

## ENGAGING CHILDREN IN PLANNING

- games as the way of including children into serious process of planning
- give the voice in planning to the children and youth
- our focus is on cooperative learning (Kagan, 2001)

- positive interdependence
- common goals promote individual responsibility
- improve learning performance

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## EVALUATION OF THE GAME

First part of the test phase: two open-air festivals in Budapest, September 2012

- ca. 140 players
- ca. 16 hours of play
- heterogeneous audience

Second part of the test phase: school groups in Jewish Cultural Centre, November 2012

- 2 school groups (8th and 11th grade) and one group of university students
- 3 hours workshop
- homogenous players



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## CONCLUSIONS

- Collaboration and co-creation can empower and motivate children and youth;
- equal participation
- less social differentiation
- higher acceptance of everybody

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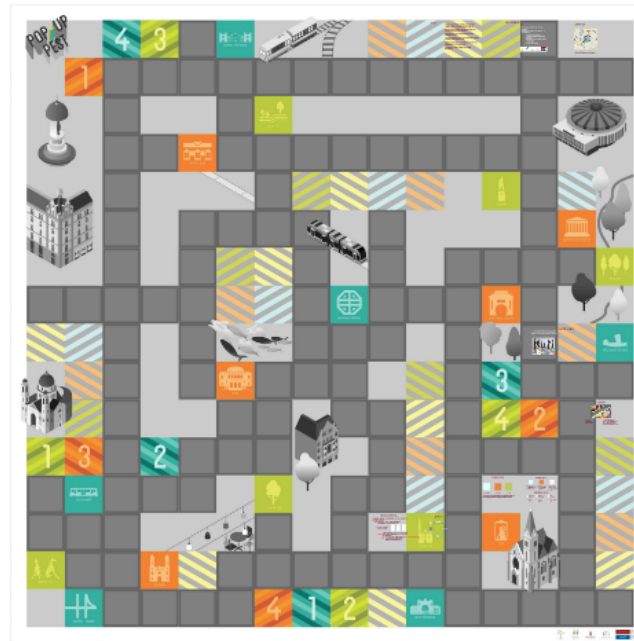
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## MOTIVATION

Game in urban planning can:

- provide playful and engaging environment
- facilitate learning on several different levels simultaneously to the players of different abilities
- enable learning through experimentation
- encourage taking on different roles

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## THANK YOU!

### CONTACTS

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# Pop-up Pest

## An Educational Game for Active Participation of Children and Youth in Urban Planning

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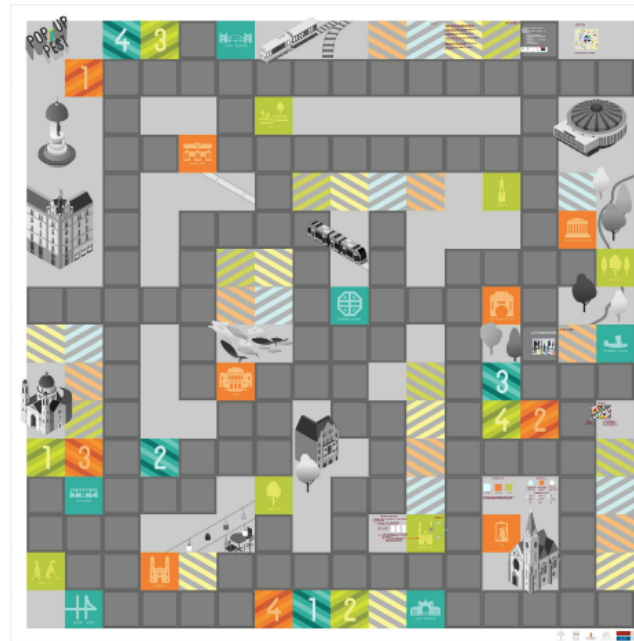
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→ positive interdependance

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→ improve learning performance

The infographic is a large grid of 10 columns and 10 rows. The grid is composed of various colored squares (grey, teal, orange, green, yellow) and contains the following elements:

- Numbers:** Large numbers 1, 2, 3, and 4 are placed in specific grid cells, often within colored squares.
- Icons and Images:** Includes a train, a building, a dome, a classical building, a modern building, a tram, a boat, a house, a church, a person, a tree, a lamp, a classical building, a modern building, a boat, a person, a tree, a lamp, a classical building, a modern building, a boat, a person, a tree, a lamp.
- Text Blocks:** Several small text blocks are scattered throughout the grid, often containing bullet points or short paragraphs.
- Patterns:** Diagonal stripes in yellow, teal, and orange are used as decorative elements in several cells.

# BACKGROUND

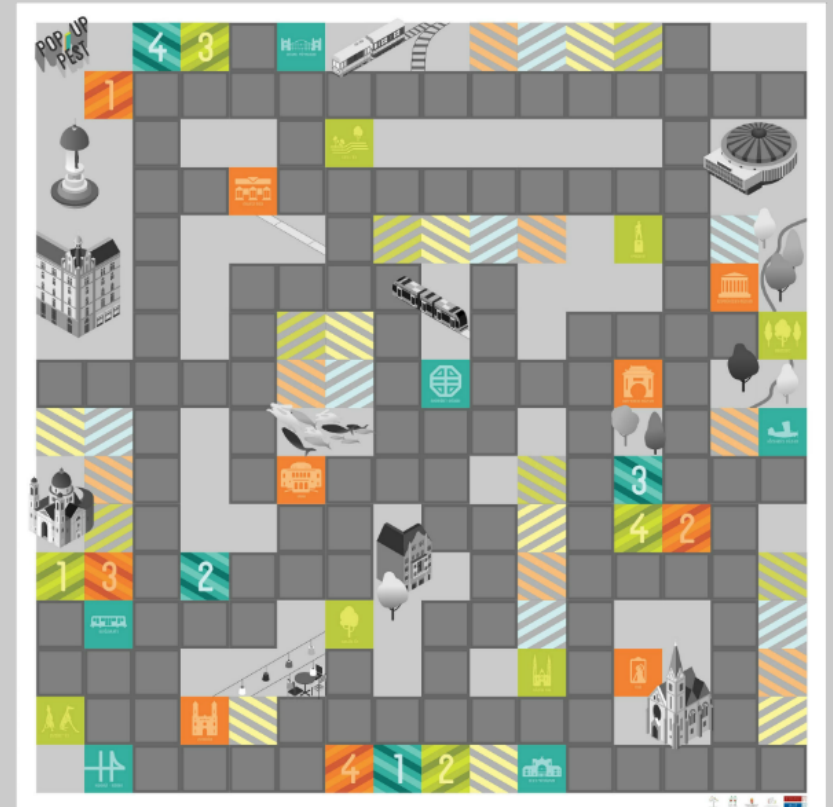
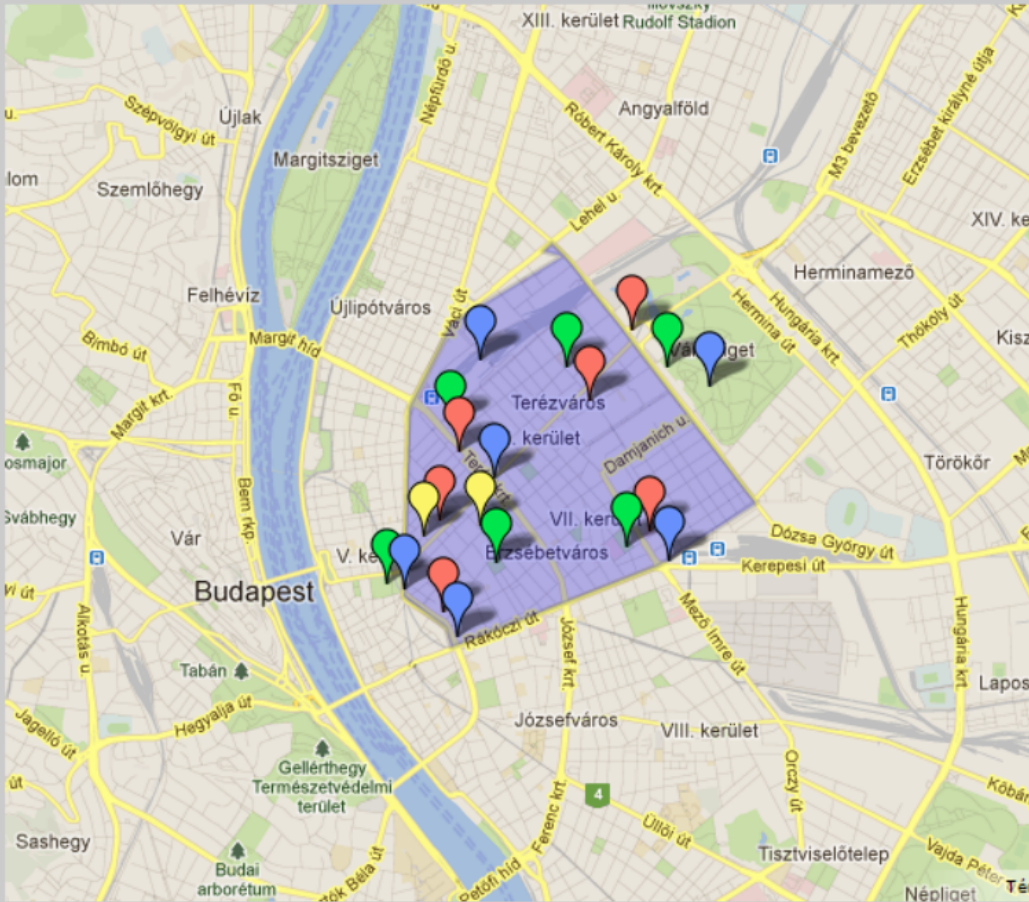
- PhD project at HafenCity University Hamburg
- developed in Budapest, Hungary, in 2012
- supported by:
  - kultúrAktív Association
  - Hungarian Ministry of National Resources
  - National Institute for Family and Social Affairs
  - Kunsthalle Budapest



# AIMS

- **design and implement a collaborative game for children and youth from downtown Budapest**
- **facilitate learning about their living environment and contemporary urban concepts**
- **support children to develop ideas for changes and improvements**
- **promote awareness of the current planning conditions and deficiencies of the district**
- **support the development of skills and competences regarding the use of urban space**
- **to promote an active engagement in urban development.**

# LOCATION



## 6th and 7th districts in Budapest



# TARGET GROUP

- 12-18 year old children and young people living in the selected districts of Budapest



# FORMAT



- 12 players
- ca. 60 minutes
- indoor / outdoor

- 25 m<sup>2</sup> large playing area
- 50 cm x 30 cm building blocks with 12 different patterns
- personalized information cards

# COMMON GOAL



**TRANSPORT**



**CULTURE**



**NATURE**

**Three groups with one common goal: they aim to improve their living environment through urban interventions**

# GROUP GOALS



stands for a better, more ecological transportation, accessible also for handicapped citizens



strives to broaden the cultural activities and the preservation of cultural values



strives to gain more importance for the environmental concerns and create additional green spaces

# INDIVIDUAL GOALS



bicycle path



festival promenade



alley



bicycle stand



street furniture



recycle bin



parking



monument



community garden



ramp



public art



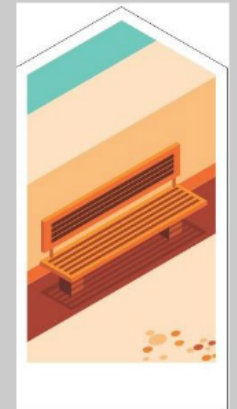
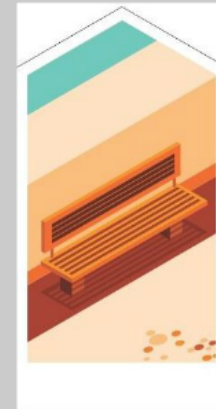
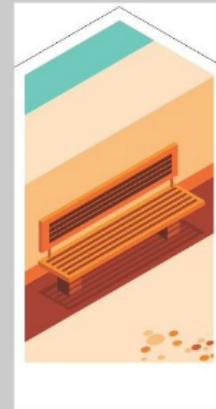
park

# FULFILLING THE GOALS

Each group has four players with individual missions thematically linked to the higher group goal

- Each player has control over three building blocks contributing to his or her individual mission

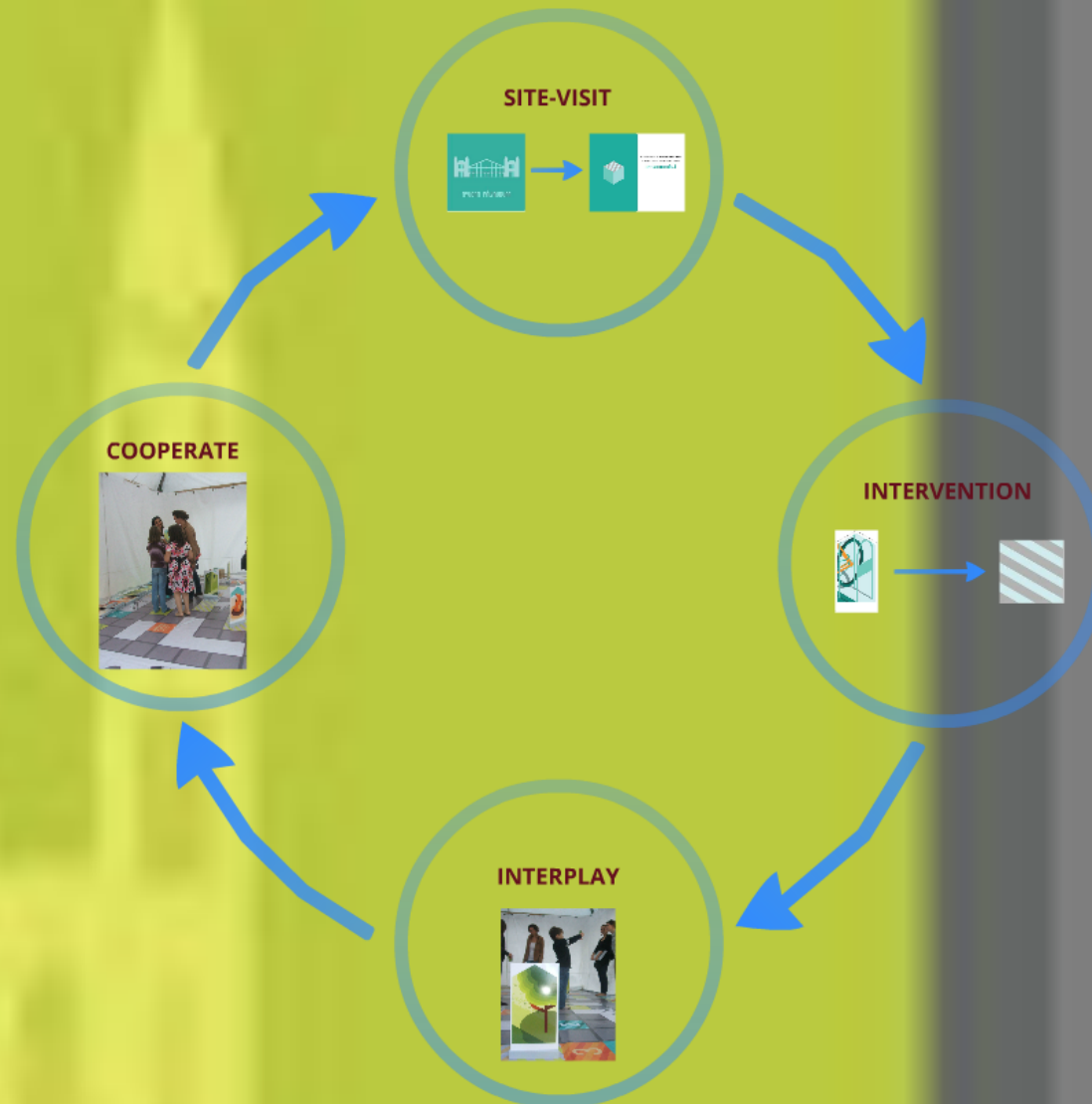
**INDIVIDUAL MISSION:  
STREET FURNITURE**



- The players fulfill their missions when they manage to place all three building blocks on selected spots on the playground

- The mission of the group is fulfilled when each of the players of the group has fulfilled their individual mission

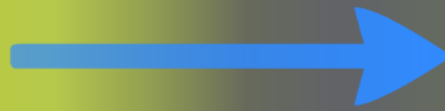
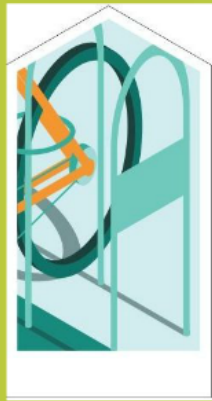
# GAME DESIGN



# SITE-VISIT



# INTERVENTION





# INTERPLAY



# COOPERATE



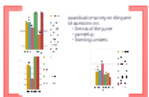
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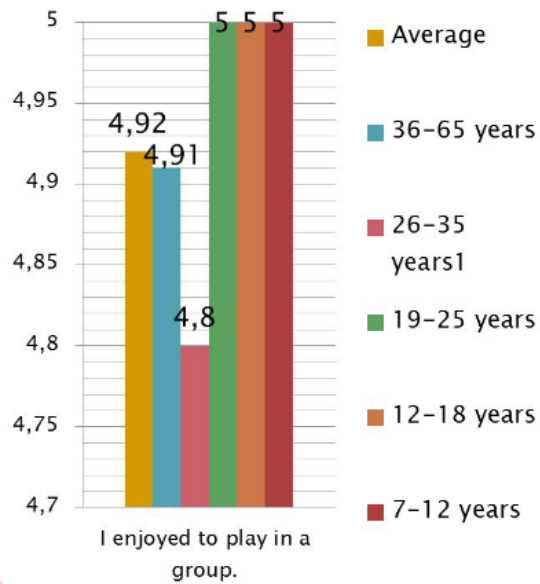
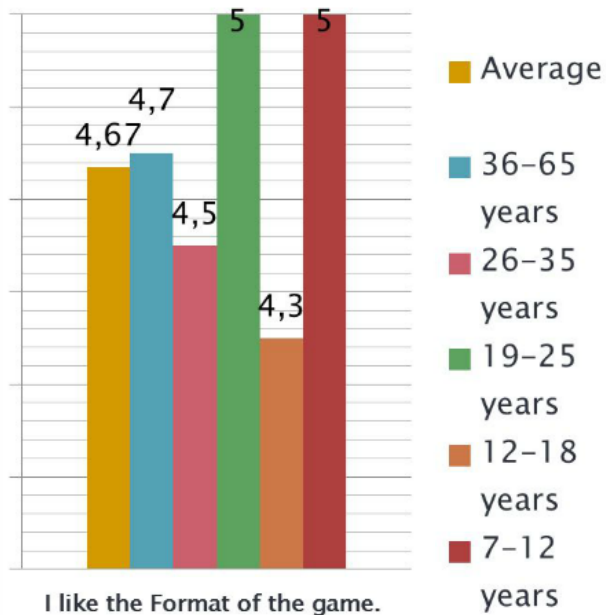
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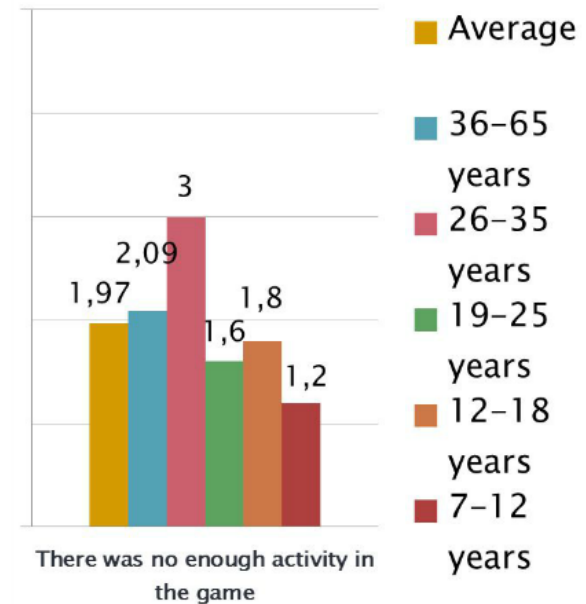
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## Quantitative survey on the game 28 questions on:

- format of the game
- gameplay
- learning content



# CONCLUSIONS

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- equal participation
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# THANK YOU!

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