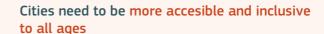
## THE FUTURE OF CITIES

OPPORTUNITIES, CHALLENGES AND THE WAY FORWARD

**KEY MESSAGES** 

## POPULATION WILL INCREASE IN SOME EUROPEAN CITIES AND DECREASE IN OTHERS In the last 15 years, urban population has grown by 22% globally and by only 1% in Europe. By 2050, EU citizens will live... **10**% **10**% **122**% 42% in declining in stable in increasing cities cities Some small cities in Eastern Germany, Some cities such as Vienna, Prague, Some cities such as Luxembourg, Spain, Latvia, Lithuania and Bulgaria Budapest, Munich and Bologna Stockholm and Brussels will experience will experience will experience >50% pop. growth **-50**% pop. growth >25% pop. loss











By 2070, a European citizen will live 8 years longer. This ageing population will require adaptations, especially in spatial infrastructure



In ◆ Lisbon, people are on average 3 years older than in the rest of Portugal

Frequently, people living in the capital are

younger, but this is not always the case...

In ◆ Brussels, people are on average 6 years younger



multi-modal

mobility



Almost half of all buildings in Europe are over 70 years old



Optimising public space is crucial to increase sustainability and quality of life in cities.

once a week

## **NEW TECHNOLOGIES WILL TRANSFORM LIVING IN CITIES**

than in the rest of Belgium





shared automated

vehicles



Technology could also promote active participation of citizens in the decision-making process

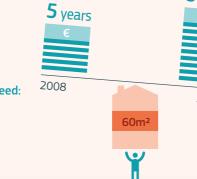
These technologies will need to be interoperable, integrated, and implemented in an inclusive way

will be reduced

## HOUSING AND INFRASTRUCTURE WILL NEED TO BE ADAPTED

Housing is getting increasingly unaffordable in major cities, especially for low-to-moderate income households

> In Munich, to buy an apartment a worker would need:







Supporting global commitments and providing local solutions They can push for behavioural and institutional changes

> Influencing greatly the fight for sustainability They are responsible for 70% of GHG emissions





