PUBLIC PLAY SPACE

clac

Iaac Institute for advanced architecture of Catalonia BARCELONA SPAIN

Breda University OF APPLIED SCIENCES

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

Digital versus analogue

PUBLIC PLAY SPACE

Breda
University
OF APPLIED SCIENCES

The team

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Researcher

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Professor of Applied Games, Innovation & Society

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Researcher & Coordinator

Master Game Technology

Zhan Goosen

Researcher & Lecturer

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Marine Spatial Planning

NHTV Breda University of Applied Sciences

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Sim-game

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Cycle specs

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How can big groups of people think

Through games

About place-making?

Participatory placemaking through play.

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“If it does not feel like a game, it’s not a game”

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“If it’s just a game, than what's its purpose?”

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“Connect people to each other and the physical, cultural, and social identities to that public space”

(Project for public spaces, 2017)

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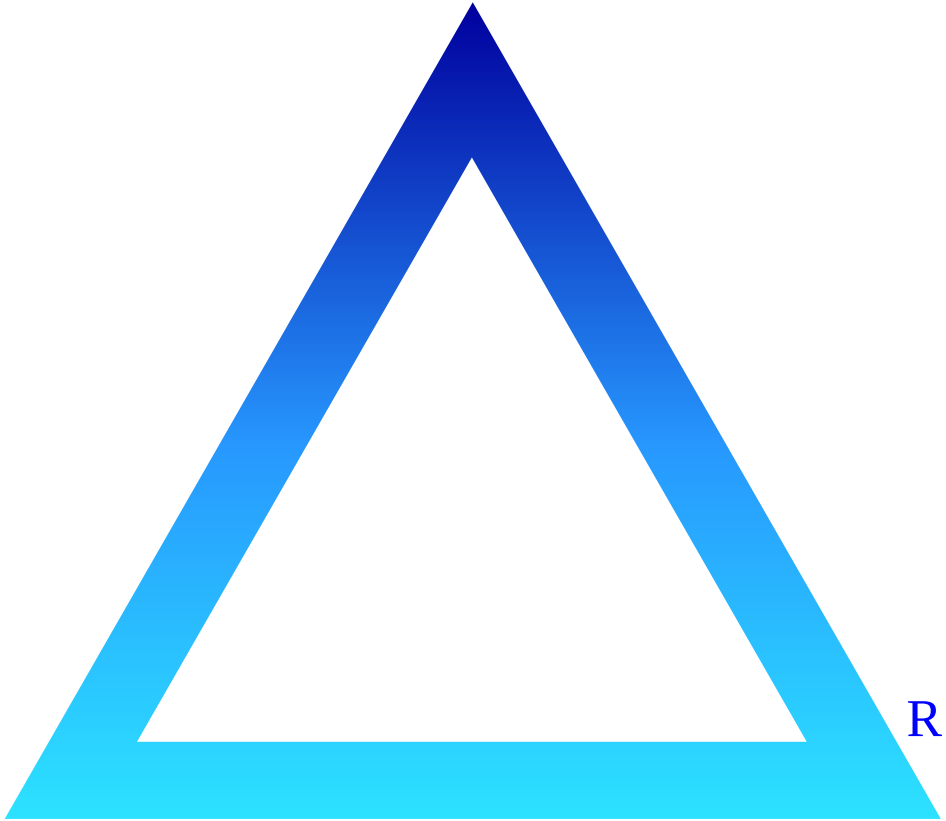
Absolute space



Relative space

Relational space

Harvey, 2007

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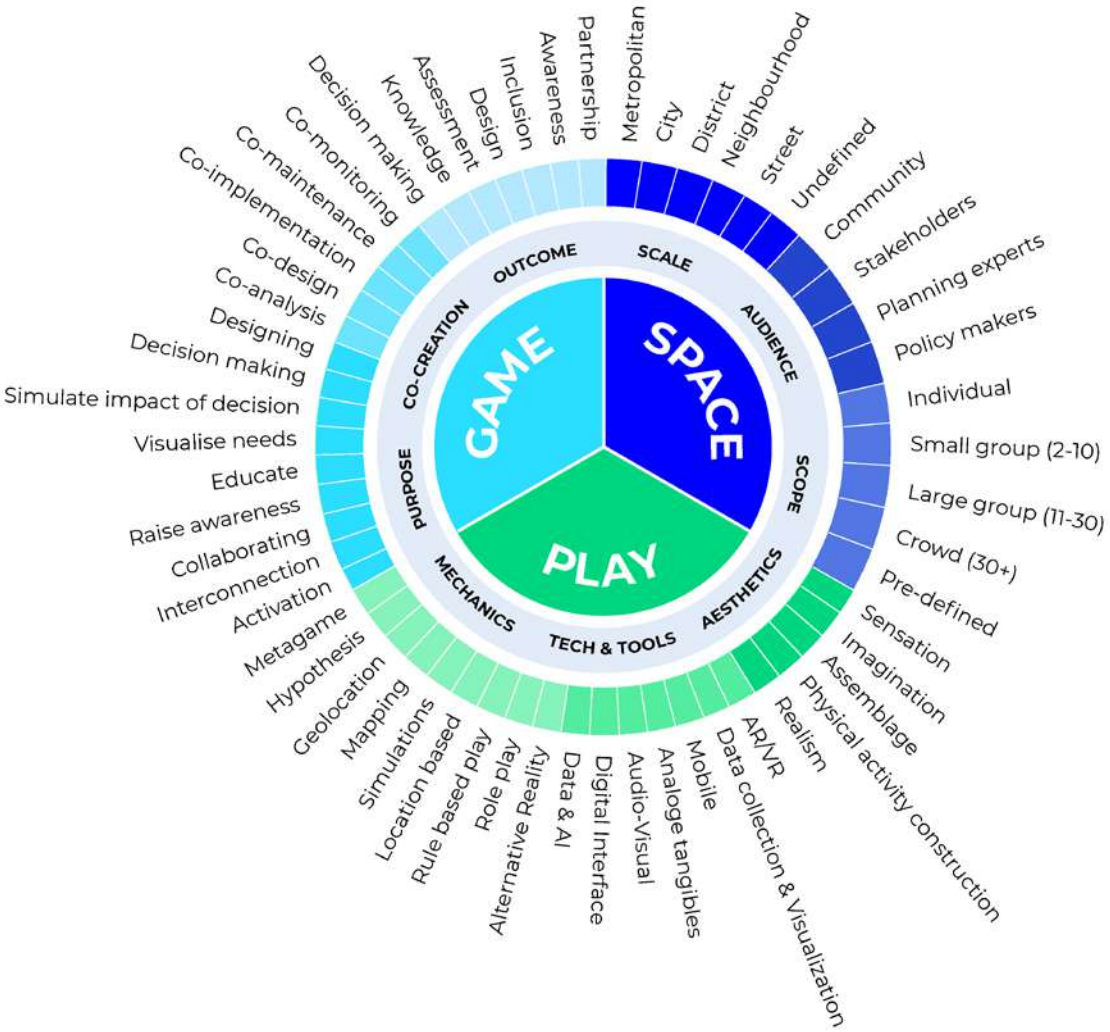

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“Urban game”

1200.000.000

results in 0,74 seconds”

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“Digital Urban game”

227.000.000

results in 0,42 seconds”

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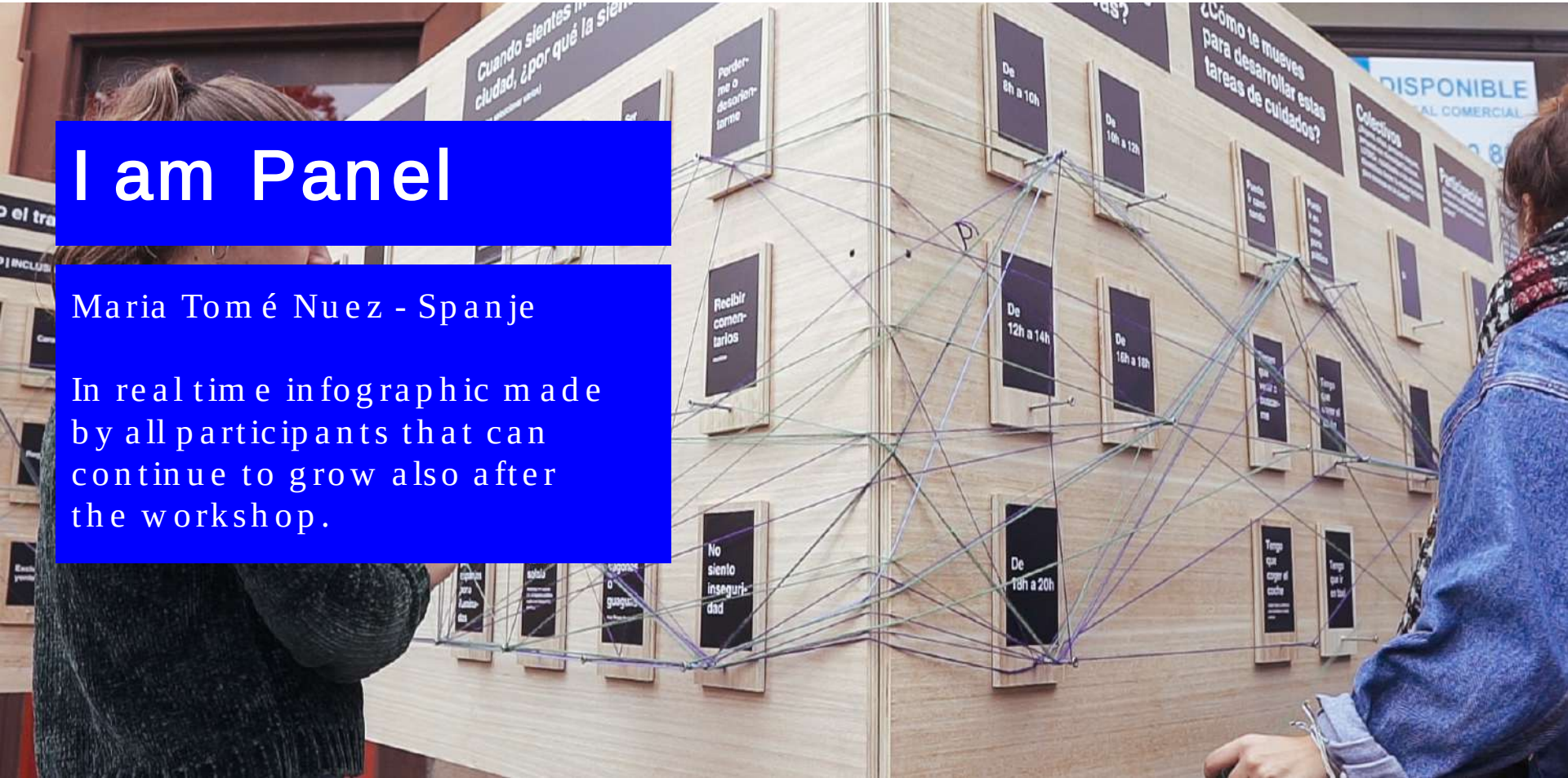

I am Panel

Maria Tomé Nuez - Spanje

In real time infographic made by all participants that can continue to grow also after the workshop.

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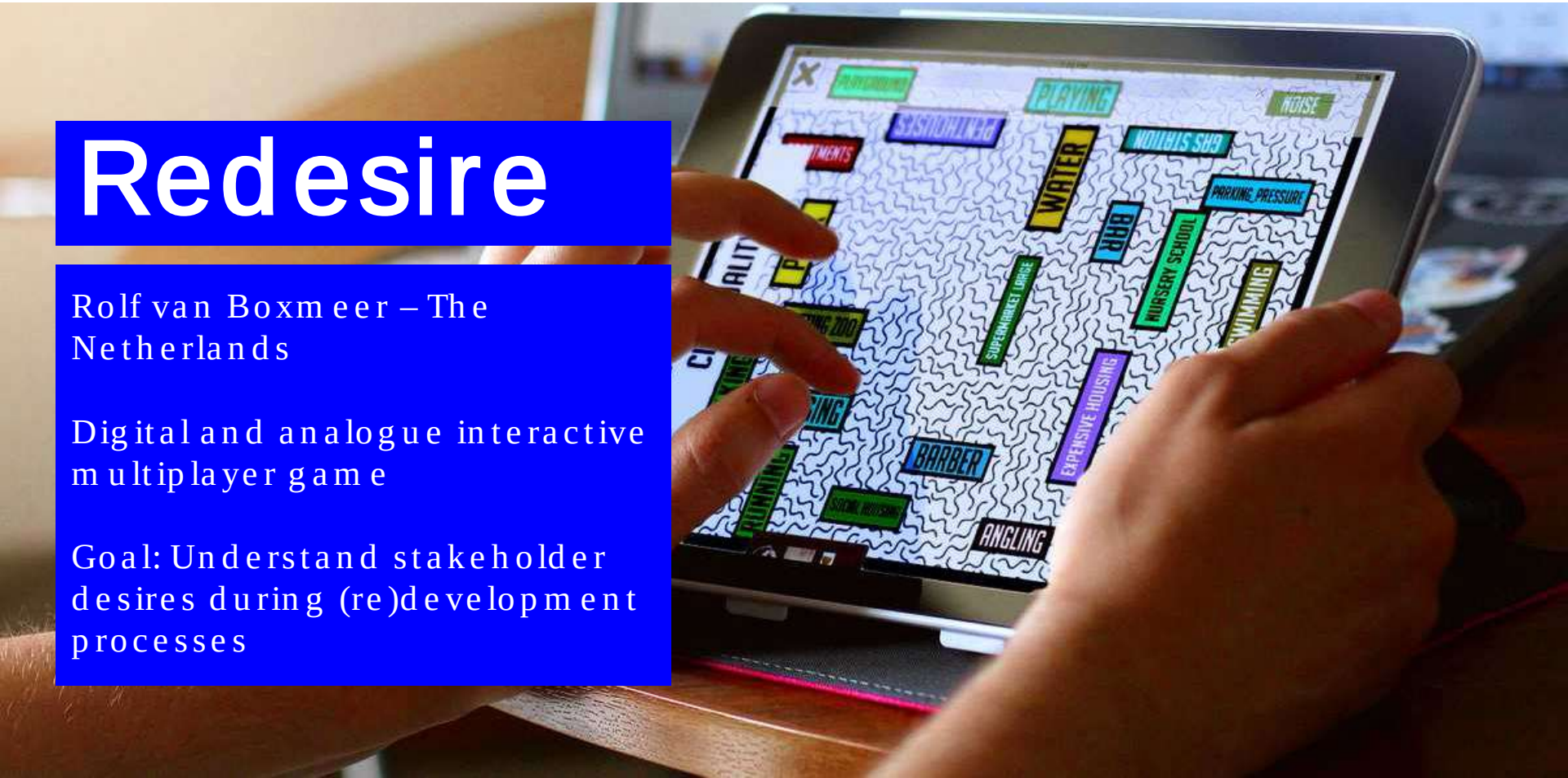
Redesire

Rolf van Boxmeer – The Netherlands

Digital and analogue interactive multiplayer game

Goal: Understand stakeholder desires during (re)development processes



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Block by Block

Kyle Farrell – The world

Using an existing game for placemaking designs with a digital and analogue approach

Goal: The user is the expert, use that input and create ownership, Especially among children

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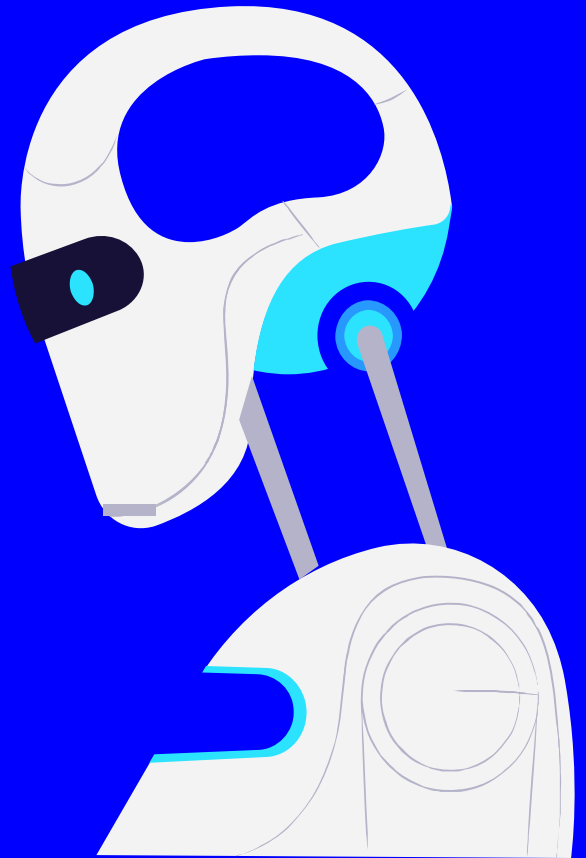
“But how smart are you really?”



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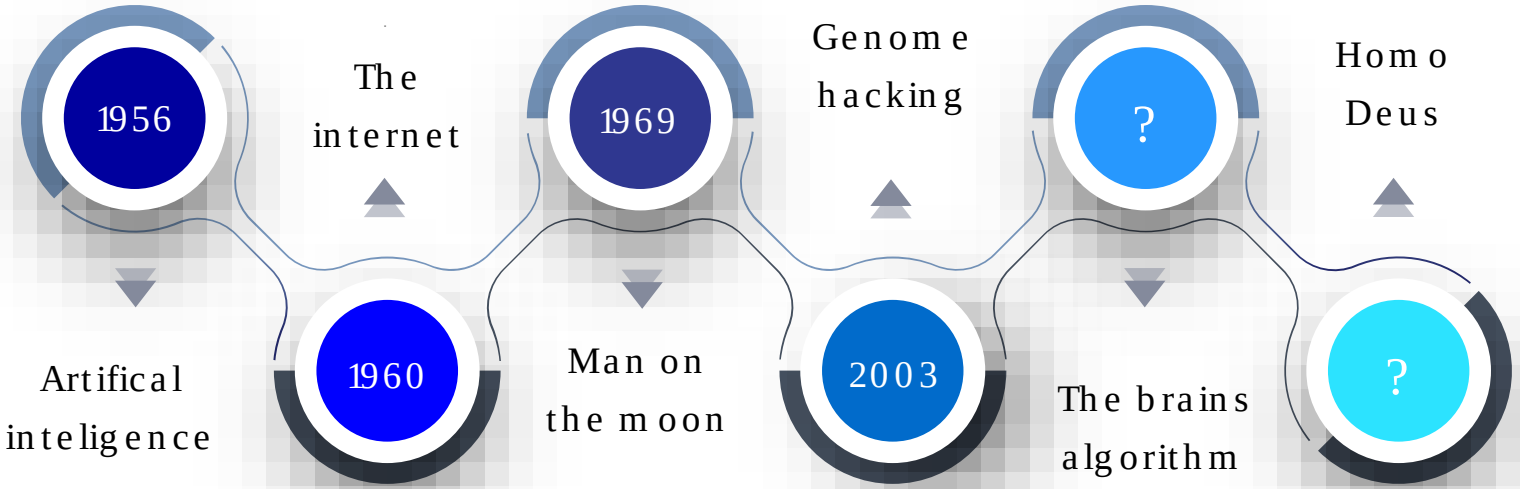
“Where are we going?”



AT&T
10:49 AM
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22

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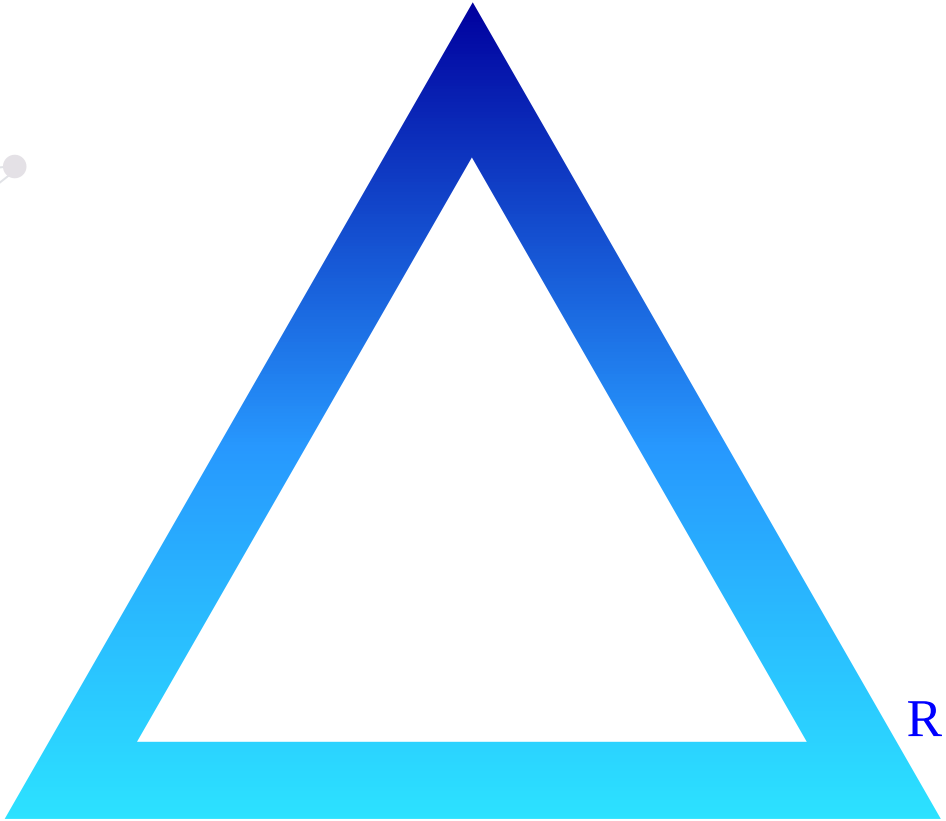
Absolute space



Relative space

Relational space

Harvey, 2007

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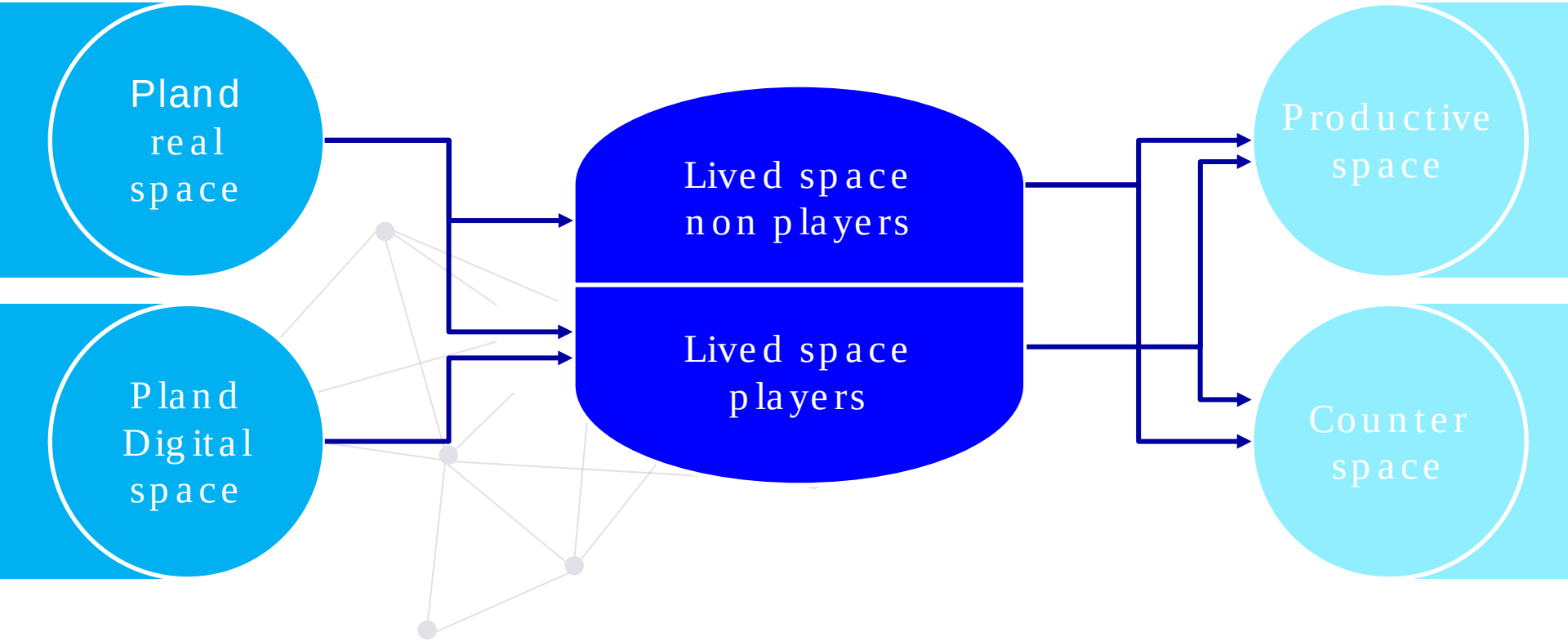

Apeldoorn & Hollander (2016)
(Based on: Harvey, 2007; Lefebre, 1991)

“Drivers and Barriers for digital transformations”

DIGITAL TRANSFORMATIONS

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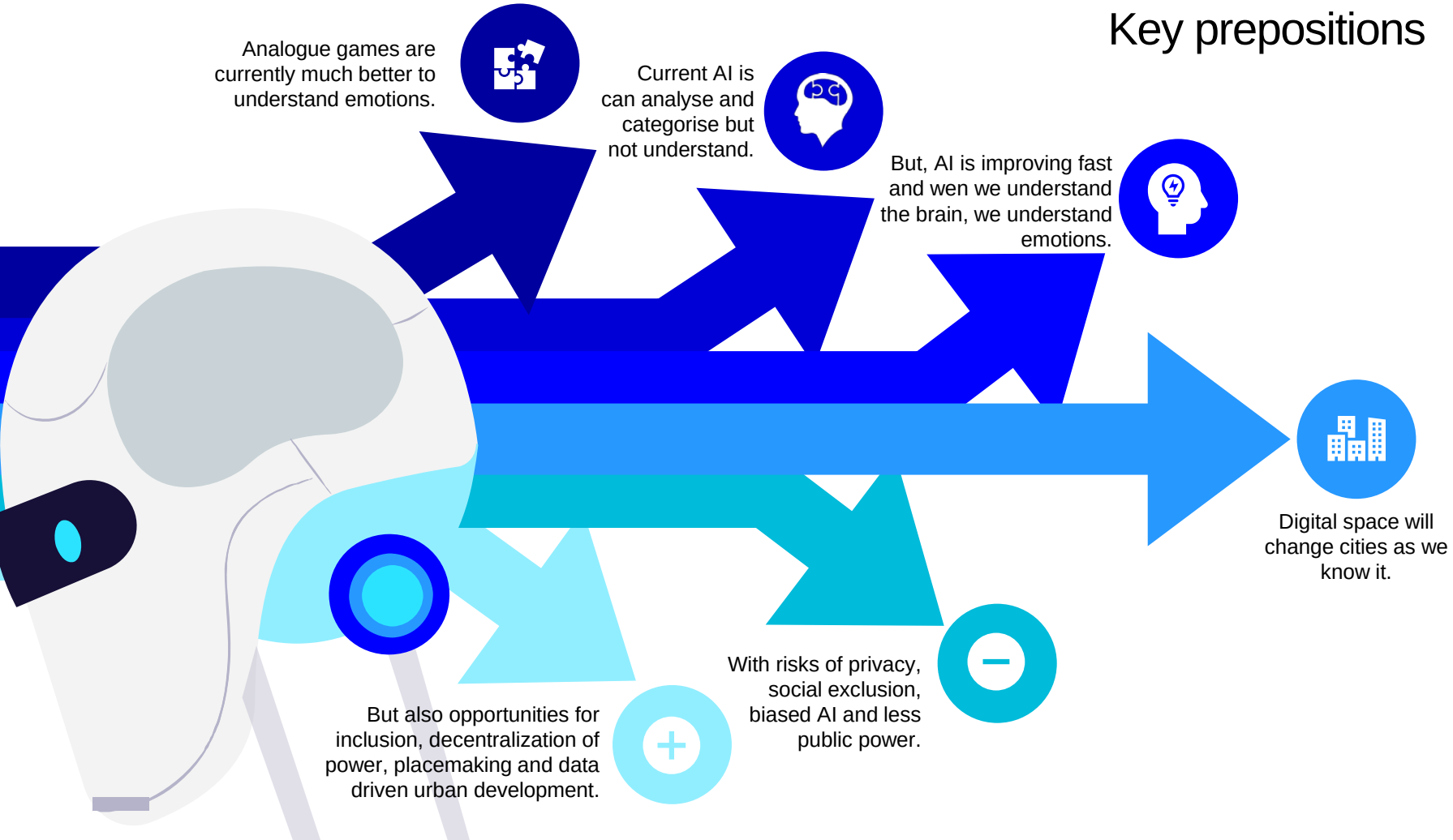
Your Back Yard

Hillivi Boerbooms – the Netherlands

- Process game for urban development with weekly updates online and visualised in real time augmented reality.
- People can give feedback on designs and propose there own solutions.
- Data on the development process gets analysed with artificial intelligence to find relations and interconnectivities to develop and

Key prepositions



Q&A

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Sources

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