Citynamics

_ Mini-Games to Support Civic participation

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PLAY !

universiteit ►►hasselt

KNOWLEDGE IN ACTION

Play!UC: Playing with Urban Complexity

PLAY!

Upcoming Events

EXPERIENCE – gaming | hyper cities | augmented reality
September 16 @ 8:00 am - September 17 @ 5:00 pm

Assembling Cities
September 18 @ 8:00 am - September 21 @ 5:00 pm

Concept Workshop
September 28

View All Events

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Project mission

The research project "Playing with Urban Complexity - Using co-located serious games to reduce the urban carbon footprint among young adults" aims to foster the understanding of complex urban problems by combining participatory processes with serious games in a co-located setting. In particular, the project seeks to explore how game mechanics can be used to engage the actor group of young adults to make informed decisions that have an impact on their respective urban carbon footprints. Investigating both existing games and novel game-based approaches, the project partners endeavour to create a tested game mechanics toolbox that can serve as a resource for participatory, game-based urban development scenarios.

WORKSHOP

E ANDERE JO
Stadsplein 3
8th SEPTEMBER 9.30 - 16.30
WORKSHOP   CONCEPT V
TNODIGING   INVITATION

Concept Workshop

We would like to invite you for the concept workshop of De Andere Job on Wednesday the 28th of September at 09:30. Together with job coac [...]

LIVING LAB

DE ANDERE MARKT

Play!UC in ENoLL

We are happy to announce that Play!UC is now part of the European Network of Living Labs (ENoLL). For more information please visit the link [...]

WORKSHOP

Energy Safari public presentation

The game Energy Safari had it's first official playing sessions on Sunday June 5th at the A-Kerk in the center of Groningen. To join t [...]

WORKSHOP

ZATERDAG 21 MEI
10u-16u

DE ANDERE MARKT

CITY MAKERS GAME SESSION door PLAY!UC

City Makers_Game sessions

CONFERENCE ...

Play!UC at Prototyping for Citizen

WORKSHOP

Prototyping Energy Safari with
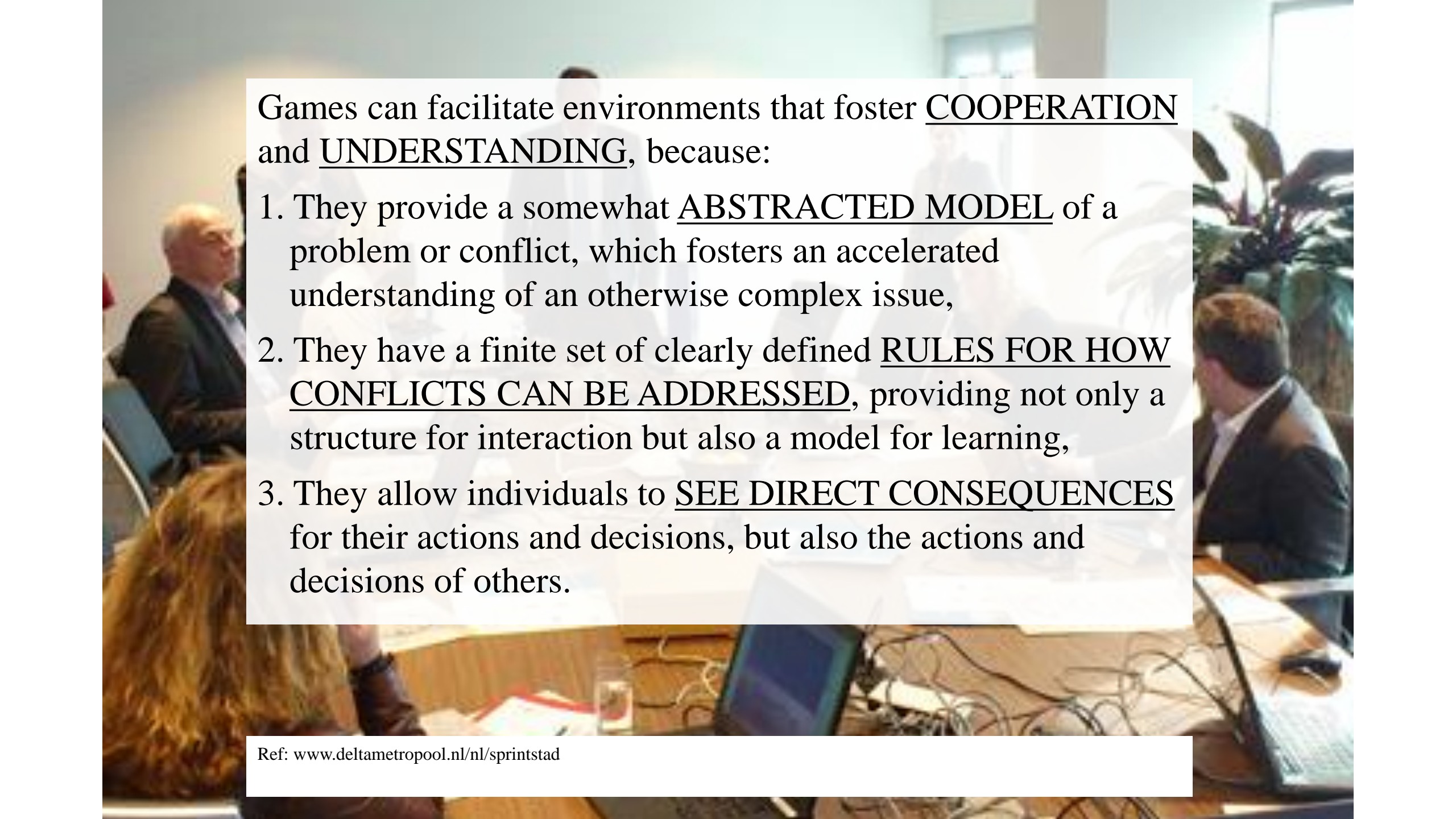
Capacity building to map ecosystems

The tacit knowledge and shared learning that is embedded in local networks is key to trace and understand economic ecosystems and gain industry 'know-how'.

The hypothesis of this research is that the uncovering of this knowledge, requires a process of capacity building among all the stakeholders involved.

Games as medium to support capacity building

_How can games support the building of capacity among collectives of people to reflect over / understand the urban ecosystems they are part of?

_How can games help these collectives to act upon these systems?

Games can facilitate environments that foster <u>COOPERATION</u> and <u>UNDERSTANDING</u>, because:

1. They provide a somewhat <u>ABSTRACTED MODEL</u> of a problem or conflict, which fosters an accelerated understanding of an otherwise complex issue,

2. They have a finite set of clearly defined <u>RULES FOR HOW CONFLICTS CAN BE ADDRESSED</u>, providing not only a structure for interaction but also a model for learning,

3. They allow individuals to <u>SEE DIRECT CONSEQUENCES</u> for their actions and decisions, but also the actions and decisions of others.
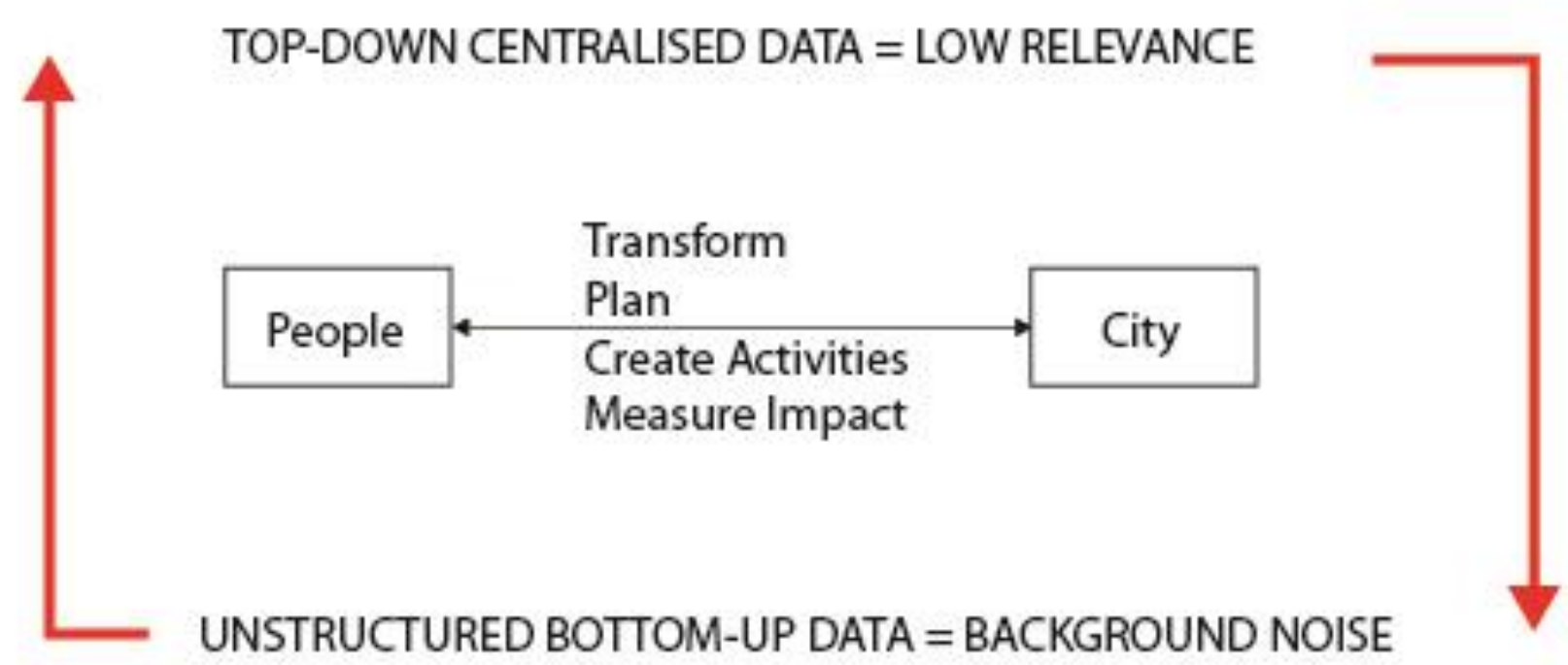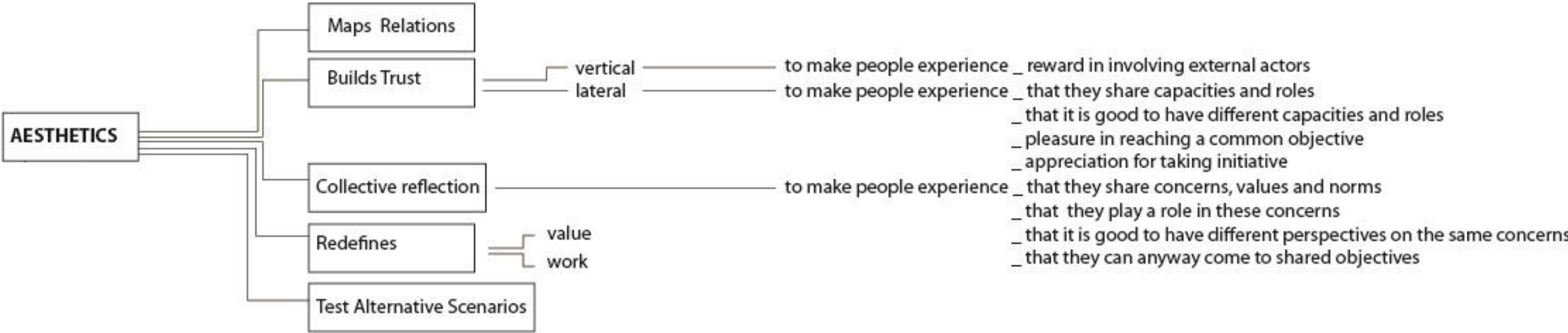
Ref: www.deltametropool.nl/nl/sprintstad

De Andere Markt _ *The Other Market*

The Living Lab "De Andere Markt (DAM)" was started in 2015, as an open design lab wherein designers, researchers, citizens, creative professionals, policy makers, etc. think about the future of work in Genk. The lab explicitly starts from the existing capabilities of Genk's citizens and tries to further develop these capabilities by co-designing their imagined future workspaces (which we call workstations) with experts in design research, public and private/business bodies. De Andere Markt is a space where new issues and designs around 'the future of work' evolve from bottom-up, long-term participation between diverse people and communities.

Game Concepts

- Each game is designed for a co-located context, i.e. players interact within the same physical space

- All games foster communication between individual players

- The games aim to establish trust between players and promote the ideals of collective efficacy

AESTHETICS

- Maps Relations
- Builds Trust
  - vertical — to make people experience _ reward in involving external actors
  - lateral — to make people experience _ that they share capacities and roles
    - _ that it is good to have different capacities and roles
    - _ pleasure in reaching a common objective
    - _ appreciation for taking initiative
- Collective reflection — to make people experience _ that they share concerns, values and norms
  - _ that they play a role in these concerns
  - _ that it is good to have different perspectives on the same concerns
  - _ that they can anyway come to shared objectives
- Redefines
  - value
  - work
- Test Alternative Scenarios

TOP-DOWN CENTRALISED DATA = LOW RELEVANCE

People ←→ City

Transform
Plan
Create Activities
Measure Impact

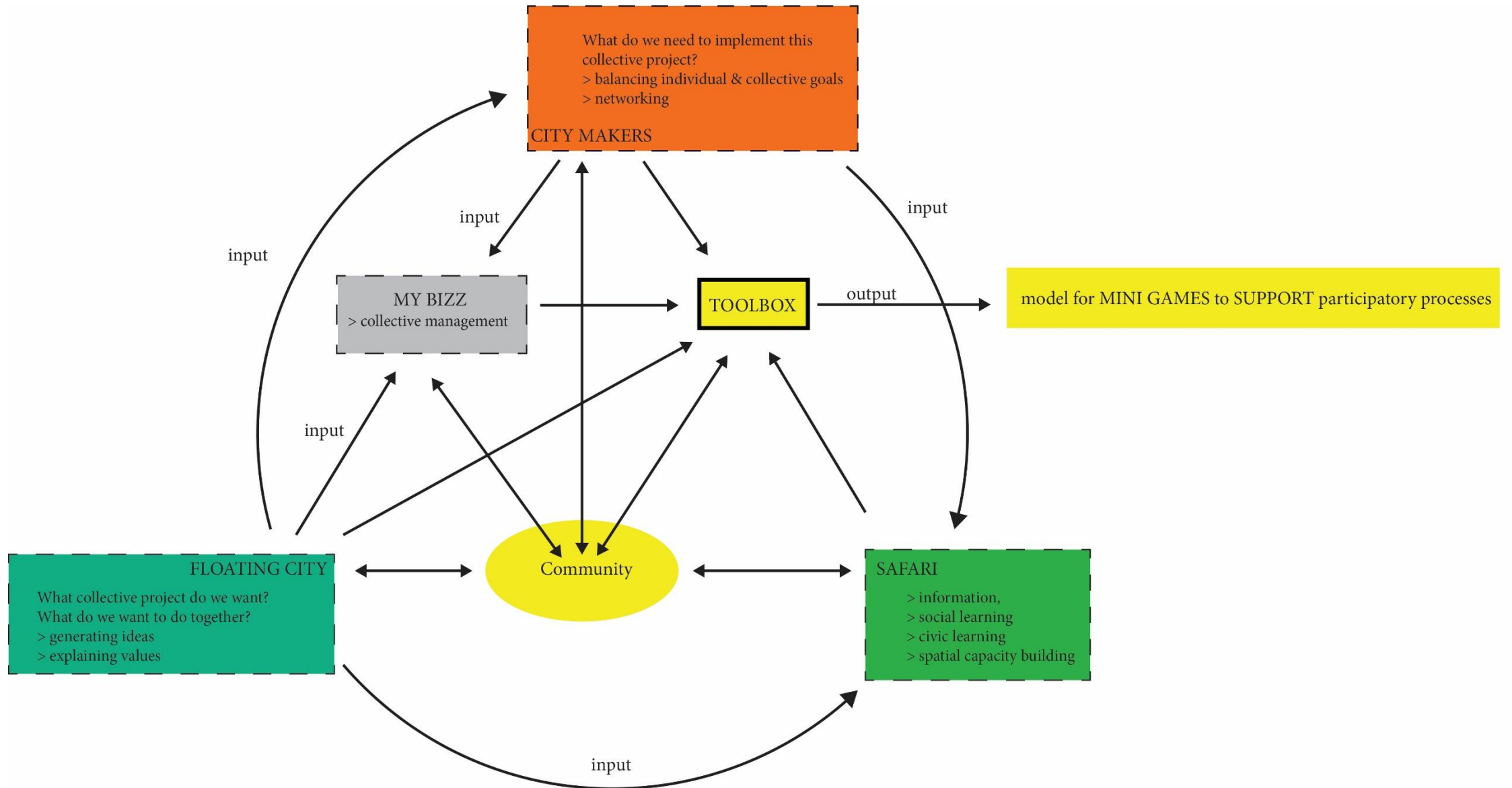UNSTRUCTURED BOTTOM-UP DATA = BACKGROUND NOISE

FLOATING CITY	GENK	GRONINGEN	VIENNA
Design goals	What collective project do we want? What do we want to do together? > generating ideas > explaining values	> generating and collecting ideas Taking a specific idea and discussing how to make it happen. Evaluate positive and negative points	generating ideas

CITY MAKERS	GENK	GRONINGEN	VIENNA
Design goals	What do we need to implement this collective project? > balancing individual & collective goals > networking	> Which resources and steps are necessary to realise projects How to realise a project?	networking

SAFARI	GENK	GRONINGEN	VIENNA
Design goals	> informing	> information, > social learning > civic learning > spatial capacity building	> activating > informing capacity building

CITY MAKERS

What do we need to implement this collective project?
> balancing individual & collective goals
> networking

MY BIZZ
> collective management

TOOLBOX

model for MINI GAMES to SUPPORT participatory processes

Community

FLOATING CITY

What collective project do we want?
What do we want to do together?
> generating ideas
> explaining values

SAFARI

> information,
> social learning
> civic learning
> spatial capacity building

input

input

input

input

input

output

input

LIFE MUST BE LIVED AS PLAY.

PLATO

THANK YOU!

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