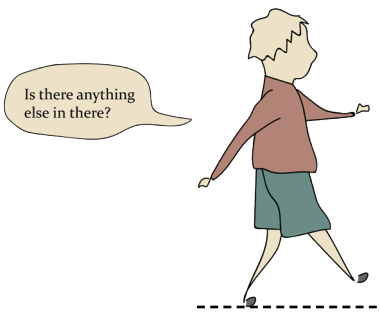


28 Documenting the existing small landscape of neighborhoods and designing new ones evolved from them through participatory methods

By engaging citizens in documenting small landscape of the neighborhoods, they can actively ***communicate*** with their surroundings, while celebrating heritage. As a result, small landscape can be reimagined to meet with present and future needs, ensuring both continuity and creativity.

Design Tool: Gamifying of documentation, transform corners, walls and grounds in need of repair, urban signage into small landscape





Appendix 1: Justification

Thought Process Behind the Report:

In this section, you can observe the thought process we followed while shaping this report. Divided into four segments, the justifications demonstrate the coherence of our approach and policymaking.

Why Reinvention?

While working on Ciutat Vella, one may notice that the planning documents hold great value in Barcelona. As a city that has won numerous urban awards and pioneered various urban projects, its documentation continues to support new research effectively.
However, in this project, the focus was solely on the covered walkways, which appear to be overlooked and forgotten. This opened a door for us—not only to be creative in activating a neglected space but also to challenge ourselves to reinterpret all urban documents through the lens of covered walkways.

Why Narrative Urban Planning?

Narrative urban planning was chosen as our main approach. It allowed us to focus on the stories and relationships between people and space over time. This method enabled the project to connect the past, present, and future of Ciutat Vella and its residents through meaningful communication.
This approach is: Tailored to the case, Suitable for the unique character of Ciutat Vella,And effective due to the district's historical depth.

Supporting Theoretical Approaches
Other approaches contributed to the theoretical foundation of the report. These include:



Temporary Use
This method activates spaces that have fallen behind in the city's development. It brings flexibility and a temporary character into the placemaking debate and unlocking new potential.



Just Green Enough
This approach, applied in New York, aimed to ensure existing residents could remain in place after urban improvments. All policies with the potential to trigger gentrification prioritize inclusivity and aim to benefit current residents directly.

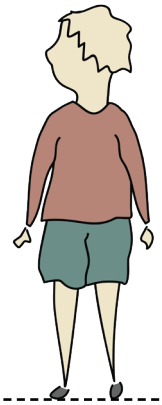


Asset-Based Community Development
This concept guided us to focus on the talents and skills within the community. It promotes development grounded in local strengths and values.

Why Lucas?

Following our narrative planning approach, we realized that a ***persona*** could help to tell a stronger, more human-centered story. Thus, " ***Lucas*** " was born as the document's central character. He appears in the corners of images and visuals, asking questions and guiding the reader. But this is not his only expertise.
We introduced Lucas as our persona for two key reasons:
- To support our narrative approach—he brings the relationships between people and space to life and embodies the need for intervention.
- And to support future communication efforts—the nature of this plan requires ongoing public engagement and outreach. Lucas can join as a relatable identity to facilitate meaningful communication with residents.

Lucas represents the younger generation of Ciutat Vella—curious, engaged, and ready to shape the future.



Why These Projects?

Our proposal began with the idea that covered walkways are urban assets. We needed a framework to integrate them into Ciutat Vella's development practices.
In the first step, we proposed policies that could guide improvement plans tailored to the walkways. These were then translated into actions.
These actions are adaptable and can be applied across different covered walkways, considering factors such as priority and need. For begining the interventions the projects were proposed. Each of these projects were a combination of multiple actions—customized to meet the needs and priorities of each specific covered walkway.



Appendix 2: Public Engagement

Our process

One of the main challenges in planning for Ciutat Vella was our limited physical access to the city. However, we did not allow these geographical constraints to exclude the public from the planning process. At the heart of narrative planning lies a commitment to listening—hearing people›s stories and observing their relationship with the places they inhabit.

Driven by curiosity and a desire to connect, we explored public perspectives through social media and cultural events, applying multiple public engagement strategies:

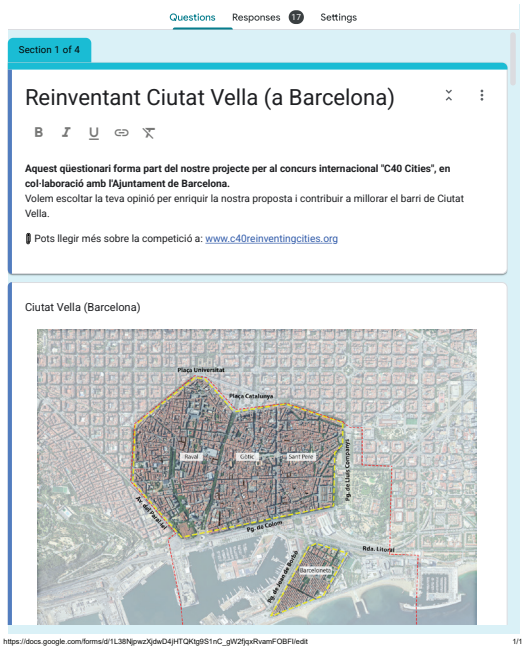
- Interactive social media activities
- Following and analyzing pop art related to Ciutat Vella
- Disseminating a multilingual questionnaire

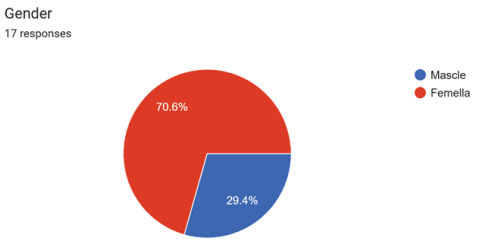
The Questionnaire

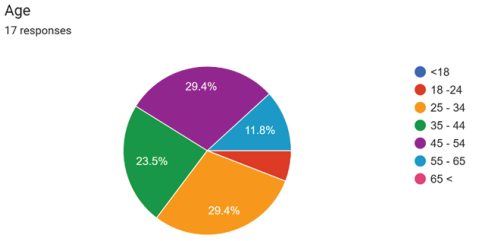
The questionnaire was made available online in three languages: English, Catalan, and Spanish. Its design followed the principles of narrative “of” and narrative “for” planning—seeking to understand how people relate to planning processes and what stories they can share about their neighborhood. It consisted of 15 questiones that supported and contributed to analysis. Samples are shown below.

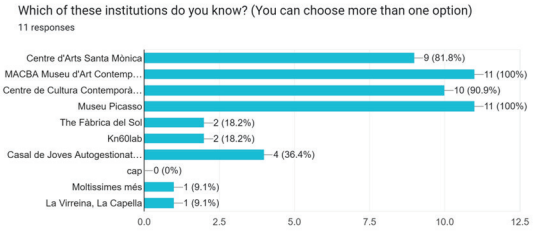
So far, 17 respondents have completed the questionnaire, and it remains active, continuing to circulate among residents. We are receiving follow-up emails and gaining followers through our active Instagram account.

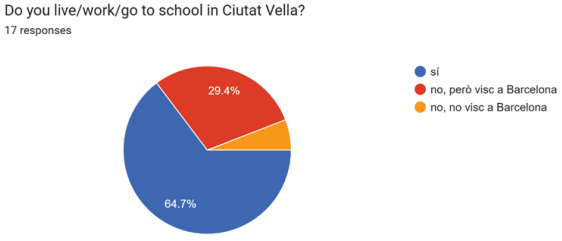
Importantly, even responses from non-residents of Ciutat Vella proved insightful. They revealed how outsiders perceive the neighborhood and what kind of development they imagine for its future—offering a valuable external lens on local identity and needs.











Appendix 3: Resources

Books And Articles

• Discovering Community Power: A Guide to Mobilizing Local Assets and Your Organization›s Capacity, 2005, John P. Kretzmann & John L. McKnight, Asset-Based Community Development Institute, Northwestern University.
• Just green enough: contesting environmental gentrification in Greenpoint, Brooklyn, 2012, Winifred Curran & Trina Hamilton, Local Environment: The International Journal of Justice and Sustainability.
• Narrative in Urban Planning: A Practical Field Guide, 2023, Lieven Ameel, Jens Martin Gurr and Barbara Buchenau, Transcript
• The Narrative Turn in Urban Planning: Plotting the Helsinki Waterfront, 2021, Lieven Ameel, Routledge
• Urban Catalysts: Strategies for Temporary Use – Potential for Development of Urban Residual Areas in European Metropolises, 2007, Philipp Oswalt, Klaus Overmeyer & Philipp Misselwitz, Urban Catalyst Project.

Planning Documents

• Barcelona Air Quality Improvement Plan 2016 ,2018, Ajuntament de Barcelona
• Barcelona Nature Plan 2021 ,2030, Ajuntament de Barcelona
• Barcelona: Building a Resilient City, Ajuntament de Barcelona
• Citizen Commitment for A More Sustainable Barcelona 2024 ,2034, Ajuntament de Barcelona
• Climate Emergency Action Plan 2021 ,2030, Ajuntament de Barcelona
• Master Plan for Barcelona's Trees 2017 ,2037, Ajuntament de Barcelona
• Petits Paisatges de Barcelona, Ajuntament de Barcelona
• Pla de Barris Del Raval Sud i Gòtic Sud, 2017, Ajuntament de Barcelona
• Plan de Accion Para La Implementacion de La Agenda 2030, Gobierno de Espana
• Plan for Play in public spaces 2019 ,2030, Ajuntament de Barcelona
• Programa D'Impuls de La Infraestructura Verda Urbana 2017 ,2030, Ajuntament de Barcelona
• Study of Barcelona›s nightscape, Ajuntament de Barcelona
• The Barcelona Digital City Plan, 2016, Ajuntament de Barcelona
• Urban Agricultural Strategy 2019 ,2030, Ajuntament de Barcelona
• Urban Mobility Plan 2022 ,2024, Ajuntament de Barcelona
• Zero Waste Plan 2021 ,2027, Ajuntament de Barcelona

Websites

• Archaeological Map http://cartaarqueologica.bcn.cat/
• Atlas of Biodiversity https://ajuntament.barcelona.cat/atlesbiodiversitat/en/
• BCN urban information map https://ajuntament.barcelona.cat/informaciourbanistica/cerca/en/
• Environmental data maps https://ajuntament.barcelona.cat/ecologiaurbana/en/environmental-data-maps
• Map of protected schools https://ajuntament.barcelona.cat/ecologiaurbana/en/what-we-do-and-why/urban-planning-for-neighbourhoods/protect-schools
• PEUAT: Special Tourist Accommodation Plan https://ajuntament.barcelona.cat/pla-allotjaments-turistics/en
• Plànol BCN https://geoportal.barcelona.cat/planolbcn/en/guia/zoom/3/position/430961,4581504/
• Website and Map of Barcelona + Sustainable https://bcnsostenible.cat/en/
• Website of Barcelona City Council https://ajuntament.barcelona.cat/en/
• Website of Barcelona Digital City https://ajuntament.barcelona.cat/digital/en
• Website of Barcelona Metròpolis Magazine https://www.barcelona.cat/metropolis/en
• Website of Barcelona popular culture festivals https://www.barcelona.cat/culturapopular/en
• Website of Barcelona Virtual Museum of Public Art https://w10.bcn.cat/APPS/gmocataleg_monum/CambiaIdiomaAc.do?idioma=en&pagina=welcomeHtml
• Website of Barcelona Waste Management https://ajuntament.barcelona.cat/neteja-i-residus/en
• Website of Barcelona, Heritage City https://ajuntament.barcelona.cat/ciutatpatrimoni/en
• Website of Citizen Commitment for A More Sustainable Barcelona https://www.barcelona.cat/barcelonasostenible/en/compromis-ciutada-per-una-barcelona-sostenible
• Website of Distrito de Ciutat Vella https://ajuntament.barcelona.cat/ciutatvella/es
• Website of GRASSROOTS PARTICIPATION https://www.decidim.barcelona/assemblies/taula-patrimoni?locale=es
• Website of My neighbourhood›s mosaic https://ajuntament.barcelona.cat/arqueologiabarcelona/mosaics/inventari/#MTktMC0wLQ==
• Website of Pla de Barris https://www.barcelona.cat/pladebarris/ca
• Website of The Ecology, Urban Planning and Mobility Area https://ajuntament.barcelona.cat/ecologiaurbana
• Website of Urban Agriculture Observatory https://ajuntament.barcelona.cat/espaisverds/en/participate/get-green/urban-agriculture-observatory