

# State of the Art Catalogue

Collection of Best Practices on Public Space Initiatives



PUBLIC PLAY SPACE

**PUBLIC PLAY SPACE INITIATIVES CATALOGUE**  
**Collection of Best Practices**

ISBN: 978-84-120885-3-3

Published in the framework of the project  
Public Play Space, co-funded by the  
Creative Europe Programme of the European  
Union.

The views set out in this publication are those  
of the authors and do not necessarily reflect the  
official opinion of the European Union.

© 2020 Public Play Space.  
Pictures by kind permission of the  
photographers/holders of the picture rights.  
All rights reserved.

**Editors:**

Areti Markoupoulou  
Marco Ingrassia  
Chiara Farinea  
Mathilde Marengo  
Raquel Villodres

**Scientific Committee**

Marco Ingrassia  
Chiara Farinea  
Cristian Rizzuti  
Davide Leone  
Nick van Apeldoorn  
Igor Mayer  
Zhan Goosen

**With contributions by**

Doris den Hamer  
Quincy Quist  
Rob Dekempeneer  
Relin Buijs  
Maxime Vissers

**Design, settings, and lithography**

Daniela Figueroa  
Nikol Kirova

**Cover**

Daniela Figueroa

**Coordination**

Marco Ingrassia  
Raquel Villodres

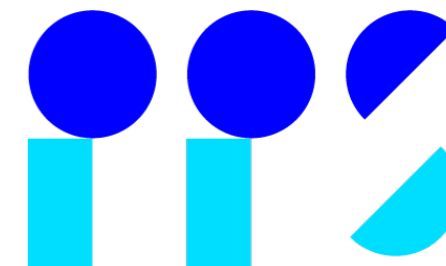
The publication is edited by the Institut  
d'Arquitectura Avançada de Catalunya  
(IAAC) and displays international practices  
connected to Public Play Space and their  
implementation in the fields of Architecture and  
Design, Advanced Technologies and Gaming, and  
Social Participation and Gamification strategies.

**Institute for Advanced Architecture of Catalonia**  
**Pujades 102 baixos, Poblenou**  
**08005 Barcelona, Spain**  
**[www.iaac.net](http://www.iaac.net)**

Online-version of the Catalogue is available for  
free at: <https://www.publicplayspace.eu/>  
Printed in the European Union

# State of the Art Catalogue

Collection of Best Practices on Public Space Initiatives



**PUBLIC PLAY SPACE**





**More than 30 projects activating public space all over the world are presented in this Guide.**

**A voyage through nations and experiences that can design a network of innovative and inclusive public spaces.**

- Back Story \_ South africa
- Clean Games \_ Russia
- Climate Games \_ The Netherlands
- Collective Intelligence in City Design \_United States
- Corporate Growth Game \_ The Netherlands
- Guilt \_Italy
- Habla \_ Spain
- I am panel \_ Spain
- Kreyon city \_ France
- L'appar(ten)enza inganna \_Italy
- Le Fanu Play and Skate Park\_Ireland
- Metrogame \_Malaysia
- Online / on-site\_ United States
- Placemaking facilitation game \_ Bulgaria and Norway
- Playtime\_Italy
- QurbanCraft\_Italy
- Raiders of the lost water\_Italy
- RE:CLAIM\_Greece
- REDESIRE\_The Netherlands
- Rethinking urban design in the digital era\_Greece
- STAIN \_ The Netherlands
- Superlupa \_ Spain
- The civic Horse\_UK
- The Great Palermo\_Italy
- The innovation game\_Brasil
- The Smart City Hospitality\_The Netherlands
- The Urban Future\_The Netherlands
- Un Sacco di Palermo\_Italy
- Urban Living lab playground\_Belgium
- Urban Poem\_Italy
- Veus\_Spain
- Videogame urbanism\_UK

# Index

08 **Foreword**

10 **Glossary**

## 1. Environmental Awareness

16 **Clean Games**

Loffe + Ivanov (Russia)  
/ 2015

18 **Climate Games**

Tygron (The Netherlands)  
/ 2012

22 **MUV**

Palermo urban solutions Hub  
(EU HORIZON) / 2020

24 **Raiders of the lost water**

Alessandro Gurrieri (Italy)  
/ 2016

26 **The Smart City Hospitality**

Jessika Weber (The Netherlands)

## 2. Collective Design

30 **Collective Intelligence in City Design**

Rong + Yang (United States)  
/ 2020

32 **Habla**

Rodriguez Vara + Petraityte (Spain)  
/ 2018

34 **I am panel**

OCCS+CIVICWIS (Spain)  
/ 2019

38 **L'appar(ten)enza inganna**

Tamalacà srl + "Festival for Accessible Cities" (Italy)  
/ 2018

40 **Le Fanu Play and Skate Park**

Relational Urbanism + Levins + Barry + MCELLIGOT (Ireland)  
/ 2020

42 **Placemaking facilitation game**

Bondov + Kesarovski + |In|Formal Association (Bulgaria and Norway)  
/ 2019

46 **Playtime**

Moro et al. (Italy)  
/ 2019

48 **QurbanCraft**

Blečić et al. (Italy)  
/ 2020

52 **RE:CLAIM**

Urban Hackers (Greece)  
/ 2020

56 **REDESIRE**

Rezone (The Netherlands)  
/ 2016

60 **Rethinking urban design in the digital era**

Kyriakopoulou (Greece)  
/ 2019

64 **STAIN**

Royal Haskoning DHV  
(The Netherlands) / 2020

68 **The civic Horse**

STUDIO CHI (UK)  
/ 2020

72 **Veus**

Williams + Alsina (Spain)  
/ 2018

76 **Videogame urbanism**

YOU + PEA (UK)  
/ 2016

78 **Virtual Environments as a Technological Interface**

Artopoulos (Cyprus)

## 3. Storytelling & Learning

84 **Back Story**

Villiers et al. (South africa)  
/ 2016

86 **Guilt**

Tamalacà srl + Municipality of Sassari + Abinsula + InnovYou Srl (Italy) / 2016

90 **Hello Lamp Post**

Hello Lamp Post (global)  
/ 2018

92 **My Street ABC**

Kjell Van Ginkel / 2020

94 **Superlupa**

Aldah + Jiale (Spain)  
/ 2018

98 **The Great Palermo**

We Are Muesli + CLAC (Italy)  
/ 2015

100 **The innovation game**

Celiane Camargo-Borges (Brasil)

102 **Un Sacco di Palermo**

Mandalari (Italy)  
/ 2018

104 **Urban Living lab playground**

Zalokar et al. (Belgium)  
/ 2018

106 **Urban Poem**

Talu et al. (Italy)  
/ 2018

110 **Virtual Museum**

Dr. Rashnoodi + Prof Dr. Gisbergen (Mexico, The Netherlands)  
/ 2019

## 4. Decision Making

114 **Corporate Growth Game**

Hendriksen (The Netherlands)  
/ 2017

116 **Kreyon city**

Monechi et al. (France)  
/ 2018

118 **Metrogame**

MSLab + Metrohub (Malaysia)  
/ 2018

120 **Online / on-site**

Cyrus Peñarroyo (United States)  
/ 2014

122 **The Urban Future**

Hendriksen (The Netherlands)  
/ 2017

1 ENVIRONMENTAL AWARENESS

2 COLLECTIVE DESIGN

3 STORYTELLING & LEARNING

4 DECISION MAKING



# Metrogame

Author: MSLab + Metrohub  
Location/Year: Kuala Lumpur, Malaysia, 2018

Premise: the role of metropolitan systems in addressing and fulfilling SDGs is crucial. Limited are the tools to directly link strategic physical planning and design actions with the sustainable global agendas.

Objective: the METROGAME is based on preliminary work made by experts as facilitators providing scenarios of negotiation to be improved, modified, implemented by different actors through decision making processes the game will simulate these decision making processes in reduced complexity showing the effects on SDGs and other urban indicators in terms of expected results. The game is based on a preliminary mapping and design phase on the focus area delivering a strategic framework that should include and recombine existing and potential public/collective/common assets as enduring and viable metropolitan and urban patterns contributing to set a possible robust structure of sustainable development. A metropolitan framework of civic robustness is a strategic, inter- scalar, multi-actor, spatial platform of negotiation for the coproduction of public good.

The METROGAME allows to interact with the metropolitan strategic framework and its patterns by improving, modifying, implementing them according to a personal perspective, with the aim of reaching the highest balance in the proposed indicators of sustainable development.

Each group will have a game set including the game board and: 9 Roles Cards 12 Action Cards 2 Scoring Tokens. At the beginning of the game role cards will be distributed. The mayor will be elected and he will be the active player, while the others will play the parts of the actors suggested by the roles card, sustaining the suggested positions.

In Wazico some projects to drive future urbanization have already been started, as the national government has decided to invest in the city and financial resources are available due to the progressive foreign private investments, but various urgent issues still require the attention of decision makers. The goal of the game is to set a sustainable scenario for Wazico in which the Local Goals on urgent needs and the Global Goals related to SDGs are balanced.

## GAME

### PURPOSE



### CO-CREATION



### OUTCOME



## PLAY

### MECHANICS



### TECH & TOOLS



### AESTHETICS

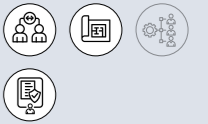


## SPACE

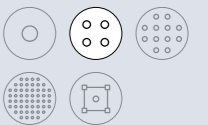
### SCALE

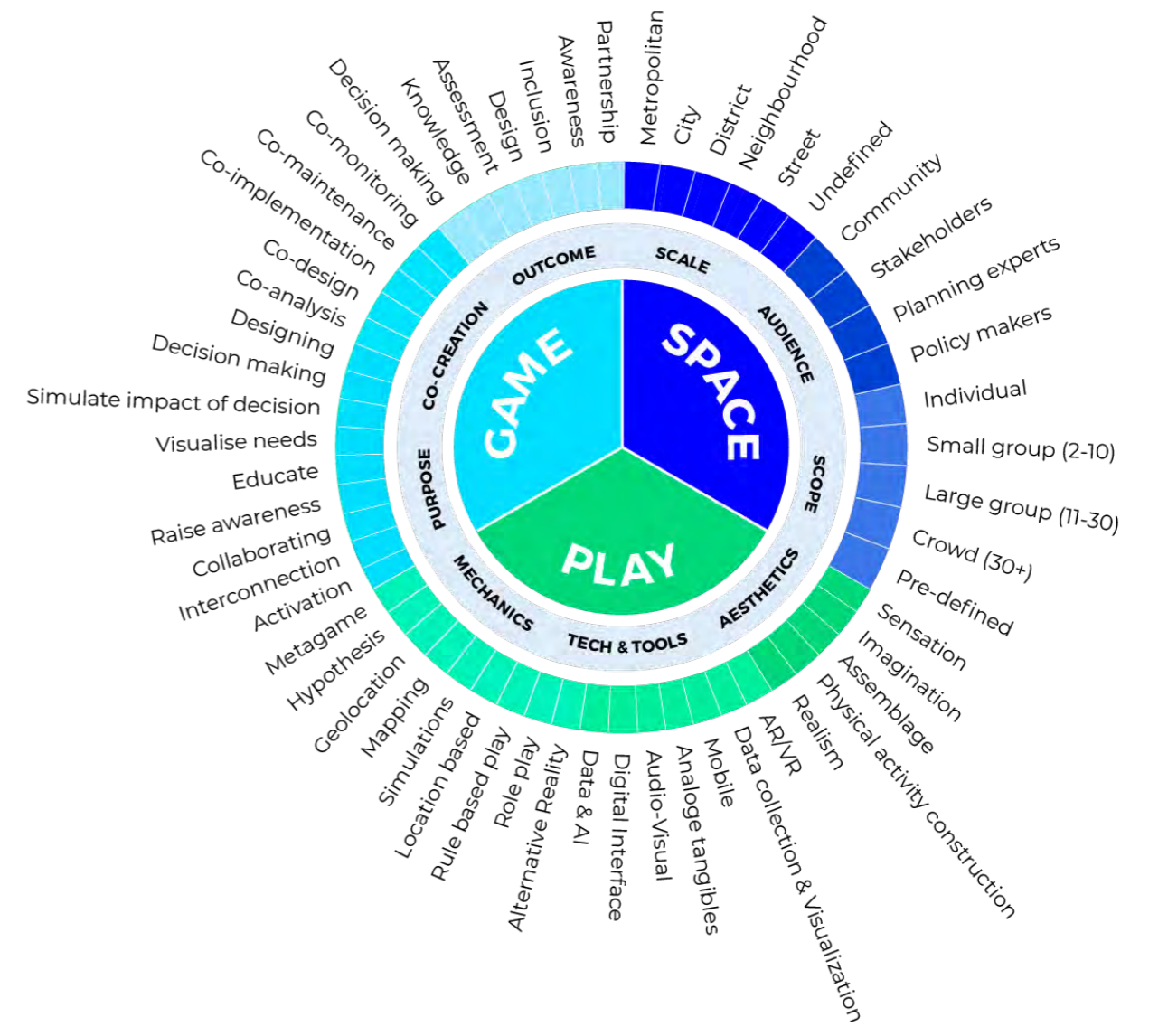


### AUDIENCE



### SCOPE





# PUBLIC PLAY SPACE

## PPS Project Partners

Institute for Advanced Architecture of Catalonia (IAAC).  
www.iaac.net

Breda University of Applied Sciences (BAUS)  
www.buas.nl/en





CLAC  
www.clac-lab.org

**More information**  
www.publicplayspace.eu

**Contact**  
info@publicplayspace.eu

## GAME

### PURPOSE

-  **Activation**
-  **Interconnection**
-  **Collaborating**
-  **Raise awareness**
-  **Educate**
-  **Visualise needs**
-  **Simulate impact of decisions**
-  **Decision making**
-  **Designing**

### CO-CREATION




-  **Co-analysis**
-  **Co-design**
-  **Co-implementation**
-  **Co-maintenance**
-  **Co-monitoring**

### OUTCOME






-  **Decision making**
-  **Knowledge**
-  **Assessment**
-  **Design**
-  **Inclusion**
-  **Awareness**
-  **Partnership**

## PLAY

### MECHANICS

-  **Alternative reality**
-  **Role play**
-  **Rule based play**
-  **Location based**
-  **Simulations**
-  **Mapping**
-  **Geolocation**
-  **Hypothesis**
-  **Metagame**

### TECHNOLOGY AND TOOLS

-  **AR/VR**
-  **Data collection and visualization**
-  **Mobile**
-  **Analoge tangibles**
-  **Audio-visual**
-  **Digital interface**
-  **Data and Artificial Intelligence**

### AESTHETICS





-  **Sensation**
-  **Imagination**
-  **Assemblage**
-  **Physical activity construction**
-  **Realism**

## SPACE






### SCALE

-  **Metropolitan City**
-  **City**
-  **District**
-  **Neighbourhood**
-  **Street**
-  **Undefined**

### AUDIENCE

-  **Community**
-  **Stakeholders**
-  **Planning experts**
-  **Policy makers**

### SCOPE

-  **Individual (1)**
-  **Small group (2-10)**
-  **Larger group (11-30)**
-  **Crowd (30+)**
-  **Pre-defined**

