

Conclusions

The development and implementation of live-work environments in their forms, greatly supports creativity and innovation efforts in cities.

The conclusions drawn from the presentations are as follows:





1. Musicon

Municipal projects which support live-work environments and the creative industries are important to provide a basis (a fertile ground) for creativity. An organisation such as MUSICON is an example as to how things can be steered and the employees can be coordinated (listen, meet, get ideas).





2. Case study(light and sound)

The case study shows examples of the promotion of city space, using light-sound approaches as urban art events. All along, it fosters creative collaborations. The advantage is that it brings local actors closer since they communicate.





3. Jazz in the promotion of cultural exchange

The initiative “Hamburg Jazz” is an example of exploring opportunities offered by the promotion of one creative sector (Hamburg Jazz), as an export product. Schemes such as “Hamburg Jazz goes Dubai” started the initiative “Jazz moves” to internationalise this area and open new markets.





4. Groningen: Experiences on Live-work environments

The presentation has shown that some pre- conditions for success exist:

- a) typical architecture and urban design
- b) The quality of the services is important for locating decisions
- c) life-style (a scene) and facilities for the creative sector is important
- d) association with „hot spots“





Experiences in live-work environments are not necessarily top-down, but are often bottom-up, which ultimately makes their more sustainable. However, as earlier outlined, local authorities can steer / support local efforts.

