

PUBLIC PLAY SPACE SYMPOSIUM

14-15 July 2021
Online

Registration and info at
publicplayspace.eu/symposium

Day 1 - 14th JULY 2021

10:00 - 10:10	Welcome Remarks	
10:00 - 10:20	Introductory Remarks	
	Walter Zampieri	Head of Unit Culture policy and Intercultural dialogue at European Commission
10:20 - 10:45	The PPS project Experience and Virtual Exhibition	
	Chiara Farinea	IAAC
	Nick van Apeldoorn	BUAs
	Davide Leone	CLAC
10:45 - 11:45	Panel 1 - Responsive Technologies and Playful Platforms	
	Athanasia Tsertou	ICCS, CIBOS
	Jörg Noennig	TU Dresden, Hafencity Universität
	Helmut Schrom-Feiertag	AIT Austrian Institute Technology
	Luke Caspar Pearson	UCL Bartlett
	moderated by:	Alex Mademochoritis (IAAC) and Nick van Apeldoorn (BUAs)
11:45 - 12:00	Break	
12:00 - 13:00	Panel 2 - Serious Games for the Co-design of the Public Space	
	Ekim Tan	Play the City
	James Delaney	Block by Block
	Anthony Duckworth	AUDRC (UWA) & Fairplace
	Jessika Weber-Sabil	SCITHOS/ location-based games
	moderated by:	Chiara Farinea (IAAC) and Celiane Camargo-Borges (BUAs)
13:00 - 13:15	Break	
13:15 - 14:15	Panel 3 - Gamification, Play and Community-based Strategies	
	Sara Candiracci	ARUP, Inclusive and Resilient Cities
	Francesco Caldarola	Cultural and Social Innovation
	Mattia Thibault	Tampere University
	Fabio Viola	TuoMuseo
	moderated by:	Zhan Goosen (BUAs) and Davide Leone (CLAC)
14:15 - 14:45	Presentation of Winners of State of The Art Catalogue	
	Georgios Artopolus	Virtual Environments as a Technological Interface between Cultural Heritage and the Sustainable Development of the City
	Rolf van Boxmeer and Tessa Peters	Redesire Project
14:45 - 15:00	Closing Remarks	

Day 2 - 15th JULY 2021

10:15 - 10:20	Welcome	
10:20 - 10:30	Presentation of the selected posters visualization platform	
10:30 - 11:50	Papers Presentation	
	Gamification and Serious Games for the co-design of Public Space	
11:50 - 12:10	Break	
12:10 - 13:30	Papers Presentation	
	Interactive and Community-based Strategies for the co-design of Public Space	
13:30 - 14:00	Closing Remarks	