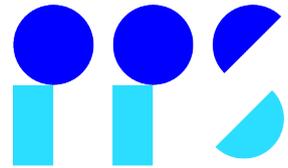




Co-funded by the  
Creative Europe Programme  
of the European Union



**PUBLIC PLAY SPACE**

OPEN CALL

**BEST PRACTICES  
OF PUBLIC PLAY SPACE INITIATIVES**

<b>WHAT</b>	<i>Public Play Space is launching a Call for projects and concepts focusing on innovative and creative practices for the co-design of inclusive, cohesive and sustainable public spaces and cities, through the use of games and digital technologies.</i>
<b>WHY</b>	<i>Best entries will be published in the Public Play Space State of the Art Catalogue and book, furthermore, the best submissions will be invited and funded to participate in the 2021 Symposium on Public Play Space.</i>
<b>HOW</b>	<i>All submissions must be made through this <a href="#">online form</a>, in English</i>
<b>WHEN</b>	<i>Deadline is 1 February 2020, midnight CET</i>
<b>WHO</b>	<i>Open to any stakeholder (author or co-author of the submitted project)</i>

**Public Play Space** (PPS) is a project co-funded by the Creative Europe programme of the European Union, aiming at exploring the development of innovative and creative practices for the co-design of inclusive, cohesive and sustainable public spaces, through the use of games and digital technologies.

**ABOUT THE CALL**

The participation of citizens in the creation of public space is important, as it leads to results concerning the way they inhabit it, appropriate it, protect it, and socially interact in it.

Since the 1960s new methodologies for **public space co-design** have been defined and tested. Among these, games have been proposed as a means of facilitating participatory processes by enabling cooperative environments to shape and support citizens' interaction.

**Games** have the potential to **foster collaboration** and facilitate the understanding process by providing a framework for setting collective goals. They offer a structure based on rules and mechanisms that drive participative processes and simultaneously functions as a porous communication platform.

The development of information and communication technologies has opened new frontiers in the use of games within **participatory processes** and during the last decade several new experimentations of video games usage for participatory planning have been developed.

This Call is an opportunity to present your project at the European scale! We are looking for best practices (either developed and applied projects or at concept stage) in the field of games targeted at facilitating participatory processes.

The objective is to illustrate and inspire a global discussion around **how digital technologies, in combination with gamification strategies, can be used to co-design public space and inform place-making.**

Partners:



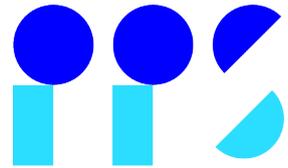
Institute for  
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of Catalonia

BARCELONA





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## ASSESSMENT CRITERIA AND PROJECTS ELIGIBILITY

We aim to collect innovative and creative practices in the field of co-design. The case studies must be successful projects or concepts that cover at least two of the following criteria:

- **Placemaking:** understood as a collaborative process by which the public realm can be shaped;
- **Gaming mechanisms:** considering games as a means of facilitating participatory processes;
- **Digital or non-digital tools:** use of technologies that are employed to boost decision making and participation;
- **Communal decision making:** topics involving civic participation strategies;

These case studies may showcase any **project** or **concept** developed in the European territory and can be submitted by either the author, co-author, or contributor.

The **jury** will be composed by representatives of the 3 PPS project partners. The main criteria that the commission will take into account is:

- Integration between the criteria defined for the eligibility
- effectiveness in the decision-making process
- effectiveness in the physical transformation
- effectiveness in mindset and perception transformation about urban spaces
- Relationship between replicability and local-based approach

## OPPORTUNITIES FOR AWARDEES

- **Presentation at Symposium:** The best two practices will be invited to be showcased at the forthcoming Symposium on Public Play Space that will be held in Barcelona in mid 2021. The two winners will receive a travel and subsistence allowance.
- **Publication:** Selected entries will be published online (with ISBN) in the Public Play Space State of the Art Catalogue.

## IMPORTANT DATES

- **Submissions Deadline:** 1 February 2020
- **Jury Meeting:** 20 February 2020
- **Announcement of Results:** 25 February 2020
- **Deadline for Symposium speaker's confirmation:** 1 August 2021

## CONTACT

Should you have any questions, please send us a message: [info@publicplayspace.eu](mailto:info@publicplayspace.eu)  
For further information on PPS, please visit <https://publicplayspace.eu>

## PROJECT PARTNERS

IAAC [www.iaac.net](http://www.iaac.net)  
BUAS [www.buas.nl/en](http://www.buas.nl/en)  
CLAC [www.clac-lab.org/site/](http://www.clac-lab.org/site/)

Partners: