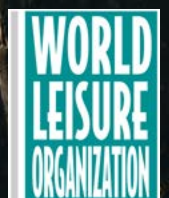


# WV NEWS

ISSUE 31

SUSTAINABLE LEISURE  
INNOVATION FOR  
BETTER LIFE

FEBRUARY 2021





**Are you a  
WLO Premium  
member?  
Submit your  
news here!**

# Editorial

Dear members, dear colleagues,

We welcome you to our WL News – Newsletter with fresh news from the organization and further details on our upcoming events! Regarding the former, we are pleased to announce the official opening of two important calls for the organization: the 9th edition of the WL International Innovation Prize, and the 2021 Strategic Priority Grants Program. Read the full news to check deadlines and application procedures!

In what refers to the WLO events, I strongly recommend you continue reading the ‘WLO News’ section for more details on our 2021 WL Hybrid Congress and our newest international initiative of which we already gave you some information in the past issue: the WL Day! We are also including the first details of the 5th WL Expo & Forum, to be celebrated in 2021 as well.

Another highlight to mention is that the World Leisure Centers of Excellence (WLCEs) network keeps growing! Continuing our aim of strengthening international bonds, we are very happy to announce that both the University of Pécs (Hungary) and the Université du Québec à Trois-Rivières (Canada) have joined the WLO family.

On another note, same as in all our previous issues, we are providing you with several articles of free access from our WL Journal! On this occasion, about the role of sustainability and leisure innovation for a better quality life, following the main topic of this Newsletter issue.

We remind you that WL News is also a space for WLO Premium members to disseminate their contents. Don't hesitate to use the “Submit your news here” button above, or contact us at [media@worldleisure.org](mailto:media@worldleisure.org) for your news to be shared with the WLO community!

Yours truly,



Dr. Cristina Ortega Nuere  
WLO Chief Operating Officer

# WLO News

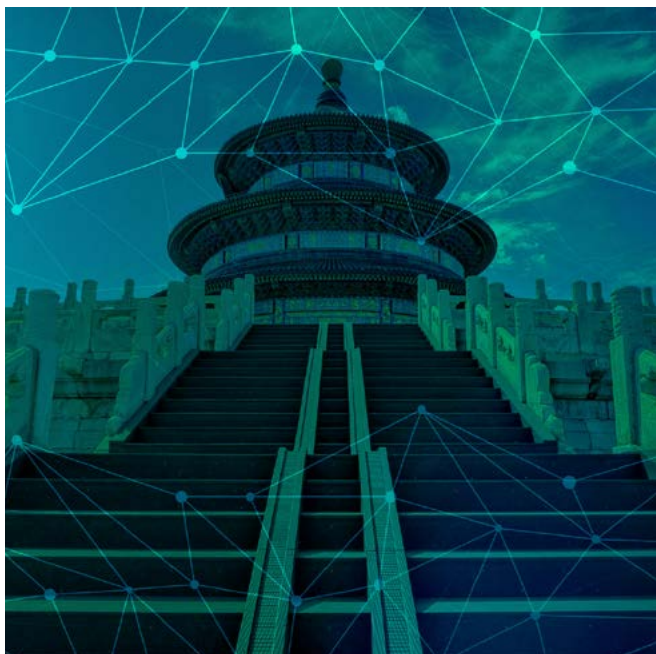


## WLO launches the call for the 9th edition of the World Leisure International Innovation Prize (Deadline for applications: Friday, 4th June 2021 at 12h CET)

The new [call for the 9th edition of the WL International Innovation Prize](#) seeks to recognize organizations that have implemented creative solutions which foster local, national or international leisure opportunities for the benefit and development of individuals and communities. The 2021 WL International Innovation Prize winner will be recognized for its merits, receive a monetary award, and will be internationally promoted at the different WLO international communication and publication channels, including the WL Affiliate Members network (UNWTO, ANZALS, ALS, ISTO,...), WL News —

WLO monthly newsletter, etc. More so, the winner will have the opportunity to present the project at the 5th World Leisure Expo & Forum in the city of Hangzhou, China, in October 2021. Are you interested in submitting an application or do you know an organization or initiative which should be recognized with this award? Check the Opportunities section to find more details about application procedures!

[READ MORE...](#)



and for the first time, it will be hosted in a hybrid mode, giving the opportunity for both a face-to-face and an online experience. The 16th World Leisure Hybrid Congress will surely gather influential experts and researchers to join the conferences online. At this stage, all abstracts received have been reviewed, and the ones that have been accepted have been invited to register for the Congress. Due to the hybrid character of the upcoming WL Congress, presenters have been asked to elaborate a video-recording material to introduce their presentation. We would like to encourage you to invite your colleagues and peers to register – online registration is free and they can register directly [here](#). Click on ‘Read more...’ to access the upcoming WL Congress’ website, where we will share updates on the programme and keynote speakers on a weekly basis.  
[READ MORE...](#)

## 16th World Leisure Hybrid Congress on Leisure Makes Life Better – Free online registration!

The 16th World Leisure Hybrid Congress on *Leisure Makes Life Better* aims to provide the space to learn from leading experts in the leisure field and network,

# 2021 CALL FOR STRATEGIC PRIORITY GRANTS (SPGs) PROGRAM!

Deadline for applications Friday, 27th August 2021.



## The World Leisure Day, to be celebrated for the first time on April 16th, 2021!

From World Leisure Organization, we are excited to celebrate in 2021 for the first time our newest international initiative: the [World Leisure Day](#) (WL Day). This aims to reinforce leisure as a social right and its importance in daily life, as well as to expand its possibilities of manifestation and promote reflection on the accesses and barriers that still exist for many people around the world. This first edition of the WL Day, under the theme Leisure for a Better Life, will be celebrated on April 16th, 2021, and will take place all around the globe. The program will be in both offline and online formats, including varied activities based on leisure content such as physical/sports, social, touristic, intellectual, artistic, virtual, and manual.

The WL Day/2021 is being coordinated by the World Leisure Center of Excellence/USP (Universidade de São Paulo) together with Sesc (Serviço Social do Comércio) and LAGEL, the Laboratory of Management of Leisure experiences. Currently, the World Leisure Organization boasts seven Centers of Excellence in Leisure Studies, located around the world. Each year, a new Center will be in charge of the event's organization.

The launch event will take place on March 26, 2021, at 4 pm (Brazilian Time), through an online debate about the importance of the "World Leisure Day", with the participation of Prof. Ricardo Uvinha (WLCE / USP - Center for Excellence in Leisure Studies), Prof. Cristina

Ortega (World Leisure Organization), Prof. Antonio Carlos Bramante (LAGEL), Prof. Anderson Dalbone (National Department of Sesc). The webinar will be moderated by Prof. Maria Luiza Souza Dias (Sesc São Paulo). The broadcast will take place on [Youtube.com/sescsp](https://www.youtube.com/sescsp) in Portuguese; the versions subtitled in English and Spanish will be sent to all of you as they get ready.

The World Leisure Day will count on the participation of partners, invited organizations and people of all ages from Brazil and Latin America, as well as from the other Centers of Excellence in Leisure Studies located in Canada, China, The Netherlands, Hungary, and New Zealand, which will play an important role in the event dissemination.

We encourage all of you to stay tuned for more information and join us in the celebration of WL Day.

Follow on Instagram [@worldleisureday](#) to receive news!





## First details of the 2021 WL Expo & Forum

---

From World Leisure Organization, we are pleased to announce the first details of the 5th WL Expo & Forum, an event that will be run in 2021. This year will mark the 5th edition since this event was celebrated for the first time, back in 2006. Those who have followed us during these years may already know it, but a particularity of the WL Expo & Forum is that the city of Hangzhou has worldwide exclusivity to host this event. We cannot know beforehand what the circumstances will be like throughout the year with the COVID-19 restrictions, but we are thinking of several possibilities to ensure the best experience for all participants involved. For the moment, we are happy to share with you that the overall theme of the upcoming edition of the WL Expo & Forum will be 'Digital smart future, livable paradise', and that this event will take place for one week, from mid to late October (specific dates to be confirmed). Click on 'Read more' for more information on past WL Expo & Forum celebrations!

[READ MORE...](#)



## The World Leisure Centers of Excellence network welcomes two new members: the University of Pécs and Université du Québec à Trois-Rivières

---

The World Leisure Centers of Excellence (WLCEs) network keeps growing! During the last months, the [University of Pécs](#) or UP (Hungary) and the [Université du Québec à Trois-Rivières](#) or UQTR (Canada) have been given this recognition and hence have been accepted to become part of the network. The UP was founded at the end of 20th century in its present form, and has become one of the most famous institutions in Hungary. The Institute of Sport Sciences and Physical Education of this university will be their key for collaborations with the rest of WLCEs, providing the network with a new research focus oriented to Sports Sciences, while serving as a center for the Middle European area. The UQTR, for its part, was established in 1969 with the goal of making post-secondary education more accessible by opening an institution of higher knowledge outside the province's major urban centers. UQTR already has deep ties with the World Leisure Organization and the WL Quebec Chapter, strengthened by its great experience during the 10th WL Congress back in 2008. With these new centers, the whole network currently counts with seven outstanding universities: Vancouver Island University, Breda University of Applied Sciences, the University of Otago, Zhejiang University, Universidade de São Paulo, the University of Pécs and the Université du Québec à Trois-Rivières.

[READ MORE...](#)



## WLO participated in the ICCA's first global hybrid event on 'From Resilience to Revival'

ICCA –the International Congress and Convention Association– is the global community and knowledge hub for the international association meetings industry. ICCA is specialized in the international association meetings sector, offering unrivalled data, education, communication channels, and business development and networking opportunities. On 17th February 2021, ICCA celebrated its first hybrid event in Dubai, UAE to ensure that professionals from this industry could take this opportunity to participate even though some could not attend. This was the case of WLO's Events and Communication Coordinator, Mireia Iglesias, who joined the event in an online format. The program covered very relevant issues that now more than ever need to be discussed and implemented: the key role of digital innovation strategies, the requirements of event organizers who have adapted their planning and engagement actions to continue providing attendees with unique experiences, and the new approaches that will be necessary to successfully drive the industry in the foreseeable future.

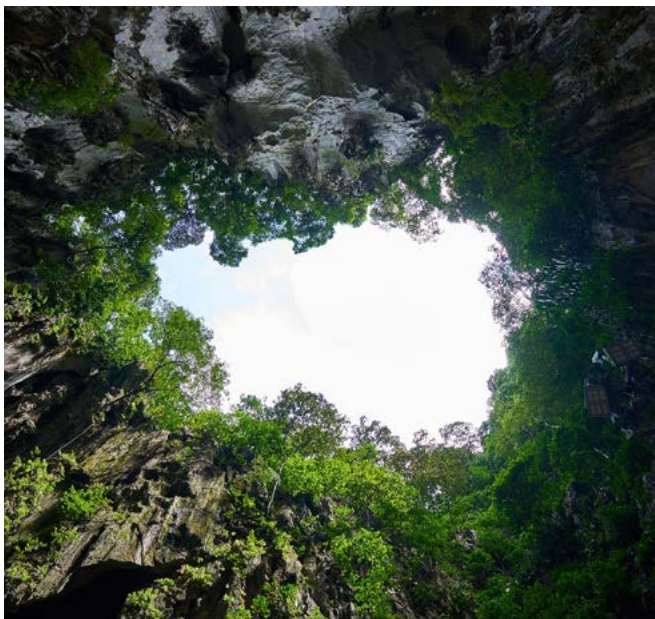


## WLO took part in UNESCO's fourteenth session of the Intergovernmental Committee

The fourteenth session of the Intergovernmental Committee for the 'Protection and Promotion of the Diversity of Cultural Expressions' was held online from 1 to 5 February 2021. The COVID-19 pandemic has had a devastating impact on cultural and creative industries. Around the world, lockdown measures have significantly affected the livelihoods of artists and cultural professionals, while reducing cultural production and access to a diverse range of cultural expressions. In this context, and in that of the International Year of Creative Economy for Sustainable Development, the Committee considered major issues related to the Convention that have been brought to the forefront by the COVID-19 pandemic: the status of artists and cultural professionals, the protection of the diversity of cultural expressions in the digital environment and preferential treatment for cultural goods and services. The Committee also approved six projects for financing by the International Fund for Cultural Diversity in the framework of its 11th call for applications. With the organization's Chief Operating Officer, Cristina Ortega Nuere, being an experienced professional and academic specialized in the field of cultural policies evaluation, WLO did not miss the chance to participate in such an interesting session, in which the Committee also examined a preliminary analysis of the conclusions of the ResiliArt movement, launched by UNESCO in April 2020 to sound the alarm on the impact of the global health crisis on the cultural and creative sector.

[READ MORE...](#)

# Research



## Urban Green Space as A Health & Well-Being Resource: A Cross Sectional Study Among Children in Malaysia

*By Sreetheran Maruthaveeran, 2020 SPGs recipient.*

Physical inactivity in children has been identified as a significant and growing public health concern. Regular moderate to vigorous physical activity in children is associated with numerous benefits including improved cardiovascular health, reduced risk of type 2 diabetes and lesser symptoms of depression and anxiety (Janssen & Le Blanc, 2010). A growing body of research has investigated environmental influences on children's physical activity. This body of research has highlighted that green space provides an activity and health

promoting environment (Ord et al., 2013). Given the opportunity, children have a natural drive to be active and play free. Research on green space has generally found a positive correlation between time spent in green spaces and children's physical activity (Lachowycz & Jones 2011).

Although children are naturally much more physically active than adults but in present day situation it is much different. Kids of today are often very busy with computer related games or other deskbound works. Therefore, present-day children are consuming approximately 600 kcal per day more than their counterparts 50 years ago (Boreham & Riddoch, 2001). However, little is known about the use, the user patterns and constraint faced by the children in urban green spaces particularly in Malaysia. In addition, excellent availability, and free access to these public open spaces (e.g. parks, playground, pocket parks) does not necessarily mean that people will make use of it. There is currently lack of knowledge on how Malaysian urban children utilize these green spaces and what are the constraints they face when utilizing them. Knowledge about children's use of green spaces should be of special interest in the context of creating a well-being Malaysian society. This study aims to look at to what extent the children from Malaysia use the urban green spaces and to find what are the constraints the children face from using the green spaces. This study will be conducted in several randomly selected primary schools in the city of Kuala Lumpur. The students will be interviewed using questionnaire and further face-face interview (qualitative) to gain more insights from the students. Knowing the user pattern and the constraints faced by the children in using urban green spaces would benefit particularly to the city hall in designing and planning of green spaces for children.



This will of course increase the well-being of the society particularly the children in urban cities like Kuala Lumpur and its surrounding areas.

More than half of the world's population live in urban areas and by 2050, urban population will be about two-third globally. Urban green spaces, particularly urban parks, provide numerous and multi-dimensional benefits to urban communities in terms of environmental, social, economic and physiological functions (Konijnendijk et al., 2013). Many researchers therefore studied urban park usage from multi-disciplinary perspectives worldwide (e.g., Adinolfi, Suárez-Ćaceres & Cariñanos, 2014; Chen et al 2018; Lee & Kim, 2015; Sreetheran, 2017). Although urban parks are usually playing fields for children, there is a lack of academic research about the use and the perception of urban parks by children users, especially in densely populated cities like Hong Kong and cities in rapidly developing countries e.g. Kuala Lumpur in Malaysia. These cities undergoing rapid urbanization or population growth may sacrifice these green spaces for other land uses or combine various recreational uses and facilities in a relatively small park area. Children's need is often undermined after satisfying adult users.

Creating or preserving more children-friendly parks would be opportunities for children to increase physical activity and emotional development, for example, as discovered in China's study on the emotional benefits from connecting users with organisms and habitats in parks (Wang & Liu, 2015). Presence of nature also improved language ability and creativity (Sobel, 2008), strengthened children's confidence and learning skills (Murray & O'Brien, 2005); promoted restorative functions for children (van den Berg & van den Berg, 2011; Kelz, Evans and Röderer, 2013), and enhanced children's performance in school activities (Dadvand et al., 2015). It is important to emphasize how outdoor spaces and play activities are important to children's health, learning, development, competences, attitude toward nature and spiritual development (Carr & Luken, 2014).

However, some researchers argued that the use and perceived connection to natural environment by children are less common in their daily life today than decades before (Mjaavantn, 2013; Woolley & Griffen, 2015). Furthermore, most of the previous studies on children's park usage were more common in a North American or European context (e.g., Brussoni et al., 2018; Lerstrup & van den Bosh, 2017). Very limited studies have investigated an Asian context, except for few in China (Moore et al., 2017) and Japan (Senda, 2015).

In urban green space planning, design and management, children are also an important user group (Inger, 2016). Children and even their parents rarely have a voice when decision-makers come for design and management of green spaces and their settings. Top-down decision making is the norm and usual practice even though stakeholders in communities or neighborhoods might be considered. Possible changes in physical environment of parks are usually the foremost options from the urban planner and green space manager perspective although different socio-demographic groups of the public must have different preferences and needs (Schipperijn et al, 2010). It is therefore vital to study how children and their caretakers perceive and use the green spaces. Furthermore, cross-cultural understanding on children park usage is also important as findings published in the western context may not be directly applied to the Asian context with diversified culture, ethnicity and religion. In fact, for many years, the Western pool of literature has dominated in contextualizing and conceptualizing much of the knowledge base of park usage.

In Malaysia, many studies have investigated childhood obesity and the Malaysian National Health and Morbidity Survey (NHMS) revealed the prevalence of obesity among children aged <18 years old at 11.9% in 2015 (NHMS, 2015). A higher prevalence of overweight was shown among primary school children (7-12 years) (9.9%), especially in males (21.9%) compared to females (18.1%) (Balkish et al. 2010). The rate seems lower among the secondary school students (13 to 17 years old) with prevalence at 11.4% and 8.2%, respectively but the results also showed higher rate in males (10.6%) compared to females (6.0%) with the highest in Malay adolescent (12.9%) compared to the Indians (7.1%) and the Chinese (5.9%) (Rampal et al. 2007). So far, the primary focus of obesity in childhood research in this country is only on obesity or single lifestyle behaviours, while the relationship between obesity and the usage of urban green spaces has not been studied.

With this, this study aims to look at how children, particularly the primary school children (age 7-11) in Kuala Lumpur use and perceive urban parks in their daily life. This study seeks to fill the present gap in the existing knowledge on green space usage among children particularly from the Malaysian context with the following objectives:

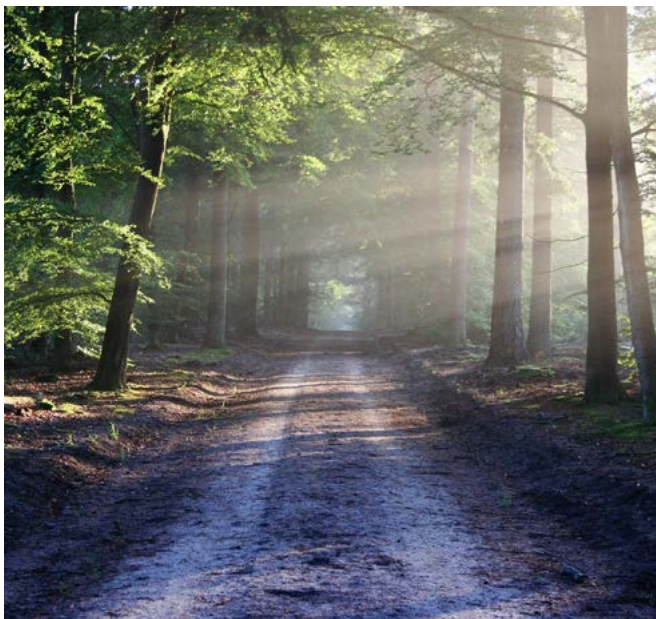
- to determine the general health status of the primary school children in the Klang Valley;

- to identify types of activities the primary school children are engaged in urban green spaces in the Klang Valley;
- to identify the constraints faced by the primary school children from using the urban green spaces in the Klang Valley;
- to determine the association between the health status and the use of urban green spaces by the children of Klang Valley.

## References

- Adinolfi, C., Suárez-Cáceres, G. P. & Cariñanos, P. 2014. Relation between visitors' behaviour and characteristics of green spaces in the city of Granada, South-eastern Spain. *Urban Forestry & Urban Greening*, 13, 534-542.
- Bagot, K., Allen, F.C.L. & Toukhsati, S. 2014. Perceived restorativeness of children's school playground environments: Nature, playground features and play period experiences. *Journal of Environmental Psychology* 41, 1-9.
- Brussoni, M., Ishikawa, T., Han, C., Pike, I., Bundy, A., Faulkner, G. & Mâsse, L.C. 2018. Go Play Outside! Effects of a risk-reframing tool on mothers' tolerance for, and parenting practices associated with, children's risky play: study protocol for a randomized controlled trial. *Trials* 19,173.
- Dadvand, M.J. Nieuwenhuijsen, M. Esnaola, et al. Green spaces and cognitive development in primary schoolchildren. *Proc. Natl. Acad. Sci. U. S. A.*, 112 (2015), pp. 7937-7942.
- Jansson, M., Sundevall, E. & Wales, M. 2016. The role of green spaces and their management in a child-friendly urban village. *Urban Forestry & Urban Greening* 18, 228-236.
- Kelz, C., Evans, G.W. and Röderer, K. 2013. The Restorative Effects of Redesigning the Schoolyard: A Multi-Methodological, Quasi-Experimental Study in Rural Austrian Middle Schools. *Environment & Behaviour* 47, 119-139.
- Konijnendijk C.C., Annerstedt M., Nielsen A.B. and Maruthaveeran S. 2013. Benefits of urban parks: a systematic review. A report for IPFRA. IPFRA.
- Lee, Y.C. & Kim, H.K. 2015. Attitudes of Citizens towards Urban Parks and Green Spaces for Urban Sustainability: The Case of Gyeongsan City, Republic of Korea. *Sustainability* 7, 8240-8254.
- Lerstrup, I. & van den Bosch, C.K. 2017. Affordances of outdoor settings for children in preschool: revisiting heft's functional taxonomy, *Landscape Research*, 42, 47-62.
- WangSenda, M. 2015. Safety in public spaces for children's play and learning. *IATSS Research* 38, 103-115.
- Sobel, D. 2008. *Children and Nature: Design principles for educators*. Portland ME: Stenhouse Publishers.
- Sreetheran, M. Exploring the urban park use, preference and behaviours among the residents of Kuala Lumpur, Malaysia. 2017. *Urban Forestry Urban Greening* 25, 85-93.
- Wang, X. & Liu, H.S. 2015. The design of natural style playground-a case study of a primary school in UK. *Chinese Landscape Architecture* 1,46-50 (in Chinese)
- Woolley, H.E. and Griffin, E. 2015. Decreasing experiences of home range, outdoor spaces, activities and companions: changes across three generations in Sheffield in north England. *Children's Geographies*, 13, 677-691.

# Industry



## New study exploring how digital nature experiences support wellbeing

By Megan Whitby

It's well-documented that nature has a profound effect on wellbeing, but a new study is investigating our response to digital and virtual experiences of nature. The research is part of a wider collaboration between the BBC and the University of Exeter named 'Soundscapes for Wellbeing', looking into how best to bring virtual experiences of nature to those who can't get outside. Led by psychologist and PhD researcher Alex Smalley, the study explores people's responses to different digital nature environments created by award-winning composer Nainita Desai and sound recordist Chris Watson. Lockdown has increased the number of people shut off from nature and so the urge is growing

to investigate how these virtual experiences could be used as an alternative means to support wellbeing. The study's results could provide valuable insights and evidence for spa operators on how best to use digital nature applications to boost customer wellbeing.

[READ MORE...](#)

From *Spa Business*

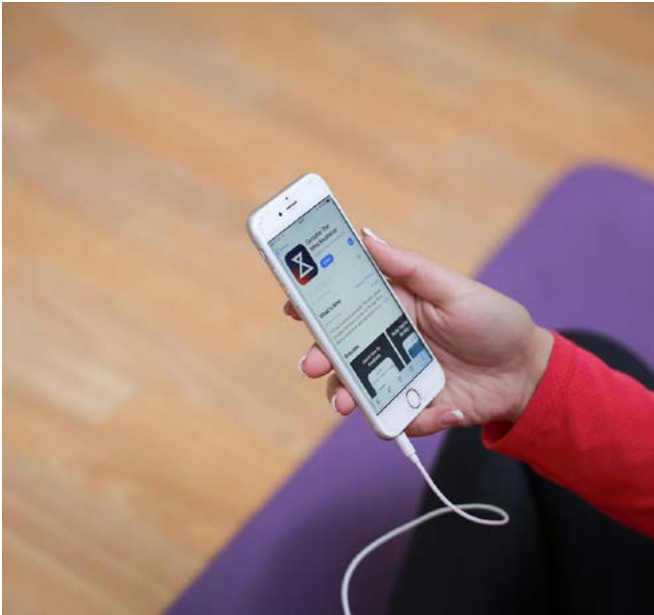
© Cybertrek 2021

Courtesy of Leisure Media

Find out more at [www.leisuremedia.com](http://www.leisuremedia.com)

Sign up for free magazines and ezines at

<http://leisuremedia.com/signup>



## 71,000 new health and fitness apps are estimated to have been launched in 2020!

By Steph Eaves

Mobile data and analytics provider App Annie has released its State of Mobile 2021 report, in which the company estimates that more than 71,000 new health and fitness apps were launched in 2020. It reports that this figure was up 13 per cent on 2019, comprising

24,000 apps on iOS and 47,000 on Google Play. While January usually sees the highest number of downloads for health and fitness apps, App Annie found that in 2020, unsurprisingly, it was April, not January, that had the biggest spike in downloads of health and fitness apps globally at 276 million, up 80 per cent year over year. This clearly coincided with the point at which most countries were going into lockdown as a result of the global pandemic. The report demonstrates that the boom in health and fitness apps was sustained across the year, with app store consumer spend up 30 per cent, app downloads up 30 per cent and time spent on apps up 25 per cent, compared to 2019. Commenting on what these findings mean for this year, Lexi Sydow, senior market insights manager for App Annie said: "In the new normal of 2021, home will remain the epicentre of our social, working and wellness lives – with mobile driving an acceleration of 43 per cent in 'at-home' activities. Publishers should incorporate 'at home' and 'on demand' features into their user acquisition and marketing strategies as well as incorporate into their product roadmap to capitalise on the demand".

[READ MORE...](#)

From *Leisure Opportunities*

© Cybertrek 2021

Courtesy of Leisure Media

Find out more at [www.leisuremedia.com](http://www.leisuremedia.com)

Sign up for free magazines and ezines at

<http://leisuremedia.com/signup>

# 16th World Leisure Hybrid Congress

April 15 – 21, 2021 Leisure makes life better

# Policies



## Sustainable and creative while in crisis?

While COVID-19 is still imposing itself on our realities, the cultural and creative sectors have been hit hard and are looking for ways to re-invent themselves and/or look for new alternative narratives and forms.

The year 2021 has been declared the [International Year of Creative Economy for Sustainable Development](#) by the UN. The main axis of the International Year is based on the recognition of the need to promote sustained and inclusive economic growth, foster innovation and provide opportunities, benefits and empowerment for all and respect for all human rights. In a post-coronavirus world is a critical moment to celebrate creative economy and its contribution to promoting sustainable development. As UNCTAD's creative economy programme lead said, "When the resolution was being negotiated and

approved, no one could have anticipated what the intervening year would hold: a status-quo-shattering pandemic".

Supporting creative industries is also crucial in regards to achieving the 2020 Sustainable Development Goals, while UN officials have expressed fears that without them, the economic development, women's empowerment and cultural and poverty alleviation targets are unlikely to be met. The role of culture in relation to SDGs has been long debated, nevertheless there is a momentum right now to clearly map out and demonstrate this link.

All UN agencies, including the World Tourism Organisation, UNESCO, World Intellectual Property Organization and United Nations Conference on Trade and Development will be participating in it with different activities. The most expected contribution of the year is that countries and organization will work together to enhance data collection to measure the creative economy.

Putting the spotlight on arts, culture and creative economies and those working with them require in this particular context, bold decision making and forward looking initiatives. This motivated UNESCO, following the Resiliart movement, to publish the [Guide Culture in Crisis: Policy guide for a resilient creative sector](#). In the guide one can find advice on how to respond to the pressures of the current environment by crafting policies that induce structural and systemic changes (contrary to short-term solutions) to support the creative ecosystem wave its path towards a "new normal". The support measures are analysed in the categories of 1) direct support for artists and cultural professionals, 2) support for sectors of the cultural and creative industries and 3) strengthening the competitiveness of the cultural and creative industries.



“ ”



“As a WL Youth Ambassador (Philippine), I joined WLO for my advocacy to do more cultural research and conservation activity for the Matigsalug Ethnic Group of Bukidnon. It is also important for me to reintroduce the importance of the needs of indigenous knowledge and practices for us to move forward. In this we might able to untangle issues and problems that the modern world is facing; and lastly, make indigenous people inclusively involved in the nation-building as they play an important role in protecting and preserving our mother nature. I am expecting that I may able to have more networks with the same advocacy and discuss more possibilities and create a better world. Indeed, leisure for me is not just a mere time, space and activity, rather it encompasses life, culture, and identity”.

Ricardo IV Bunghanoy, WL Youth Ambassador, Philippines

# Network



## Global Tourism Crisis Committee meets again to explore safe travel in age of vaccines

Source: [UNWTO](#)

The Global Tourism Crisis Committee met for the first time in 2021. Organized by the World Tourism Organization (UNWTO), the cross-sector body met in Madrid during the 113th session of the UNWTO Executive Council to advance solid plans to restart tourism. The meeting focused on the integration of vaccines into a harmonized approach to safe travel and launching a coordinated effort to boost confidence in the sector. With countries around the world now rolling out vaccines against the COVID-19 virus, the Committee noted that this opens a critical window in the fight against the pandemic and to promote the safe resumption of international travel.

Members highlighted the importance of stepping up coordination, within the framework of the International Health Regulations, of vaccination certificates to ensure the implementation of common, harmonized digital related travel principles, protocols and documents. This would be in line with the work being carried out by the World Health Organization (WHO), which has reported at potential applications of digital technology to enable safe international travel and facilitate arrivals and departures.

[READ MORE...](#)



## Creative economy to have its year in the sun in 2021

Source: [UNCTAD](#)

The UN has dedicated a whole year to the creative economy and its critical role in promoting sustainable development, especially in a post-coronavirus world. As the coronavirus pandemic closed traditional areas of life, many people took up a craft, read books, watched endless series and films, connected to digital concerts, or shopped online for the latest fashion. They helped sustain the creative economy, which is finally having its day – or more accurately, year – in the sun. In November 2020, the UN adopted [resolution A/RES/74/198](#), declaring 2021 the “International Year of Creative Economy for Sustainable Development”. Tabled by Indonesia, it was backed by 81 countries, a ringing endorsement of an often misunderstood and misrepresented piece of the global economy. UNCTAD Deputy Secretary-General Isabelle Durant said the resolution was timely. “The creative industries are critical to the sustainable development agenda. They stimulate innovation and diversification, are an important factor in the burgeoning services sector, support entrepreneurship, and contribute to cultural diversity,” she said. UNCTAD is mandated to implement the resolution, serving as the lead agency driving the annual celebrations and observations of the year, alongside UNESCO, WIPO, UNIDO, the WTO and other key international organizations.

[READ MORE...](#)



## UNESCO funds initiatives to boost creative industries and urges decision-makers to include culture in their recovery plan

Source: [UNESCO](#)

The Intergovernmental Committee of UNESCO’s 2005 Convention on the Protection and Promotion of the Diversity of Cultural Expressions met in February. This meeting occurred as COVID-19 caused a crisis in culture that was both profound and unprecedented. The pandemic has revealed fundamental challenges, particularly the precariousness of artists, and the risk of standardization of cultural products if cultural diversity is not promoted. In 2021, as the world celebrates [the International Year of Creative Economy for Sustainable Development](#) and recovery plans are being negotiated around the world, UNESCO called on States not to ignore culture. “The upcoming recovery will determine who we will be in the years to come. Culture cannot be forgotten in national plans because there will be no economic recovery without culture. UNESCO is mobilized and calls on all actors to embrace these efforts collectively,” said Audrey Azoulay, Director-General of UNESCO. Indeed, the Committee approved funding for initiatives that will boost the cultural and creative industries in developing countries around the world. During the Committee session, a high-level ResiliArt debate took place, celebrating the International Year of Creative Economy for Sustainable Development, Building Back Better through the Creative Economy. Participants discussed



how artists and creators are adapting in response to the pandemic, and stressed that they need greater support from governments, and regional and international organizations.

[READ MORE...](#)

## Some things in life are free!

Try our free membership today and enjoy its multiple benefits

Be part of the largest global network of leisure studies and practice

Get free access to 5 articles of your choice from the *World Leisure Journal*

Join the Special Interest Groups (SIGs)

... and much more!



## Capitals of Culture 2021: Europe, Asia and beyond

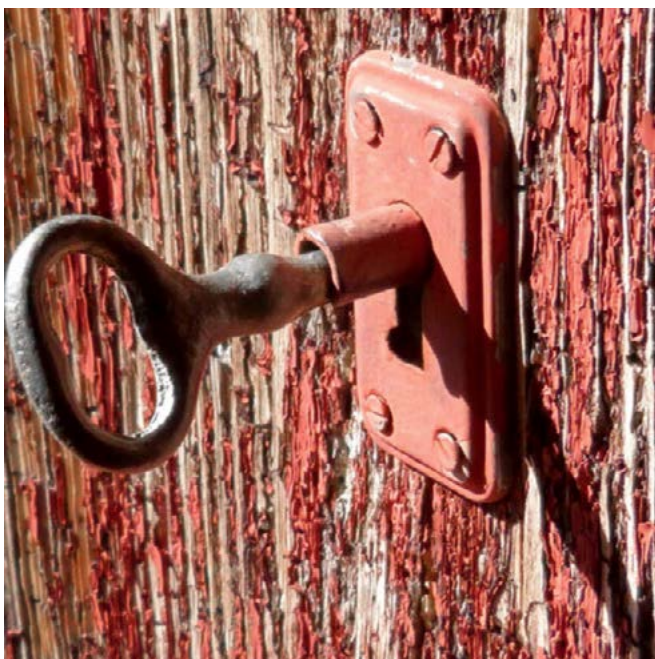
Source: [ASEF](#)

The 2021 season of Capitals of Culture opens with much continuing uncertainty about how the programmes and plans will develop and be impacted by ongoing lockdowns and travel restrictions caused by the COVID-19 pandemic. In Europe, the delayed 2020 European Capital of Culture programmes for [Rijeka](#) and [Galway](#) are running in a limited way until April 2021 and the designated European Capitals of Culture 2021 have been deferred to the following years. In Italy [Parma](#) will also run into 2021, now renamed Parma 2020+21. Slovakia has nominated the small town of [Stará Ľubovňa](#) as its Capital of Culture for 2021. The East Asia programme is developing strongly. The three countries, [China](#), [Korea](#) and [Japan](#) have, for the first time nominated four cities for 2021. Two, [Kitakyushu](#) (Japan) and [Suncheon](#) (Korea) are carried over from 2020; neither started their programmes last year. China has nominated two cities [Shaoxing](#) and [Dunhuang](#). There are three Capitals of Islamic Culture in 2021, including Islamabad in Pakistan. As noted by Steve Green, in his annual [Prasino round up of Capitals and Cities of Culture: 2020](#) was, for an obvious reason, one of considerable anxiety for the organisers of Capitals of Culture. The global coronavirus pandemic meant many programmes were cancelled, deferred, reorganised, or delayed. Culture and the arts have a role to play in societies when it is safe and when they can be delivered safely.

[READ MORE...](#)



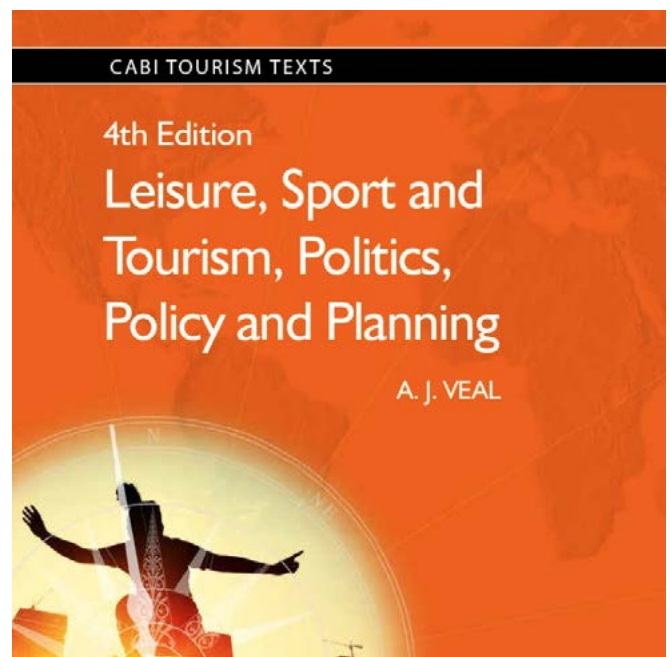
# Publications



## FREE ACCESS to *WL Journal* articles on 'Sustainable leisure innovation for better life'

In contemporary times, the diverse leisure activities contribute significantly to the well-being of people. Leisure provides them a prospect to fulfil their desires and meet their values. Constant innovation in leisure that brings positive emotions to people in times of stress, helps them build social relationships and gain new skills and knowledge, and advances the goals of sustainable development, is extremely important. Creative leisure pursuits raise the standard of living of people. To give a deeper insight into the substantive role that leisure plays in the quality of life, we bring to you a selection of *World Leisure Journal* articles on this topic, available with free access, courtesy our publisher Taylor and Francis. The selected articles

are: [Innovative sport and leisure approaches to quality of life in the smart city](#) by Anne Tjørndal and Maja Nilssen; [Leisure and community type as indicators of overall quality of life](#) by Amanda Johnson and Kenneth F. Backman; and [Leisure and innovation: exploring boundaries](#) by Lénia Marques and Maria Sofia Pimentel Biscaia.



## Free publication: [Human Rights and Citizenship Rights for Leisure, Sport, Tourism and Culture](#) by A.J. Veal, University of Technology Sydney, Australia

Originally published as part of the fourth edition of [Leisure, Sport and Tourism, Politics, Policy and Planning](#), this chapter has been revised and expanded to

include the new edition of the [WLO Charter for Leisure](#), as a discussion of intellectual property rights and case studies of: TV sport spectatorship; Disability and access to culture; Gender equity in access to sport; and Measuring the right to leisure time internationally. A free copy can be downloaded via the Charter for Leisure Bibliography on the WLO website [here](#).



## Rebuilding Europe: the cultural and creative economy before and after COVID-19

Source: [GESAC](#)

A new study has been published, commissioned by GESAC (European Grouping of Societies of Authors and Composers): 'Rebuilding Europe: The cultural and creative economy before and after the COVID-19 crisis'. Europe's creative economy has been decimated by the effects of the COVID-19 pandemic. Venues remain closed, productions postponed, and advertising revenues have plummeted. But 2019 was a different story. Cultural and creative industries (CCIs) represented some of Europe's biggest employers, some of its most diverse and fast-growing sectors, and a major contributor to European GDP. The balance of trade in culture posted a net surplus of €8.6 billion in 2019. In this follow up to their hugely influential [2014 study](#), EY digs down into the numbers behind the continued rise of European CCIs, how they came to be an economic heavyweight, and how they just might hold the key to a strong European recovery.

[READ MORE...](#)

## THE MOMENT FOR CHANGE IS NOW

COVID-19 learning points  
for the performing arts sector  
and policy-makers



Photo: Clark Tibbs

## IETM publishes new report providing post-pandemic learning points for the performing arts industry

Source: [Agenda 21 for Culture](#)

The IETM - International network for contemporary performing arts, has recently published a new report entitled "The moment for change is now. COVID-19 learning points for the performing arts sector and policy-makers". The report explores how the performing arts sector has been adapting to the pandemic and attempts to identify some of the interesting solutions for survival which should be scaled up and brought into the post-pandemic future. It also provides recommendations to policymakers on how to support the sector today, in the near future and in the longer term, and how policies and funding programmes should be re-examined in light of the COVID-19 crisis. The publication is a quick look back over the past several months, a snapshot of what we have learned so far, and an attempt to imagine a better future.

[READ MORE...](#)

# Opportunities



## WLO launches the call for the 9th edition of the World Leisure International Innovation Prize (Deadline for applications: Friday, 4th June 2021 at 12h CET)

Initiated in 2006, the WLO has awarded projects all over the world offering them a unique opportunity to be recognized by a high level international audience, gaining prestigious position and promotion in the international leisure field. The new call for the 9th edition of the WL International Innovation Prize seeks to recognize organizations that have implemented creative solutions which foster local, national or international leisure opportunities for the benefit and development of individuals and communities. The 2021 WL International Innovation Prize winner will be recognized for its merits,

receive a monetary award, and will be internationally promoted at the different WLO international communication and publication channels, including the WL Affiliate Members network (UNWTO, ANZALS, ALS, ISTO,...), WL News — WLO monthly newsletter, etc. More so, the winner will have the opportunity to present the project at the 5th World Leisure Expo & Forum in the city of Hangzhou, China, in October 2021. Last edition's winning and highly commended projects were: [Aspire – InstructAbility \(UK\)](#); [Awamaki – Indigenous Women-led Sustainable Tourism in Rural Peru \(Peru\)](#); [North Carolina State University, Department of Parks, Recreation & Tourism Management – Health Matters: A Multi-Level Approach to Prevent Obesity in Low Income Rural Counties \(USA\)](#); and [Cube Management – StreetVelodrome \(UK\)](#). Are you interested in submitting an application or do you know an organization or initiative which should be recognized with this award? To properly draft your proposal, you can access the full call –which includes information about past awardees, prize winners' benefits, and of course, the application procedures– [here](#). Deadline for applications is Friday, 4th June 2021 at 12.00hrs Central European time (CET).

[READ MORE...](#)



## The WL Strategic Priority Grants Program call is officially open! (Deadline for applications: Friday, 27th August 2021)

---

The WLO is pleased to launch 2021 Strategic Priorities Grants (SPGs) program, designed to support World Leisure members' projects that further the development of leisure as a means to enhance the human condition. This program will award strategic priority grants for up to USD \$10,000 per project, in support of leadership, advocacy, research, education, and engagement initiatives that promote socio-cultural development, encourage sustainable economic growth, or improve the quality of people's lives that are aligned with the WLO's mission, vision, and our newly adopted [strategic plan](#). You can learn more about previous granted projects [here](#). Click on 'Read more' for further information about the application procedure. Deadline for applications is Friday, 27th August 2021.

[READ MORE...](#)



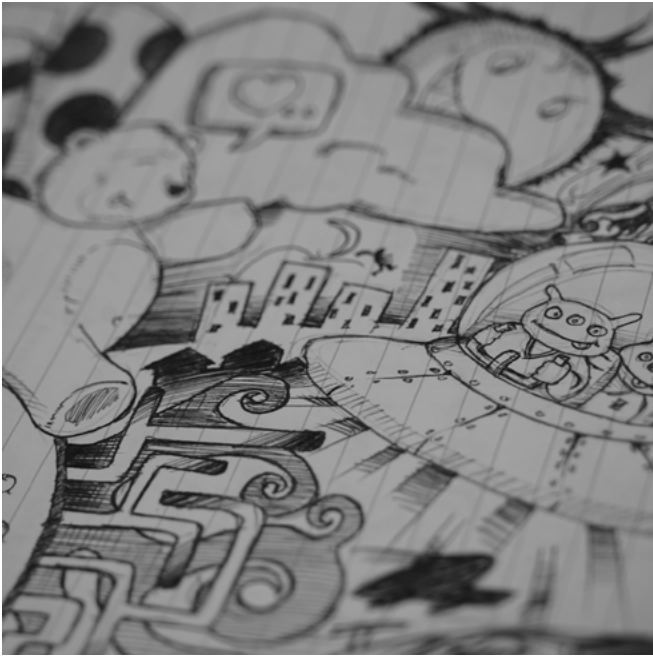
## UN Women launches global call to creatives: Artivism for Gender Equality (Deadline: March 11th, 2021)

---

Source: [UN Women](#)

As part of their [Generation Equality campaign](#), UN Women is issuing a global call for original artwork that visualizes and celebrates activism for gender equality. This International Women's Day (8 March) and as world leaders and activists prepare for the 2021 [Generation Equality Forum](#) — a global gathering to invest and innovate for gender equality — UN Women is mobilizing to bring change. A single moment can spark a revolution, collective actions can transform societies and laws, an invention can alter the course of history and creative expression can change attitudes. We are at a pivotal moment in history, one in which a global pandemic, growing inequality, and extremism threaten to reverse the hard-fought gains for women's rights. UN Women is calling on artists to be a part of the change: visualize and capture what activism and actions for gender equality mean to you and share your vision of a gender-equal future. Participants can design in the form of static art, gifs, animations (up to 10 seconds), or short videos (up to one minute) that incorporate UN Women key messages. Entries must be submitted by 11th March 2021. A minimum of 15 and up to 20 pieces of work will be chosen by UN Women as Selected Creators and will receive USD 500 each. Click on 'Read more' to check the full creative brief.

[READ MORE...](#)



## Comic and cartoon competition 'Generation Equality: Picture It!' (Deadline: March 14th, 2021)

Source: [UN Women](#)

UN Women—together with the European Commission, Belgium, France, Mexico, as well as in partnership with Cartooning for Peace—is organizing a global comic and cartoon competition to mark the 25th anniversary of the ground-breaking [Beijing Declaration and Platform for Action](#), which set out how to remove the systemic barriers that hold women back from equal participation in all areas of life. The Beijing Declaration and Platform for Action is a visionary agenda for the empowerment of women and girls, everywhere. For eligibility, participants need to be between 18 and 28 years old, believe in gender equality and realizing women's rights for an equal future and want to express their vision of a gender-equal generation in a drawing. The winners of the competition will get the chance to attend the virtual opening of the [Generation Equality Forum](#) in Paris and the cartoons from all finalists will be presented in an exhibition that will take place during the Forum. In addition, the winners will have their work featured on several platforms. The submission deadline is 14th March 2021. Click on 'Read more' to see the full terms and conditions of the competition.

[READ MORE...](#)

# iOTA21

INDIAN OCEAN CRAFT TRIENNIAL | AUSTRALIA

## Call for presentation proposals for the Futuring Craft conference (Deadline: March 15th, 2021)

Source: [ASEF](#)

The Indian Ocean Craft Triennial, to be held in Australia in September 2021, has a call for submissions for the Futuring Craft conference - virtual and in-person proposals. Cultural practitioners and producers, academic theorists, craftspeople, artists, designer-makers, curators, campaigners, and activists are invited to submit their proposal or abstract for the IOTA21 Conference – Futuring Craft! Across five overlapping key themes or topics, the 'Futuring Craft' conference will map contemporary crafts and define the scope of craft making in the Indian Ocean region. The dynamic exchange of knowledge and ideas will critically analyse and challenge notions that crafts are embedded in the past and address the role of craft in building the future economy. The 'Futuring Craft' and IOTA21 'Curiosity and Rituals of the Everyday' program discussions aim to inspire people to create a relevant, viable and better future through creative craft. The deadline for submission is 15th March 2021. Read on to know more about participation details.

[READ MORE...](#)

# Upcoming events



## **Sustainable Innovation 2021: Accelerating Sustainability in Fashion, Clothing, Sportswear & Accessories (March 15th-21st, 2021)**

Source: [UNCTAD](#)

The Sustainable Innovation 2021 online conference has been organised by [The Centre for Sustainable Design](#) at the University for the Creative Arts, UK. It is a partner event of the [United Nations International Year of Creative Economy for Sustainable Development, 2021](#). Sustainable Innovation 2021 will provide an insightful and critical platform to discuss issues associated with accelerating sustainability in the fashion and clothing system. Pioneers, innovators, thought-leaders and change-makers from academia, brands, businesses and industries across fashion, clothing, textiles, sportswear, accessories, retail, and technology sectors

are invited to explore policy changes, new business models, circular processes, product-service design, supply chain traceability, technological solutions and consumer behaviour shifts focused on radical change that advances sustainability in the global fashion and clothing system. The international conference will create a unique space for learning, thinking, and networking. For more information on how to join the conference, please read ahead.

[READ MORE...](#)

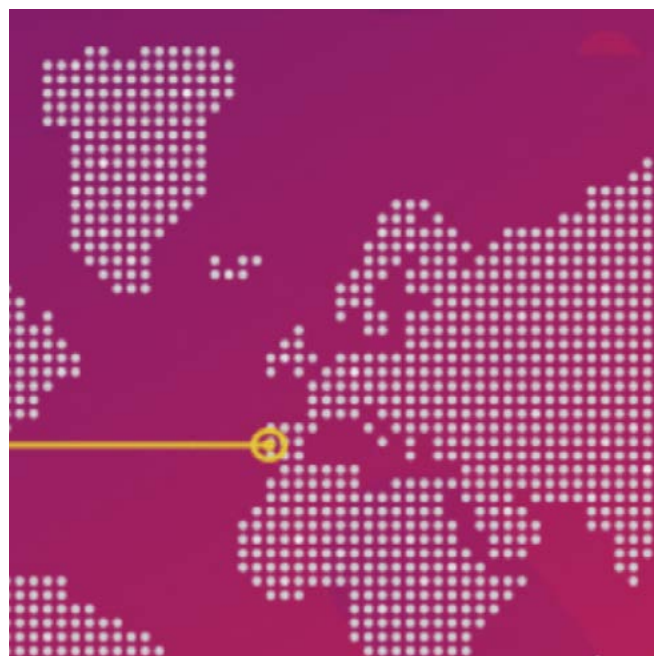


## LSA Virtual Conference on 'Leisure Identities, Health and Wellbeing' (6th-8th July 2021)

---

The Leisure Studies Association (LSA) will celebrate a virtual conference on 6th-8th July 2021 on 'Leisure Identities, Health and Wellbeing', to be hosted by Solent University (Southampton, the UK). Scholars and practitioners internationally will gather and share their research exploring the significance of leisure (as an expansive and interdisciplinary subject) to social justice, equity, and equality, and analyse the relationship between leisure and 'health', wellbeing, and leisure identities. Registration fees to the Virtual Conference can be found [here](#). Moreover, the call for abstracts has been extended and the new deadline for [abstract submission](#) is Friday, 16th April 2021 at 11.59pm BST. To further help you get excited about this event, there are a number of video abstracts on LSA's website! [Here](#) is a sample of these, from keynote Professor Samantha King, introducing her paper, 'Of Companionship, Curfews, and Conflict: Multispecies Leisure and Struggles for Justice in the Age of COVID'. Should you need to get in contact, please send an email to [Dr Catherine Phipps](#), Conference Chair.

[READ MORE...](#)



## European Humanities Conference (May 5th-7th, 2021)

---

Source: [UNESCO](#)

The European Humanities Conference is co-organized by the International Council for Philosophy and Human Sciences (CIPSH), the Portuguese Foundation for Science and Technology (FCT) and UNESCO's Social and Human Sciences Programme. The Conference will be held in Portugal and occurs during the Portuguese Presidency of the Council of the European Union which enhances the scope that the Conference must aim at, in establishing a fruitful dialogue with the European Commission and the various member countries, which may have consequences for drawing national and Community strategies in the field of the Humanities. The conference's central theme highlights European Humanities and Beyond. It considers the development and contribution of the Humanities to societal problems in Europe, assuming an understanding of Europe's responsibilities beyond its borders. Six specific topics articulate the cross-sectional central theme that raises issues such as climate and environmental changes, the relationship between heritage and historical and identity dynamics, management of urban and low demographic density territories, and legal implications of cultural processes or health and social cohesion.

[READ MORE...](#)





21 to 23 June 2021 in Bruges, Belgium. The Forum has been co-organized by UNWTO and the Basque Culinary Center since 2015 with the aim of bringing together experts from across tourism and gastronomy to identify good practices and promote gastronomy tourism as a contributor to sustainable development. The city of Bruges in Flanders, one of Europe's gastronomic centres is the host destination for 2021. The Forum's organizers invite all partners and participants to continue their engagement with this event and look forward to welcoming them to Bruges in 2021. The event will represent a unique opportunity to share experiences of facing up the challenging times during the pandemic and place the two sectors at the centre of plans for recovery.

[READ MORE...](#)

## 6th UNWTO World Forum on Gastronomy Tourism (June 21st- 23rd, 2021)

---

Source: [UNWTO](#)

The World Tourism Organization (UNWTO), the Basque Culinary Center (BCC) and the Government of Flanders have announced that the 6th UNWTO World Forum on Gastronomy Tourism is scheduled to take place from

# The 5th World Leisure Expo and Forum in Hangzhou, China, 2021

LEISURE CITY, BETTER LIFE

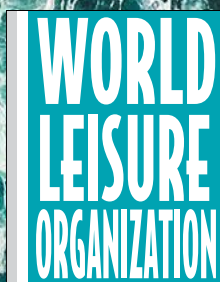
# Encounter



## Encounter with Maria Luiza de Souza Dias, Manager of Physical and Sports Development at SESCSP

Maria Luiza de Souza Dias is Manager of Physical and Sports Development at the SESCSP (Serviço Social do Comércio in the state of São Paulo, Brazil) since 1998. She has also served as Vice-President of ISCA (International Sport and Culture Association) and as coordinator leader of the MOVE Latin America Campaign (global campaigns to incentive the regular practice of physical activities in benefit of health and well-being). Maria Luiza joined the WLO Board of Directors in 2019, right after the successful celebration of the 2018 WL Congress, hosted in São Paulo, being SESCSP one of its main local collaborators. SESC is now also coordinating the launch of the 1st WL Day (Friday, 16th April 2021), together with WLCE/USP (Universidade de São Paulo) and LAGEL, the Laboratory of Management of Leisure experiences. On this encounter you will be able to find out her view on the benefits developed with Brazil and Latin America from the current synergies, as well as challenges which could be further worked on in order to improve these relations.





## WORLD LEISURE ORGANIZATION (WLO)

World Leisure Organization is a non-profit organization registered in the State of New York in Special Consultative Status with the UN Economic and Social Council since 1990.

Scientific and Technical Office -  
Arenal 1. Segunda Planta 48005  
Bilbao, Spain - [www.worldleisure.org](http://www.worldleisure.org)