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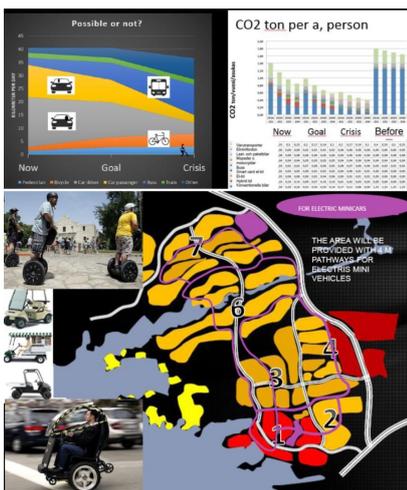
## Transport planning and future visions

The changing society sets variable goals. The goals are our challenge. The one who understands the change can grasp its potential. Understanding change is not easy. Anybody can pose good questions, but no one can give the right answers. The change is not linear - straightforward. It contains discontinuities and upheavals. It also has a high likelihood of a crisis. The possibility of Tartu is to catch up with change. Create a social capital that will be useful for present and future urban people. We are discussing this issue just now. That is good!



## What is changing?

We live the period of change. The family size is getting smaller. Most of the families consist one member only. Aging is important factor in this process, but other social values have their role as well. In Scandinavia, the ecological footprint is extremely high. We maintain the same footprint as the Middle East oil rich countries. We know our challenge. We have to cut our CO2 emissions to one third of the existing. Unfortunately, we do not know how to do it. Buildings have to change, consumption and shopping have to change, they will change and they must change, but all happens slowly, slowly. Transportation emissions must be cut. This necessitates new type of vehicles and new type of fuel.



However, this is not enough. We have to change our movement patterns. We speak a lot about walking and biking. With aging population the transition from motor age back to old times – there is a major challenge. In the vision of future Tartu, this is one important issue to be tackled.



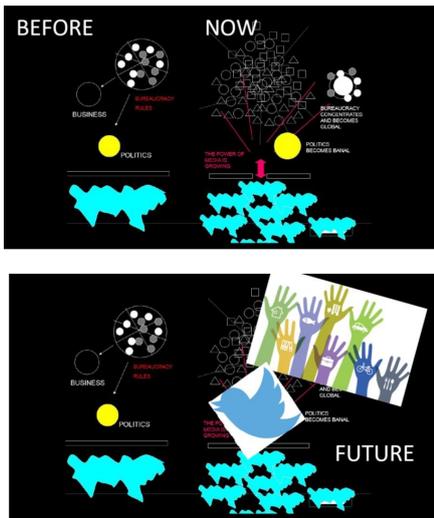
Children and young, they have chosen Flickr, Myspace, YouTube and Facebook. We all are in the queue. We are making the vision of our city with people who have built their own dream of cities in Minecraft and SimCity. How do these things interlock?



The city is not only concrete and asphalt. In fact, the city is the place for encountering. Sometimes you start wondering the new era of encountering. People sit in the busses or in the park. They do not look the passing scenery. They do not admire the blossoming flowers around. They all, no – may be half of them, they do practice encountering in their mobile phones. Should we try to turn this back to normal, or is this “normal” going to stay? Should we think the Tartu vision for the digital world very different way. Encountering, but not face to face. Encountering, but not human beings. Life with robots, virtual and real?

## We are talking about meanings

Now it is fashionable to talk about stories. I prefer to talk about meanings. I have tried to set demands for “report writing”. I would like to see architects and planners to evaluate the plan or vision in relation to immaterial heritage, in relation to nature, in relation to communality and in relation to the human made. When developing a city, we should also talk about the collage of political will, people's needs, social equality and the values created by society. May be these issues are too difficult to be handled. As an example of the tendency to forget the difficult things is our new Master plan in Helsinki. The growth in our capital city is based on immigration. 75 % of the newcomers speak other language than Finnish, but in the extensive planning material, we do not find the words “immigration” or “multicultural”.



## Processing of meanings – neither math nor statistics

Processing of meanings is not a math or a statistical question. It is feeling and love. It is to believe in our/your own potential to maintain good and create surplus value. The question is precisely about creation. Planning is not automatically creative. Planning starts from the fact that the world can be organized. Planning is based on reason. Reason dominates, not necessarily wisdom. Creation, on the other hand is based on encounter - sacred insecurity. In developing the center of Tartu and developing the city as a whole, we want to create something new. We want to face the future. This should be a consensus! However, we must have the courage to move into the uncertainty of creativity.

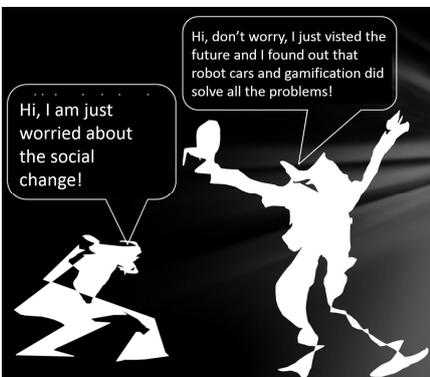
The result of all achievement is virtually visible in the attraction of the area. If the community is safe, kids enjoy their hometown, the ski trail leaves from the neighboring park, the market is selling fresh vegetables, even the elderly move around in the city, the youth can sit in the same places where everyone else can enjoy, they also have a place in the rain, the grandma drives an electric minicar to the station, people enjoy music heritage from foreign cultures, the "creative garage culture" produces innovation, the blacksmith hammer blast and the sound of the handloom can be heard in the quaters, then the meanings change into money.

Yes, I understand, there is also the Minecraft building sounds and some of them also include Virtual War Game bumps, they blend into those "real sounds". All non-virtual with this virtual frenzy - they turn into money in social care and health care. They appear as a growing citizen interest in the city and its people.



## Encountering, the only option!

Since I do not have any other option, I still put my bets on encountering. Do they call it participation, or is it communality? We have to improve all means in the activation of people. In my office, in olden times, I used to have a slogan: "Old look at the young and young look at the old - and both they do not understand." The old they do not understand that the young are looking their future through the kaleidoscope. "Can those fragments form my life?" The old, they are looking their life as a dream. Has it all been true? Can I still have a new opportunity? Is it too late to experience the unknown?



These people, they have to make the vision – together.

