Teens' Perspective on the Utilization of Public Parks in the City of Gianyar Bali: A Hypothetical Model Based on Grounded Theory

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Abstract

Nowadays referred to as the Digital Generation, teenagers tend to be more individualistic and have their own preferences when it comes to spaces for their social interactions. By taking up several cases of public parks in the City of Gianyar, Bali, this study investigated the level of teens' knowledge about the meaning of city parks with the aim that the results can be a basis for developing a hypothetical model for the utilization of these urban spaces in a more focused and beneficial manner for all users. As a qualitative study employing principles of grounded theory and an exploratory approach, the focus was on data collected from an online questionnaire. Content analysis of this data showed that teens' knowledge about the city parks is generally quite good. However, their understanding is low about the importance of the utilization of city parks for their social and psychological benefit.

Keywords: teens' perspective; utilization of city parks; urban public spaces

1. Introduction

Improvements to the quality of life of residents of the City of Gianyar over the past decade have also led to increased complexity in terms of people's social needs. Fulfilling community social needs requires availability of quality public space, such as city parks, which can accommodate users of all age groups and various forms of social interaction. According to Gehl (2010; 2011), public space functions as a site for social interaction, transactions, and a circulation route. Even a public street or alley can function as a circulation path, a space for social interaction, a place to play, and an open-air living room. A city park is a unique type of public space located in an area that is neither a residual space nor a traffic route. Rather, a city park is a site for all levels of society to freely engage in social activities in a manner that respects the rights and interests of others.

Studies on the utilization of urban parks have focused on social functions such as providing a place to play and exercise, to relax and refresh, and for social interaction (Hakim, 1993). In this regard, high utilization of a city park can indicate the quality of its architectural design as a convivial social space and other factors that may attract people to use it (Shaftoe, 2012). So, to determine the types of city parks that are or would be favored by the public, a first step is to learn about people's interest in city parks from the perspectives of all age groups including children, teenagers, adults and older people.

This article is based on a study about teens' perspective on city parks. The World Health Organization (WHO, 1999) defines teens as people between 10 and 19 years of age. Adolescence, as a period of life that bridges childhood and adulthood, includes profound physical changes. Studies have noted other characteristics such as teenagers being energetic and active (Darajad, 1994; Hurlock, 1992; Santrock, 2018), tending toward identity exploration (Rachmawati, 2015) and having highly varied curiosities in many things (Darajad, 1994). Thus, adolescence is an important phase of life and teens need attention to ensure the fulfillment of their psychological and social needs (Hurlock, 1992).

In light of the above, it is important to assess teens' level of knowledge about social spaces. Various definitions of knowledge include a collection of information that an individual, a group of people or a particular culture possesses (Bolisani and Bratianu, 2018; Reber and Reber, 2010). Knowledge is also a collection of mental components that result from all processes through experience, such that everyone's knowledge and thinking abilities are not the same (Reber and Reber, 2010).

Currently, the life conditions of the residents the City of Gianyar is not like it was several years ago. Economic development, a faster pace of life, and globalization have also made a significant impact on their mindset. City parks, as community facilities, are theoretically the easiest to access as well as a low-cost alternative site for relaxing, especially for teens. However, the use of city parks is not directly proportional to the demographic growth and economic growth of the City of Gianyar. Although most teen residents of the City of Gianyar visit city parks at certain times, in general, the percentage of teens who do so is still low. The highest period of time for the utilization of the city parks is only on weekends and during Car Free Day events.

One of the activities in the city parks that teens engage in routinely is jogging; some within a park, but most on a perimeter road. Other activities are surfing the World Wide Web at the Telkom Corner and playing online games at internet cafés. Meanwhile, chatting with friends in city parks is relatively rare. This phenomenon is quite a contrast to social interactions in the late 1990s.

Nowadays, the ways in which teens typically utilize the city parks differ from the activities of teen park users just a few decades ago.

These examples, in a sense, show that the interest of teens to engage in activities at city parks has decreased, which appears to be due to many factors. One is their knowledge about the meaning of city parks. Other factors are teens' perception of the city parks and the accessibility and usability of the city parks. It is thus important to identify what activities teens can engage in at city parks. Also, assessing their level of knowledge about city parks makes it more possible to comprehend the social life priorities of teens, which reflects the dynamics of society in this era (Photo 1).

Photo 1. Astina Field is one of the public spaces in the inner city of Gianyar, Bali (Photo: Ade Wisnu Rinartha).

2. Literature Review

Public spaces are an essential element in a city, particularly in cities with high intensity. They are commonly in strategic locations and are traversed by many people. These include landscape features, hardscapes (streets, sidewalks), parks, and recreational spaces (Shirvani, 1985). City parks, one of the embodiments of the public spaces, cannot be separated from the public spaces and being a part of urban networking accessible visually and physically, typically shared in an atmosphere of freedom and equality and open to alternative actions and spontaneity (Carr et al., 1992). A city park allows people to carry out personal and group activities as a shared space.

Generation Z is the first generation of the 21st century and was born from the mid of the 1990s to the late 2000s (Sladek and Grahinger, 2014). Research has

shown that teens' outdoor leisure activities give positive effects towards their health, growth development and attitudes (Rabe et al., 2017). A recreational park is an ideal place for Gen Z to be active due to its natural attributes and facilities. Leisure activities in public recreational parks are preferred because it is accessible without any entrance fee. It is suggested that a high frequency of recreational park usage by teens is an indicator that the design features of the park is successful. It means that teens' preference for a recreational park is influenced by the criteria of the parks (Abd-Latif and Omar-Fauzee, 2011; Ngesan, Karim, Zubir, and Ahmad, 2013).

The lifestyle and health of Gen Z need to be addressed in order to produce proactive teens, equipped with skills, talent and creativity. Leisure activities among teens are diverse and they play an important role in forming of their self-perceptions. Hence, teens need access to the outdoor environment to support their healthy development (Latifiyan and Salayati, 2015). Urban recreational park is an alternative place, other than city center (shopping mall, school and home environment) to promote outdoor leisure activities among Gen Z. It is a place that they can gather with friends, be alone, and learn (Ghani, Mansor, and Zakariya, 2018).

3. Research Methods and Materials
3.1 Research Approach

This qualitative study employed principles of grounded theory (Corbin and Strauss 2007; Creswell 2013) and an exploratory approach (Groat and Wang, 2002) in taking up several cases of public parks in the City of Gianyar to investigate: (a) teens' knowledge about the purpose of city parks; (b) how teens view the benefits of visiting city parks; (c) whether teens feel free to utilize urban public spaces; (d) activities teens engage in at these parks; and (e) teens' perspective on the importance of and utilization of city parks for their age group.

3.2 Research Themes

According to the research aim and literature review, research themes that become the scope of the research are determined, as can be seen in Table 1. The study refers to the viewpoints of Shirvani (1985), Carr et al. (1992), and (Rabe et al., 2017).

Table 1. Themes and Sub-themes within the Field Survey

No.	Themes	Sub-themes	Fieldwork activities
1	The purpose of visiting the city parks (Shirvani, 1985)	Landscape features, recreational spaces, sidewalks	Non-participant observation, interviews, photographic records
2	Definition of a city park (Carr et al., 1992)	Diversity and intensity of activities, time, type of activities	
3	Teens' preference (Rabe et al., 2017).	Criteria of the parks	

Source: Formulated from the literature review, 2021.

3.3 Research Stages

Given the focus on the perspective of teens, an online questionnaire served as the main data collection technique to obtain purposeful/convenience sampling in the form of written and oral responses from junior and senior high school students (between the ages of 10 to 19 years old) who are residents of the City of Gianyar and city parks users. The online questionnaire was distributed via social media platforms to friends and acquaintances of this author and widely to the general public for two weeks from early to mid-January 2021. Due to the global COVID-19 pandemic health crisis and subsequent mobility restrictions, most respondents answered the questions based on their experiences as visitors to local city parks prior to March 2020. The number of the selected respondents was 135 teens consisting of 70 females (52%) and 65 males (48%); identified as senior high school students (54%) and junior high school students (46%). In addition, in-person interviews with several respondents at the research sites were conducted to enhance the validity of findings from the online questionnaire. Five such teen residents of the City of Gianyar were visiting the city parks and willing to be interviewed.

The questionnaire was comprised of open questions and closed questions. The open questions provided an opportunity for the teen respondents to answer freely about their definition of a city park, rights and obligations as a teenager, knowledge about the benefits of the city parks and opinions on the importance of city parks for their age group, and the types and locations of activities that they usually engage in at these parks. The closed questions were fact-related to garner information such as the distance between a respondent's residence and the city parks, the age and grade level of a respondent, and the frequency level of visits to the city parks.

Content analysis of this questionnaire data was conducted through three schema: open coding, axial coding, and selective coding (Creswell, 2013).

Open coding helped to identify keywords in the teens' responses regarding the use of the city parks and the definition of city parks. Axial coding entailed creating keyword categories followed by a distribution analysis to determine the frequency of keyword use. Selective coding, based on an analysis of the axial coding of the teens' responses to the questionnaire, led to identifying core concepts and a hypothetical model of a public park in the City of Gianyar based on teens' perspective.

4. Results and Discussion

The City of Gianyar has six city parks, namely Astina Field, Ciung Wanara Park, Mandala Giri Horse Sculpture Park, Kebo Iwa Sports Hall, Indra Sculpture Park, and Bukit Jati Samplangan Park. Content analysis of the completed online questionnaires began with an open coding stage to review teens' responses to the question of "which city parks do you visit most often?" Among the answers provided by the 135 respondents, the two most frequently visited city parks are Astina Field (f = 59) and Kebo Iwa Sports Hall (f = 34).

4.1 The Purpose of Visiting the City Parks

In the open coding stage, some keywords were identified from the respondents' answers and categories were determined. An example of the results of the open coding analysis on purposes for visiting the city parks is shown in Table 2.

Table 2. Open Coding Analysis of Keywords on Teens' Purposes for Visiting City Parks

No.	Open-ended statement	Keywords
1	A slow jog, <u>slow jogging</u>, spend my time checking others out (male, senior high school student)	1. Slow jogging 2. Windows shopping
2	<u>Sitting</u> around, <u>relaxing</u>, <u>chatting with friends,</u> taking <u>selfies</u> (female, high school student)	1. Sitting around 2. Relaxing and chatting with friends 3. Taking selfies
3	<u>Playing futsal with friends,</u> schoolmates. If it's kite season, <u>flying kites</u> (male, junior high school student)	1. Futsal 2. With friends 3. Flying kites
4	Most often come here <u>with a girlfriend, sitting around</u> while updating status in social media, and waiting for the night to come. Sometimes until nightfall. When the night comes, I just go home (male, high school student)	1. With a girlfriend/ boyfriend 2. Sitting around

No.	Open-ended statement	Keywords
5	<u>Eating meatballs</u>. In the corner of the field, there is a food stall serving delicious meatballs. The area <u>is shady, and</u> I like <u>sitting</u> there, looking for a fresh <u>breeze</u> while surfing the Internet (female, junior high school student)	1. Buying food 2. Shady 3. Sitting around 4. Looking for a fresh breeze

Source: Online questionnaire, 2021.

Sports activities are the main reason for most of the teen residents of the City of Gianyar to visit the city parks, regardless of the different levels of their knowledge about the use of city parks. Respondents who answered that they rarely use the city parks actually use the parks quite often as a place for sports activities. Such an inconsistency between an answer and a fact is perhaps due to their partially inaccurate knowledge about the purpose of city parks. Some respondents stated that city parks in the City of Gianyar accommodate sports activities similar to the parks in the capitol City of Denpasar. This shows that teens are able to make an adequate comparison between the types of activities that can be engaged in at urban parks in different cities (Photo 2). Hence, it can be said that teens have sufficient knowledge about the utilization of the city parks for the activities of their age group.

Photo 2. Teen residents are doing jogging in a city park
(Photo: Ade Wisnu Rinartha).

Apart from the teens who cited sports as a hobby, many prefer staying at home (f = 28). Several respondents commented about being more active at home and, for various reasons, not utilizing the city parks as a site for their activities.

The frequency level of keyword use on teens' purposes for visiting city parks is charted in Figure 1.
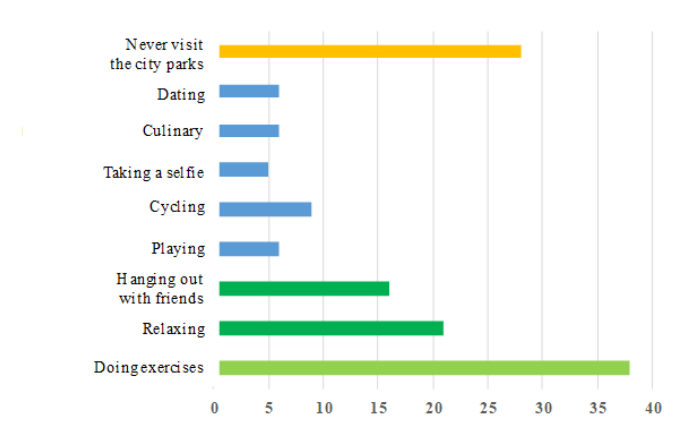

Figure 1. Frequency level of keyword use on teens' purposes for visiting city parks

These keywords were then grouped into sub-categories via axial coding as shown in Table 3.

Table 3. Axial Coding Analysis of Keywords on Teens' Purposes for Utilizing City Parks

Sub-category	F	Category
Doing exercise	47	
Social interaction	22	Activity
Relaxing	38	

Source: Online questionnaire, 2021.

The sub-categories were then used for a distribution analysis of the types of activities carried out by teens in the city parks. The most prevalent are exercising for 47 respondents (34.8%) and relaxing 38 respondents (28.1%), followed by social interaction 22 respondents (16.3%) as shown in Figure 2.
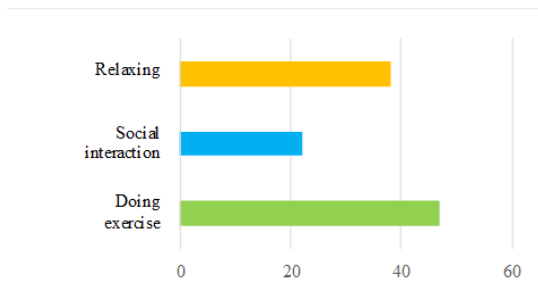

Figure 2. Frequency level of types of activities carried out by teens in the city parks

That relaxing is a quite a prevalent activity carried out by teens in the city parks is also shown by the following questionnaire responses.

Respondent 45: "It's nice to sit back here, cool."

Respondent 54: "Watch people play football."

Respondent 84: "Calm down when you're sad."

Respondents' answers show that teens utilize the city parks for relaxing activities, such as sitting around, playing, watching people exercise, or having some food/drinks, and for their leisure time. Interestingly, social interaction is a less frequent activity of teens in the city parks, but, is apparent as shown by the following questionnaire responses.

Respondent 21: "Meet school friends, take selfies together."

Respondent 54: "Appointment with my girlfriend."

These and other responses show that social interactions, such as taking selfies, dating, and meeting friends are not a very strong reason to utilize the city parks. The city parks are no longer a place teens choose for social interaction, rather they prefer to interact with peers at coffee shops, snack stalls, or by playing online games at internet cafés. This data correlates with the respondents who have never visited any of the city parks (20.7%). When asked about hobbies, the intensity of their outdoor activities, and why they are satisfied or dissatisfied with outdoor activities, most of these teens stated that they do not have a solid motivation to use the city parks as a site for their activities.

Teens prefer activities that can be carried out at home, such as digital games and surfing the internet. According to several respondents, social interaction can be fulfilled virtually through social media platforms without meeting in person. For these teens, activities in cyberspace is the most frequent choice for relaxing amidst the density of routine activities, as can be seen in the following responses.

Respondent 11: "Interacting in cyberspace is more exciting."

Respondent 88: "Appointments with friends, usually prefer to go to a café."

Respondent 102: "Sports at home only, use YouTube."

Access to the city parks is limited for some teens. Several responses imply that some parents still view junior high school-age teens as children and thus do not allow them to go out independently to visit the city parks. In addition, the comfort level and facilities of these parks, particularly related to activities that teens can engage in, also influences the interest level of teens.

According to the three categories of outdoor activities identified by Gehl (2011), one is social activities that occur when people congregate in a public space such as children playing, friends getting together to chat, and passersby

briefly interacting. A city park can encourage a person to interact with others spontaneously, but most encounters will be 'passive contacts' such as seeing and hearing others. However, Gehl's insights are not entirely applicable to the case of teen residents of the City of Gianyar. The response of 'never visiting a city park' was relatively high (20.7%), which indicates that teens tend to engage in social activities in cyberspace. Nowadays referred to as the Digital Generation or Generation Z, teenagers are fluent in digital technology (Pratama, 2012) and feel that interacting on virtual social media platforms is more fun than interacting in the real world. Dimock (2019) defines Generation Z as people born from 1997 onward; that is to say after Millennials. Like Millennials, Generation Z teens are also termed 'digital natives' having been exposed to modern information technologies since childhood (McAlister, 2009; Wijoyo, 2020). Gen Z is technologically literate and tend to be highly dependent on digital technology (Dolby, 2014; Pratama, 2012).

4.2 Definition of a city park

The tendency of teen residents of the City of Gianyar to use public spaces passively raises the question of how do teens define a city park. Results of the open coding analysis of keywords from some of the respondents' definitions of a city park are shown in Table 4.

Table 4. Open coding analysis of keywords in teens' definitions of city parks

No	Open-ended statement	Keywords
1	Lots of <u>plants,</u> located in the middle of the <u>town.</u> There are usually <u>fountains and statues</u> (female, high school student)	1. Plant 2. Located in the center of the city 3. There are statues and fountains
2	As the <u>mascot of the</u> city and <u>city lungs</u> (male, high school student)	1. City mascot 2. Lungs of the city
3	If the city parks are bigger, they can be used as a <u>place to channel creativity, such</u> as music performances (male, high school student)	1. Place of creative events

Source: Online questionnaire, 2021.

The open-ended statements above contain several keywords, namely "city mascot", "creative design", "many plants", "place of recreation", and "hangout". These keywords related to teens' definitions of a city park were then grouped into six sub-categories via axial coding as shown in Table 4.

Table 4. Axial coding analysis of keywords in teens' definitions of city parks

Sub-category	F	Category
Downtown	56	City park location
Near residence	32	
Easy to reach	25	
Near hangouts (café, coffee shop, Telkom Corner)	22	
Crowded visitors	22	City park atmosphere
Shady and cool	46	
Comfortable	38	
Fountains and statues	29	
Creative and dynamic	13	City park design
Space of creativity	16	
Sports facilities	25	
Hangout Places	21	
Spots for selfies	19	
Internet and hotspot areas	34	
Spacious	7	
Landmark of the city	67	City park functions
Lungs of the city	41	
Aesthetics of the city	27	

Source: Online questionnaire, 2021.

The frequency distribution analysis of keywords in teens' definitions of city parks shows that the most prevalent category is "city park design" for 56 respondents (41.5%), followed by "city park location" 34 respondents (25.2%), "city park atmosphere" 26 respondents (19.3%) and "city park function" 19 respondents (14.1%) as shown in Figure 3.
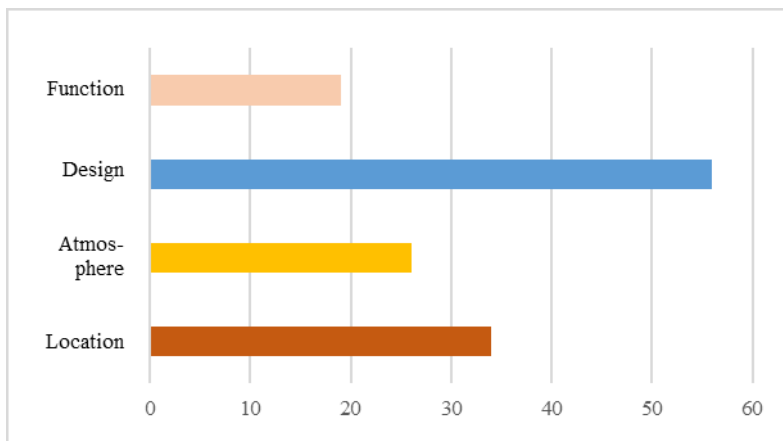
Figure 3. Frequency level of categories in teens' the definitions of city parks

That "city park design" is the most prevalent aspect in the definition of a city park from teens' perspective is also shown by the following questionnaire responses.

Respondent 21: "There are many hotspots, internet corners, or internet parks. The city park is cool because it is equipped with them."

Respondent 43: "Where to hang out, if you get bored at home, meet friends."

Respondent 72: "Many choices of facilities for teens, sports, for example."

The frequency distribution analysis of keywords in teens' perspective on the design aspects of a city park show that the most prevalent aspect is "the availability of internet corner facilities and hotspot areas" for 34 respondents (25.2%), followed by "sports facilities" 25 respondents (18.5%), "hangout places" 21 respondents (15.6%), "spots for selfies" 19 respondents (14.1%), "arenas of creativity" 16 respondents (11.9%), "creative and dynamic nature" 13 respondents (9.6%), and "spacious area" 7 respondents (5.2%) as shown in Figure 4.
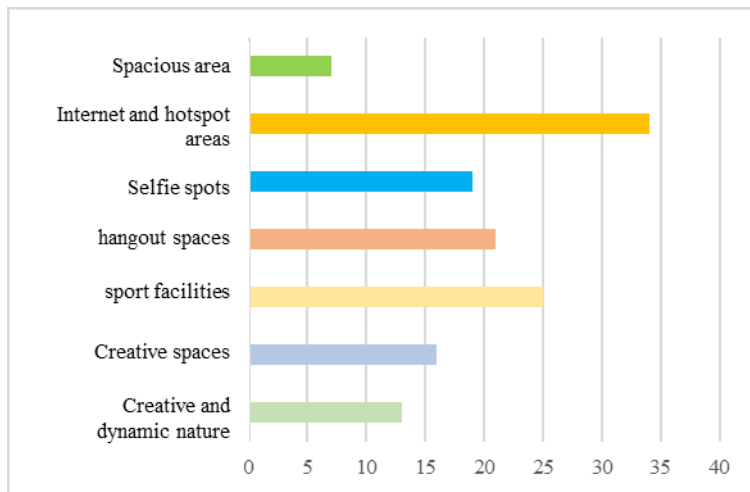

Figure 4. Frequency level of aspects in teens' perspective on the design of city parks

Aside from sports facilities, the availability of internet networks and hotspot areas as well as hangout places were the most frequent responses. This data correlates with the respondents who have never visited any of the city parks (20.7%). These teens understand city parks as public open spaces that provide facilities suitable for their age group, such as accessible internet networks, selfie spots, and arenas for creativity events.

The diversity of activities happening in a public space is a good indicator of the recreation activities carried out in that area (see Gehl, 2010, 2011; Lang, 2005*a*, 2005*b*). Carr et al. (1992) also argued that quality public spaces should meet users' needs responsively, protect the rights of users democratically, and be meaningful to users. In general, the city parks in the City of Gianyar have not yet met the standards of quality public spaces from the perspective of some groups of local teens. Hence, teens tend to not visit the city parks. The second prevalent aspect is "the city park location', as shown by the following questionnaire responses.

Respondent 33: "If it's downtown, it's easy to reach from anywhere."
Respondent 47: "Near coffee shop, after sports, keep hanging out."

The frequency distribution analysis of keywords in teens' perspective on "city park location" shows that "in the city centre" is a prevalent feature for 56 respondents (41.5%), followed by "near residence" 32 respondents (23.7%), "easy to reach" 25 respondents (18.5%) and "near hangouts places", such as coffee shops, cafes, and the Telkom Corner 22 respondents (16.3%), as shown in Figure 5.
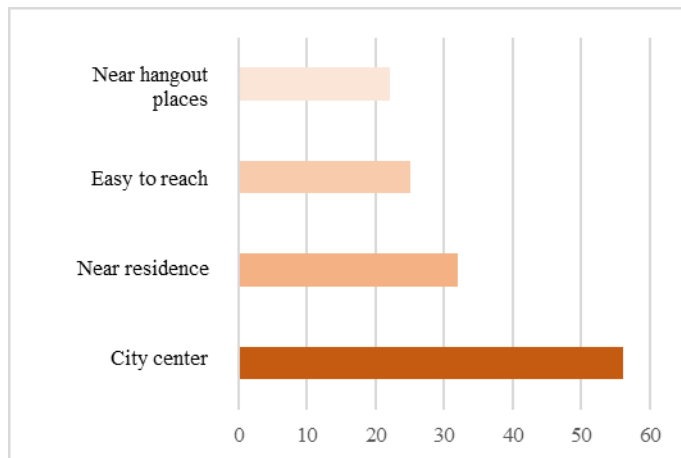

Figure 5. Frequency level of teens' perspective on city park location features

Location criteria for an ideal open public space include high accessibility, close proximity to major roads, and light traffic or low-speed passing vehicles (Pratomo, 2019; Prihutami, 2008). Of the six city parks in the City of Gianyar, the Astina Square and Kebo Iwa Sports Hall are located in the city centre, making those two sites more accessible to teen residents. Thus, in terms of location, these two parks have fulfilled the rights of the teenagers, as citizens of the City of Gianyar, to utilize the city parks (see Carr et al., 1992). However, from the teens' perspective, the city park atmosphere is also an important aspect, as shown in the following questionnaire responses.

Respondent 28: "Many trees, yes. There are fountains, ornamental ponds, and statues."

Respondent 63: "Can be used for refreshing, especially after doing school tasks."

The frequency distribution analysis of keywords in teens' perspective on "city park atmosphere" shows that "shady and cool" is an important feature for 46 respondents (34.1%), followed by "comfortable" 38 respondents (28.1%), "fountains and statues" 29 respondents (21.5%) and "many visitors" 22 respondents (16.3%), as shown in Figure 6.
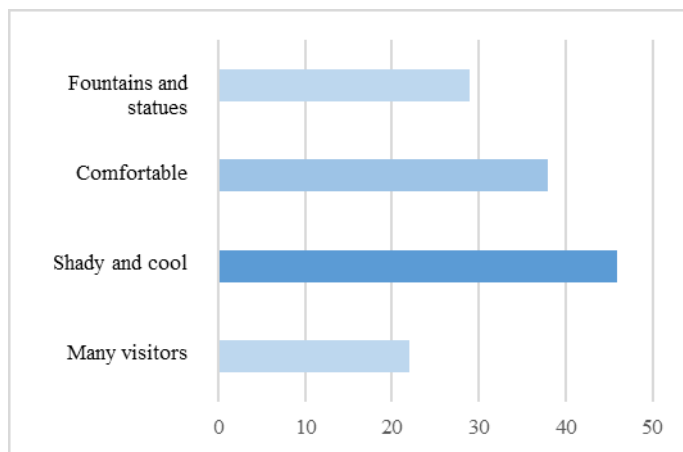

Figure 6. Frequency level of teens' perspective on city park atmosphere features

As for defining a city park, teen residents of the City of Gianyar generally describe a city park as a garden area that contains plants, is located in the city centre, is the mascot of a town as it usually features fountains and symbolic statues, can be visited by everyone to enjoy the beauty and scenery of the site, and is the lungs of the city as it is a green space with many trees. While there is nothing wrong with this definition, it is a narrower sense of the true notion of a city park. Some of the teens even just consider the city parks as gardens and only functioning as a place for exercise activities.

Comfort level is cited by Carr et al. (1992) as an absolute requirement for the success of a public space and is determined by, among other aspects, environmental factors such as wind and sunlight; and facility factors, which include seating arrangement. Relaxation factors also contribute to psychological comfort, which is related to the body and mind. Psychological comfort is supported by natural elements such as trees, plants and water; which are in contrast to, for instance, traffic jams. By incorporating all of these elements, an atmosphere is created that can provide a relaxing effect on the body (Dwiputra

and Ardiani, 2017). But, teens' perspective on the atmosphere does not address the aspect of comfort level, as can be seen in the following questionnaire responses.

> Respondent 75: "City parks need to be built in some places for greening."
> Respondent 89: "Mascot of the city, especially with a large statue, such as Ciung Wanara Park."
> Respondent 91: "The city must be more beautiful."

The frequency distribution analysis of keywords in teens' perspective on "city park function" show that "city landmarks" is the most important feature for 67 respondents (49.6%), followed by "city lungs" 41 respondents (30.4%), and "city aesthetics" 27 respondents (20%), as shown in Figure 7.
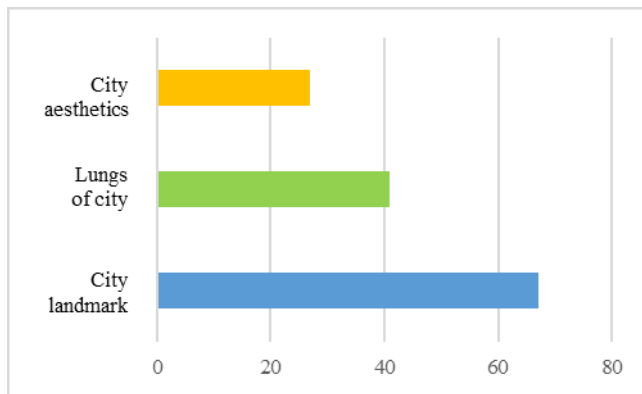

Figure 7. Frequency level of teens' perspective on city park function

As one teenager during a follow-up interview said, "The city park is in front of SMPN 1 Gianyar. The city field is Astina. The sports arena is GOR Kebo Iwa." This comment is interesting as the respondent categorized three city parks according to specific functions. Yet, most questionnaire responses show that teens' knowledge about the function of a city park is still low. In their view a city park is a garden that primarily functions as the city's lungs. On the other hand, most of the respondents (86.5%) answered that a city park is an important facility and that their neighborhood should have one. In brief, teens' feel that a city park is a mascot of a town and functions as the city's lungs, but their understanding is low about the importance of the utilization of city parks for their social and psychological benefit.

As for the question of are there any city parks in the City of Gianyar, 97% of the teens answered 'yes'. Although this data denotes a majority, some replied hesitantly perhaps due to their lack of access to the city parks. Most mentioned that two of the city parks are Ciung Wanara Park and Horse Statue Park, which

are located near the Balai Budaya culture hall. This response shows that teen residents of the City of Gianyar consider a site to be a city park if it is perceived to be a mascot of the city with the characteristics of a landmark.

4.3 A Hypothetical model of a public park

Content analysis of the questionnaire data through selective coding revealed two major categories from teens' perspective that form the definition of city parks: "city park design" (f = 56) and "city park location"(f=34). Minor categories are "city park atmosphere" (f=26) and "city park function" (f=19). Sub-categories with a high frequency level are "city landmark" (f=67), "downtown location" (f=57), "shady and cool" (f=46), and "city lungs" (f=41). It should be noted that 20.7% of the respondents have never visited any of the city parks, but did provide opinions about the definition of city parks based on their general knowledge. As Generation Z teens, they prefer to engage in social activities in cyberspace. The above-mentioned categories and sub-categories are arranged within larger and smaller circles indicating prevalent and lesser frequency levels for a hypothetical model of a public park in the City of Gianyar based on teens' perspective, as shown in Figure 8.
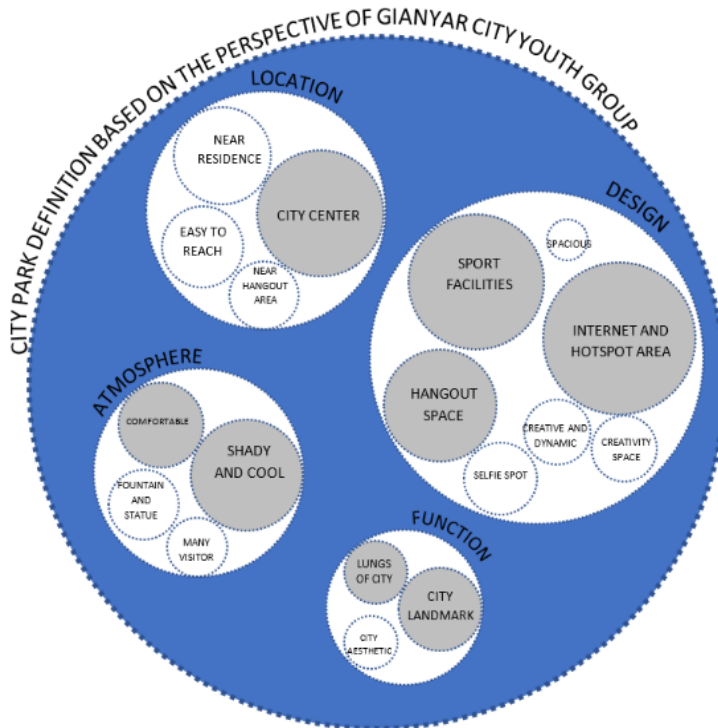

Figure 8. Hypothetical model of a public park in the City of Gianyar based on teens' perspective

5. Conclusion

This article based on a study about teens' perspective on city parks in the City of Gianyar has shown that resident teens' knowledge about the definition of a city park is generally quite good. However, their understanding is low about the importance of the utilization of city parks for their social and psychological benefit. Also, some of the city parks in the City of Gianyar have not yet provided facilities suitable for their age group, and thus cannot be categorized as urban public spaces of good quality.

There is thus a need for the local government to gain a new understanding about the psychological development of teenagers who are residents of the City of Gianyar. This requires learning about the characteristics and interests of the Digital Generation or Generation Z. At first glance, it appears that the hobbies of teens nowadays can only be carried out at indoor facilities. But, the favored activities of teens can also be carried out in the city parks if the government provides suitable and comfortable facilities. In addition, 'socialization' for teens about the purpose and benefits of visiting city parks is crucial. A model for public spaces requires responsiveness to the needs and rights of users, inclusive of teens. This aspect should be considered in assessments of existing urban public spaces. Clearly, the capacity of a public open space to accommodate the variety of social needs and activities for all is one indicator of its success in contributing to the creation of a liveable city.

Acknowledgment

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