Creative Capacity Building Workshop

Topic: **Advanced Technologies to boost community decision making & placemaking**

Where: BUas (innovation square)

When: 23-24-25 January 2020

Learn more, save the date and sign up!

PUBLIC PLAY SPACE

Breda University OF APPLIED SCIENCES

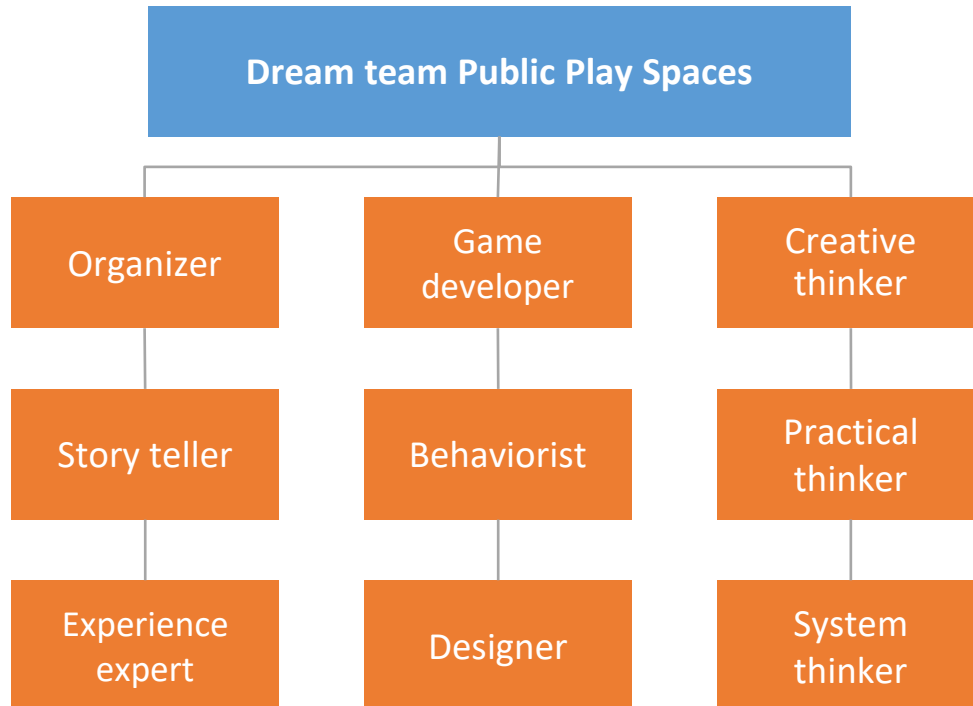Iaac — Institute for advanced architecture of Catalonia

clac

PPS, What is the future of advanced tech and place-making?

- Get selected as most talented participant of the hack and win a spot for the global hack in Dubai (all-inclusive)
- Cool group-prizes for the best teams selected by professional jury (1st , 2nd 3rd)
- Showcase your idea on a national conference (network opportunity)

LEARN MORE

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Team: Public Play Spaces

Dream team Public Play Spaces

- Organizer
- Game developer
- Creative thinker
- Story teller
- Behaviorist
- Practical thinker
- Experience expert
- Designer
- System thinker

A challenge sponsored by:

Placemaking through gamification

Introduction
How and with who we are think about the design of public spaces is rapidly changing, and new technologies are expanding the possibilities endlessly. Public Play Spaces, pioneers' new ideas about communal decision making through gamification to improve placemaking. In easy langue, how can we let big groups of people think of, and participate in, placemaking through both digital as physical games? To explore this new opportunity, PPS is searching all over Europe for new concepts and ideas to pave the way for the future of placemaking by organising hackathons and workshops to develop exciting new concepts. Now the hackathon is coming to Breda, and you are invited to work with a multidisciplinary team on the next new concept. The best concepts will be showcased at the international public play space Symposium in Barcelona and have the chance to get published in the Public Play Space book (with ISBN).

The challenge
For three days you will be working with urban planners and designers, game developers and place makers on a new concept in which games are used for participation in placemaking in Breda. The Institute of Advanced Architecture Catalunya and the Italian based company CLAC will function as mentors and the municipality of Breda will present the: including gamification to let people participate in the design of the "Singel pedestrian route".

For this challenge you will be assisted by a diverse team of professional game developers, experts in placemaking, urban planning and urban design. You will have a team of programmers to assist you and you can make use of VR equipment and other hardware on request.

Click here

SIGN UP FOR A TEAM

Program

Thursday 23rd January

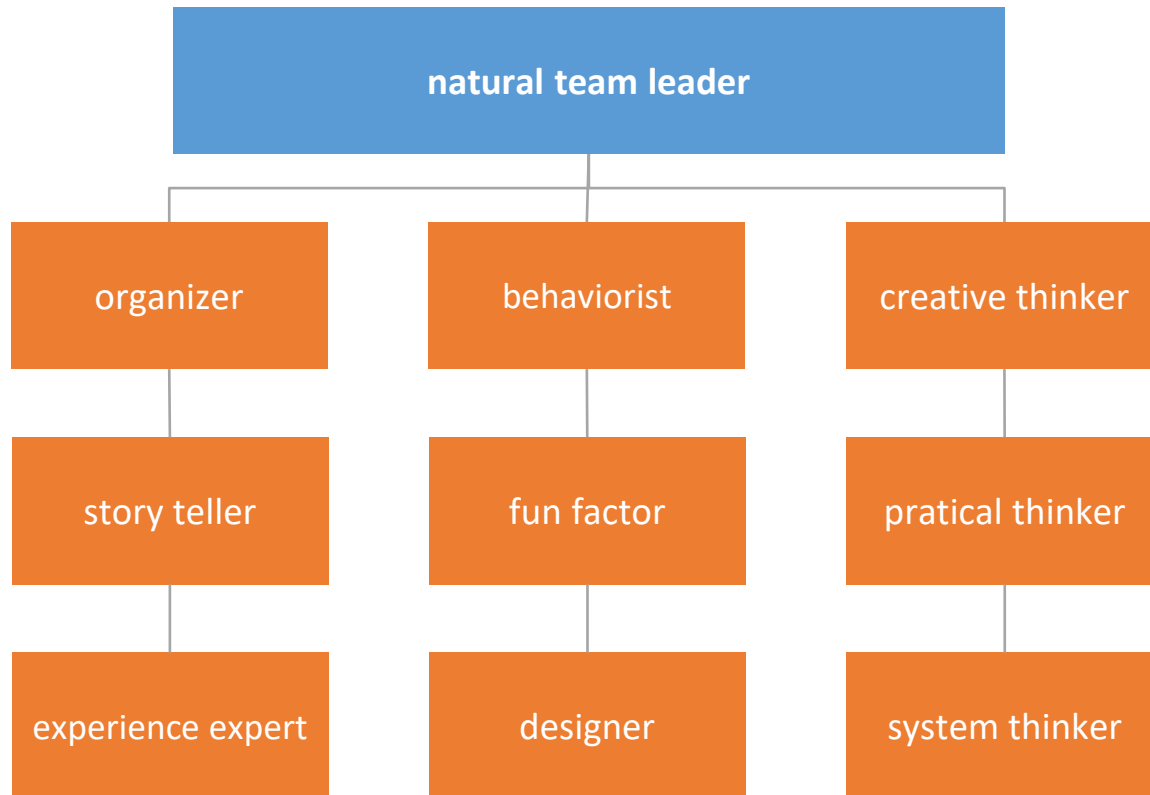|	
13:00	**Welcome @ innovation Square**
14:15	**The challenge in short**
	Introduction of challenge by industry partner
14:45	**Masterclasses**
16:45	**Getting up to speed**
	Brainstorm about solutions for the challenges and make a game plan for Friday and Saturday. Start idea development. Make 30 sec video of your 2 best ideas and upload to the cloud.
19:00	**Diner!**
20:45	**Closure day 1**

Friday 24th January

09:00	**Welcome & energizer**
10:00	**Feedback session**
what	*Discuss as a group with mentors idea to continue on and how*
12:00	**Lunch**
15:00	**Voluntary feedback sessions**
	Mentors are available for a creative session if needed (your choice)'
19:00	**Diner!**
20:45	**Closure day 2**

Saturday 25th of January

09:00	**Welcome & energizer**
09:30	**Make a game plan**
10:00	**work on your idea + presentation**
	Mentors support to improve your business case canvas, upload to drive
12:00	**Lunch while working**
	make final 1 min video pitch of your idea, upload to drive
16:00	**Finalize presentation**
	Upload to drive (deadline 17:45)
17:00	**Diner while working**
18:00	**Start final presentation**
20:00	**Jury consultation, drinks & final results**
20:45	**Closure day 3**

Sign-up for a dream team

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                    natural team leader

    organizer          behaviorist       creative thinker

    story teller        fun factor        pratical thinker

  experience expert      designer          system thinker
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Work towards sustainable, inclusive and healthy cities all around the world. That is our long term mission. It is not about "mobility or public transport", it is about what our cities and our lives in it should be like.

Worldwide we need engineers, planners, designers, data scientists, hard- and software specialists, UX-designers and many more skills and talents to work on cities of the future. We need students from all academies, institutions and years.

But most of all, we look for your positive energy, fresh minds and unique talents. Sign up, make new friends, develop your skills, receive coaching, increase your network, have fun and good food. Sign-up and tell us what skills and talents you bring to the team!

SIGN UP FOR HACKATHON

Click here