

BIP CIVIS BAIA MARE 2026

City's Unspoken Voices for Inclusive Sustainability



agenda

virtual session 1

May 27
18:00 - 20:00

Synchronous

Introduction & Concept Cluster - Understand programme structure, interdisciplinary scope, and digital tools; initial engagement with urban biodiversity concepts

virtual session 2

May 28 - June 26

Asynchronous/Flipped learning

Independent study: micro-collecting stories, legends, traditions,/use etc. (with capturing cultural differences) related to the observed plant and animal species)

virtual session 3

July 7-9

Asynchronous

Completing questionnaire and individual reflective journal concerning on-site activities (independent activity)

virtual session 4

July 9
17:00 - 20:00

Synchronous

Final cross-feedback

June 29

Monday

- 09:00 - 09:30 Welcome & Orientation/Icebreaker, introduction
- 09:30 - 12:00 Interactive Workshop- Icebreaker, introduction
- 12:30 - 15:00 Field Exploration & Data Collection (Guided "urban safari", species inventory, photos, sound recordings)
- 15:30 - 17:00 Database setup, group discussion

June 30

Tuesday

- 09:00 - 12:00 Fieldwalk, mapping, evaluation grids (city corridors walk & study tour)
- 12:30 - 14:00 Cross-disciplinary data debate - team discussion
- 14:30 - 16:30 Artistic / phenomenological activities (sketching, soundscape, creative writing, photography, short movies, etc)
- 16:30 - 17:00 Reflection meeting- group discussion

July 1

Wednesday

- 09:00 - 12:00 Field survey, GIS mapping (vulnerable areas identification & mapping)
- 12:30 - 14:00 Team discussion + creative documentation (cross-disciplinary data debate & artistic activities)
- 14:30 - 15:00 Reflective ecological journaling

July 2

Thursday

all day Maramureş Field Trip

July 3

Friday

- 09:00 - 11:00 Collaborative virtual exhibition design
- 11:00 - 12:00 Exhibition presentation - public presentation
- 12:30 - 16:30 Collective reflective journaling & evaluation
- 17:00 - 20:00 Farewell dinner
- 20:00 - 21:00 Public projection of virtual exhibition - night projection