

envision

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TEN COMMUNITY PROJECTS BY 2010

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# Guidelines for Selection

Big ideas with broad acceptance, which will have a long-term, positive impact on the growth and quality of life of the greater Dubuque community.

Process

# Selection of Ideas

2332 Ideas



- Selection Committee

100 Ideas



- Community | Charrette

30 Ideas



- Selection Committee

10 Ideas

Process



**The**

**Top 10**

**Ideas**

- America's River Phase II
- Bilingual Education Curriculum
- Community-Wide Wireless
- Community Health Center
- Indoor/Outdoor Performing Arts Center
- Integrated Walking/Biking/Hiking Trail System
- Library Services Expansion
- Mental Health & Substance Abuse Services
- Passenger Train Service
- Warehouse District Revitalization

*every* child | *every* promise



*every* child | *every* promise



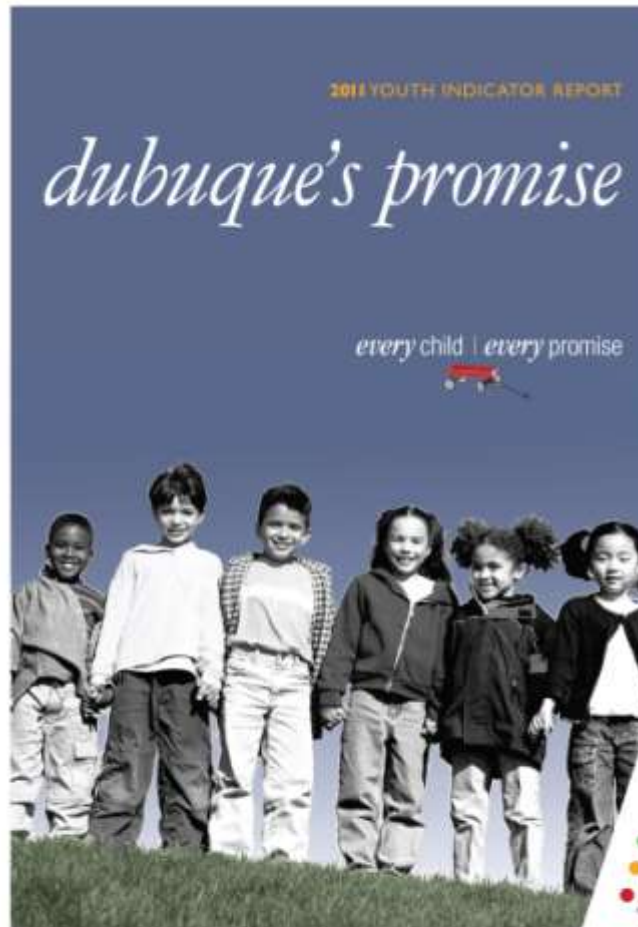
*Five Promises:*

## Why?

We believe all children deserve a healthy start, caring adults, a safe place, effective education, and opportunities to serve others.



  
**COMMUNITY FOUNDATION**  
*of Greater Dubuque*

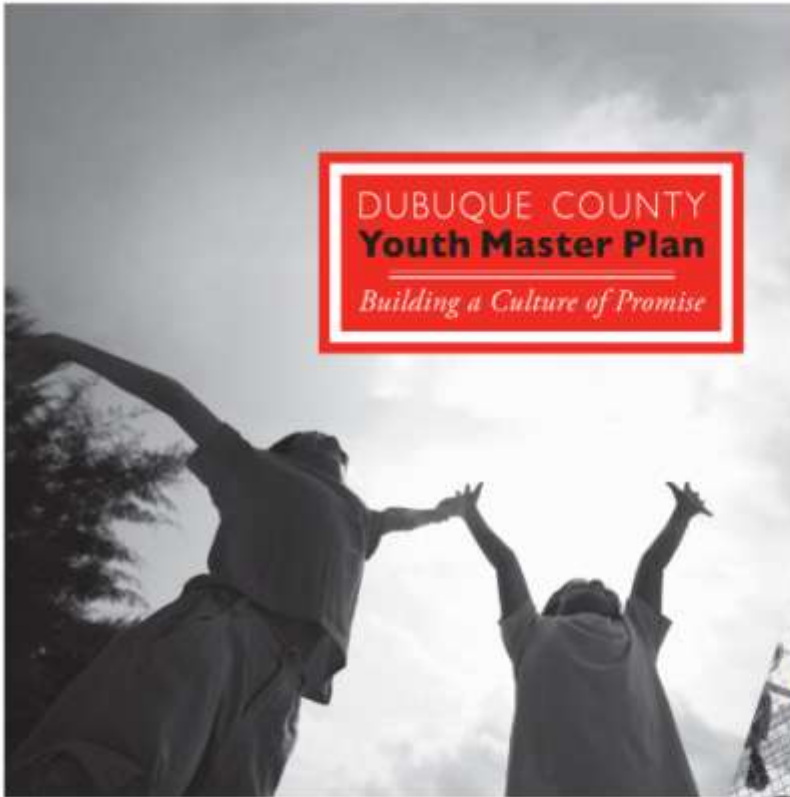




every child | every promise



*Youth Master Plan:*



*every* child | *every* promise



*Successes:*





**Our Community is highly engaged in our young people**

**Transportation**– create improved access

**Freeway to Fun City** (Summer 2011)

- partnership with ECIA / The Jule and Dubuque Community Schools
- expanded free bus service for school age kids
- access to hundreds of summer programs
- over 700 participants

**EC|EP joins Transit Action Group (TAG)**

- representing youth
- partnership with ECIA

dubuque 

inspiring sustainability.



Meeting people where they are on the sustainability spectrum and providing information and ideas to make sustainable choices for homes or neighborhoods, schools, business' or non-profits.

## Goals:

Convene and engage citizens to increase long-lasting outcomes;

- Encourage public/private partnerships to shape our community's future;
- Create an interactive inventory of sustainable practices;
- Measure and manage results;
- Reduce the community's carbon footprint;
- Promote Dubuque as a national model that can be shared with other cities in Iowa

# engagement

2.0



## Website

- Green Asset Map- sustainable places, activities, info
- Information Forum- calendars, events, info, articles, webinars
- Sustainability Dashboard & Game- resource calculators, 2.0 Challenge game, Smarter City Pilots, Sustainable Loras Portal

# engagement



## Toolkits

- Info resources, journal, tips,
- Game for underserved and non-internet communities

# engagement



## Community Café

- ❑ A collaborative conversation to co-evolve the futures participants want rather than settle for the futures they get
- ❑ Engage in good conversation



# engagement

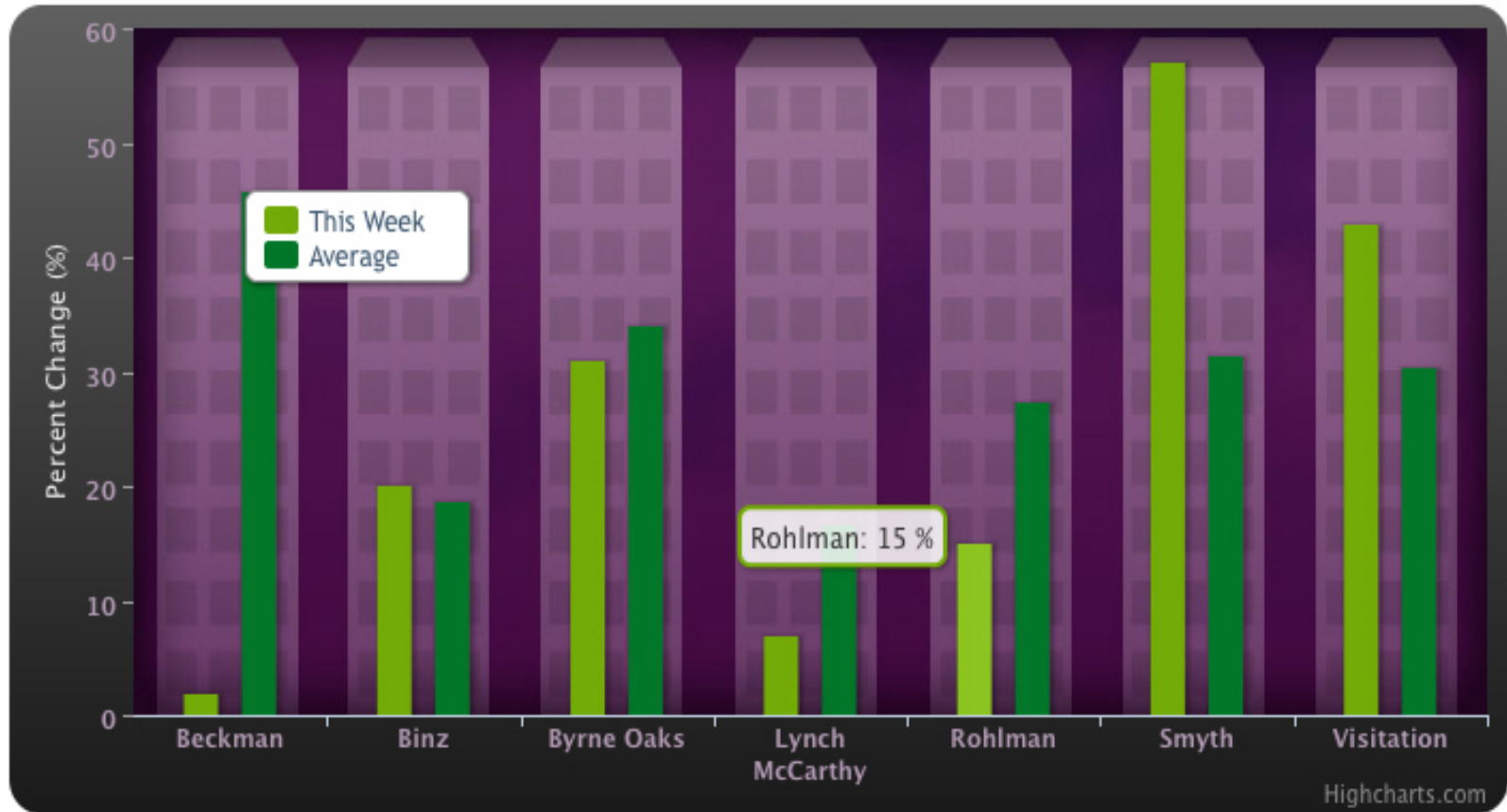
2.0



## Gaming

- ❑ 2.0 Sustainability Challenge- Weekly Prizes & \$5000 Grand Prize
- ❑ Micro-gaming for Smart City Portals & Sustainable Loras

# engagement



## Sustainable Loras Portal

- Weekly views of resources used by dorm
- Eco-literacy campaign on campus

# dubuque

2.0

inspiring sustainability.

Dubuque 2.0 began in late 2009 as a partnership between the Community Foundation of Greater Dubuque and the Dubuque Area Chamber of Commerce. Historically, this partnership has had great success engaging the community, beginning with Envision 2010.

Dubuque 2.0 will inspire community businesses, non-profits, neighborhoods, and schools to be more sustainable. The Dubuque 2.0 website will be an online resource where citizens and community leaders can come together. Join us online to learn best practices, share tips, stories, and experiences.

[www.dubuque2.org](http://www.dubuque2.org)