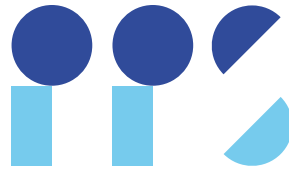# PUBLIC PLAY SPACE
SYMPOSIUM

14 - 15 JULY 2021 // ONLINE

The Public Play Space Symposium is organized in the framework of the Public Play Space (PPS) project, co-funded by the Creative Europe Programme of the European Union, aiming at exploring innovative and creative practices for the co-design of inclusive, cohesive and sustainable public spaces, through the use of games and digital technologies.

Iaac | Institute for advanced architecture of Catalonia

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Breda University
OF APPLIED SCIENCES
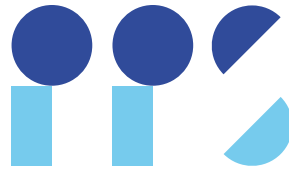
PUBLIC PLAY SPACE
SYMPOSIUM

CALL

Public Spaces play a key role in urban systems, by both acting as physical manifestations of societal relations and imaginary, as well as structural nodes that contribute to the resilience and functionality of cities. The COVID crisis itself has underlined this, calling for public spaces to quickly adapt and embed novel behavioural and utilization patterns in order to address the changing needs of communities.

The importance of societal engagement in the process of design and implementation of the public built environment is widely acknowledged by policy makers and the scientific community. Over the past decades, there has been a surge of participatory and co-design processes worldwide including placemaking practices, calls for action, or co-design initiatives.

During the last decades, policy makers and city managers have started to use digital technologies as means to further engage citizens in the decision-making process. For instance, these activities can be supported by digital platforms which include features like polls for decision making, forums allowing interaction and discussion, or visualizations and animations in order to ease the communication of complex concepts. The concept of Gamification is also gaining importance; it is intended as a strategy to thoughtfully make these processes fun by applying game elements to real-world activities. The objective of this addition is to trigger more appealing and engaging participatory practices, as well as incentivizing active and consistent behaviour of the participants. Games are in fact demonstrated to have a motivational effect on their users, consequently increasing their level of participation. Some of the dynamics applied include rules, competition, outcomes, conflict, and other gameful or playful elements.

When applied to participatory practices for co-design in Public Space environments, **gamification and responsive digital technologies,** such as Virtual and Augmented Reality or Digital Interfaces, **can become powerful tools to tackle the limitations of conventional methodologies.** This contributes to widening the audience, ensuring the inclusivity of proposals, as well as to increasing the accessibility of design activities to non-

expert citizens, empowering them as agents of transformation of the public realm.

The combination of Responsive Digital Technologies and Gamification Strategies can also empower designers with a wide range of applications. These include **stimulating citizen reflection** and civic learning; **generating interaction and resolving conflicts** between citizens with contrasting views; **promoting values** such as sustainability, coexistence and circular economy thanks to the purposeful use of objectives, challenges and tokens; **simulating the impact of different design solutions**; and **generating awareness and informed decisions** thanks to data visualization and indicators.

OBJECTIVE AND SESSIONS
The objective of the Public Play Space Symposium is to investigate how Gamification strategies and Responsive Digital Technologies can foster and enable the implementation of Co-Creation and Co-Design processes in and for Public Space.

The symposium is organised around the following topic sessions:

• Gamification and Serious Games for the co-design of Public Space;

• Responsive Technologies for the co-design of Public Space;

• Interactive and Community-based Strategies for the co-design of Public Space
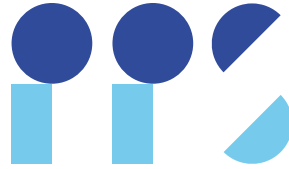
This Call is aimed at collecting novel and high quality papers and projects on the topics mentioned above. Selected authors will be invited to discuss their work in the Symposium, while being part of the online publication of the Symposium proceedings.
Symposium proceedings will be accessible online as open access publication with ISBN number.

STRUCTURE
The PPS International Symposium will be held over two days, on the 14 and 15 July 2021 and will be held entirely online.

• Day 1 // Invited Keynote speakers;
• Day 2 // Papers and projects discussion.

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

DETAILED INFORMATION

DEADLINES
Full Paper Submission Deadline:
30th May 2021
Announcement of selected papers:
14th June 2021
Registration for general Public
14th June 2021

HOW TO APPLY
It is possible to submit papers or projects

Papers:
Papers should be max 3,000 words (including references, excluding abstract). They should include the following information: title, authors details, short abstract of 200 words, min 300dpi.
Every paper must be sent both in .doc and .pdf formats.

Please find the paper layout at the following link: http://bit.ly/PPS_papertemplate

Projects: Projects must be realized by the person/ people submitting. They have to be presented in one A1 poster, vertical format, including title of the project, author(s) details, year of realisation, keywords, text illustrating the main features of the project, figures/images/ tables.
Please find the poster layout at the following link: http://bit.ly/PPS_poster_template

Submissions
Please upload your submissions using the form at this link: http://bit.ly/PPS_Symposium

RULES
Language: English
Copyrights: all parts of the submitted material (including text and photographs), must be either authored by the person/people submitting, or must have the rights to use and publish them.
Free of charge: participation in the Call for Papers and Symposium will have no cost.
Selected papers: The selection of the papers and projects will be based on the following criteria:
· Relevance to the Call for Papers and projects
· Originality and innovation to the literature
· Impact and scalability in real case scenarios

PUBLICATION
Submission of papers and posters implies the author's agreement to publish the submitted content in the conference proceedings publication, including the website.

PROJECT PARTNERS
IAAC www.iaac.net
BUAS www.buas.nl/en
CLAC www.clac-lab.org/site/

CONTACT
Should you have any questions, please send us a message: info@publicplayspace.eu
For further updates, please check regularly the project website: www.publicplayspace.eu