



## **Young perspectives on sustainable development challenges in Skåne with the Stormathon method**

**Many clever and innovative ideas were presented by the participants during the workshop about sustainable development issues in Skåne. Some ideas were a computer game about water issues and a preschool program with compulsory interchangeable role-games for the kids to break social norms regarding educational choices.**

During the afternoon on the 7th of May at Stenkrossen in Lund, the participants contributed with their personal expertise and knowledge regarding two sustainable development issues in Skåne. This was done with the help of a method called Stormathon, a method developed by Malmö University, which promotes innovative solutions. The participants discussed and identified solutions together with other young adults and the participating organisations. The ideas presented show the diversity among the participants when it comes to nationality, age, gender and educational background.

On site was TeknikCollege Skåne to represent and introduce one of the challenges about how they, as an organisation working with these questions, can encourage or make it easier for young people to break norms when choosing further education. One idea presented was about creating a social platform for social change. The focus would be on issues regarding education such as gender norms awareness, mental health and labour market. It will act as a virtual safe space for discussing these issues with the aim of having workshops and meet ups in reality. Another idea was the implementation of preschool programs with compulsory

interchangeable role-games for the kids to break social norms. This would work as a preventative measure by working with it through various activities at an early age.

The organisation VA Syd was also present during the day and introduced a challenge concerning water issues. The following question was “How can we change behavioural patterns of water use and how new techniques and methods can be used in order to use water more efficiently?”. One solution was for the gaming industry to collaborate with VA Syd to create a computer game with the focus of water issues. It would show the worst case scenarios which the player is supposed to prevent and solve the problem. The other idea was also based on a behavioural change as it proposed campaigns to increase the awareness and send out free products that will reduce the water use. These products would be a collaboration between firms and VA Syd to develop and produce locally.

Thanks to the diligent commitment and interest of the participants concerning these two sustainable development challenges, the involved actors have now been given a new perspective on social norms in regards to education and water issues. The outcome of the workshop will be taken into consideration for future development work in Skåne. To include young people into decision making and work is imperative since it is their future that is being made. As stated by one young participant “*When you are included in the process of coming up with a solution, you are then more likely to embrace and help implement it*”.

The workshop was organised by Region Skåne and Sustainability Forum at Lund University. Malmö University facilitated this event with the contribution of numerous sustainability actors in Skåne. The actors involved are Länsstyrelsen, Teknikcollege Skåne, VA SYD, Lund University. This event was funded by Region Skåne’s sustainable development project named “Vägar till Hållbar Utveckling”.

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