



Game Mechanisms



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- Researcher and Project Leader at Breda University of Applied sciences
- Background in Spatial Planning and Urban Sociology
- Game fanatic





**“If it does not feel
like a game, it’s not
a game”**



**“If it’s just a game, than
what's its purpose?”**



How can
big groups
of people
think



Through
games



About place-
making?



PUBLIC PLAY SPACE

Participatory
placemaking through
play.



PUBLIC PLAY SPACE



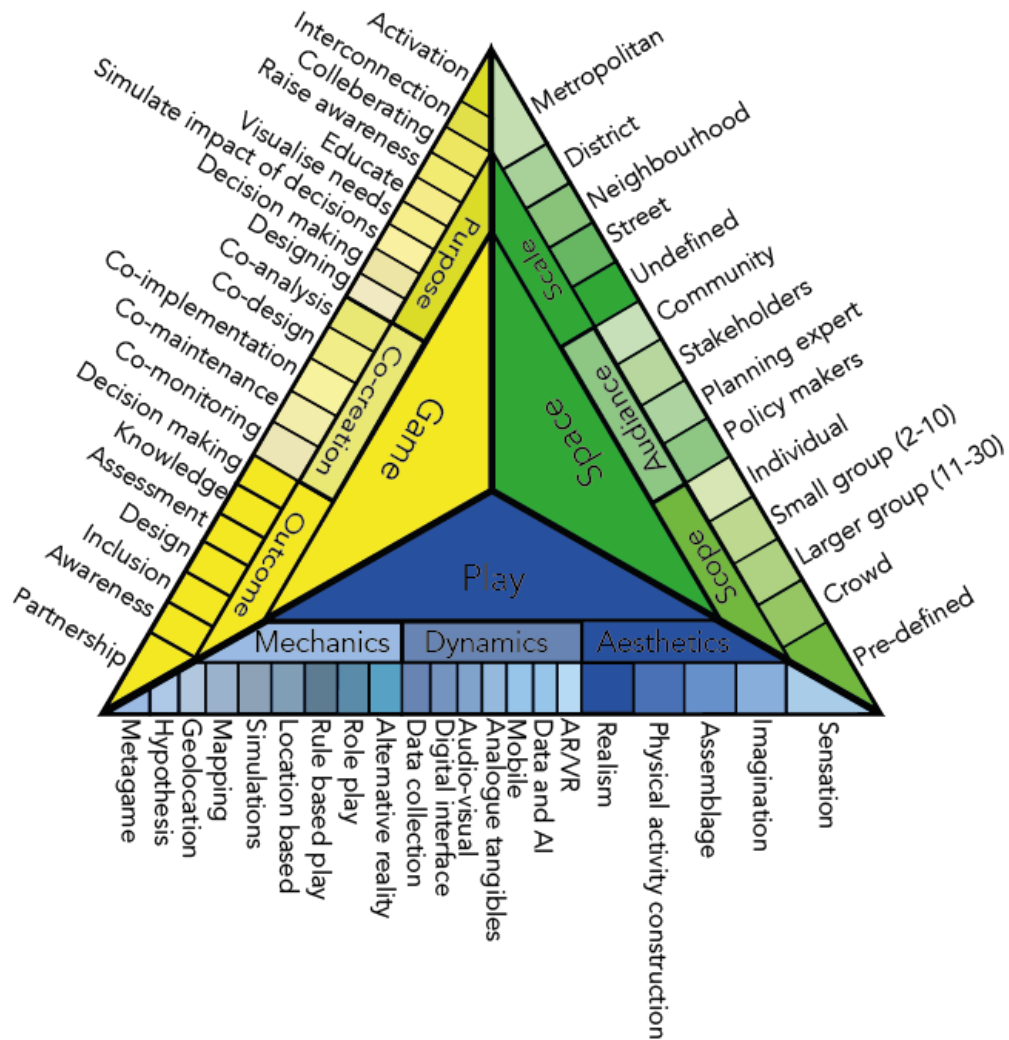
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“Urban game”

1.130.000.000

results in 0,63 seconds



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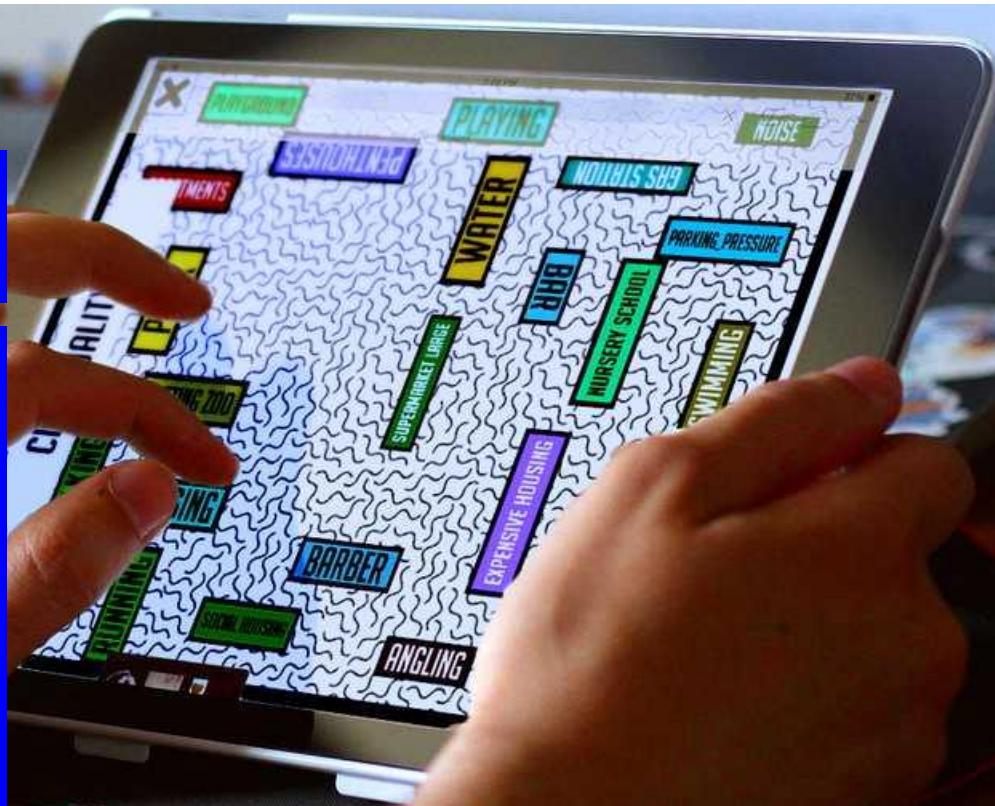


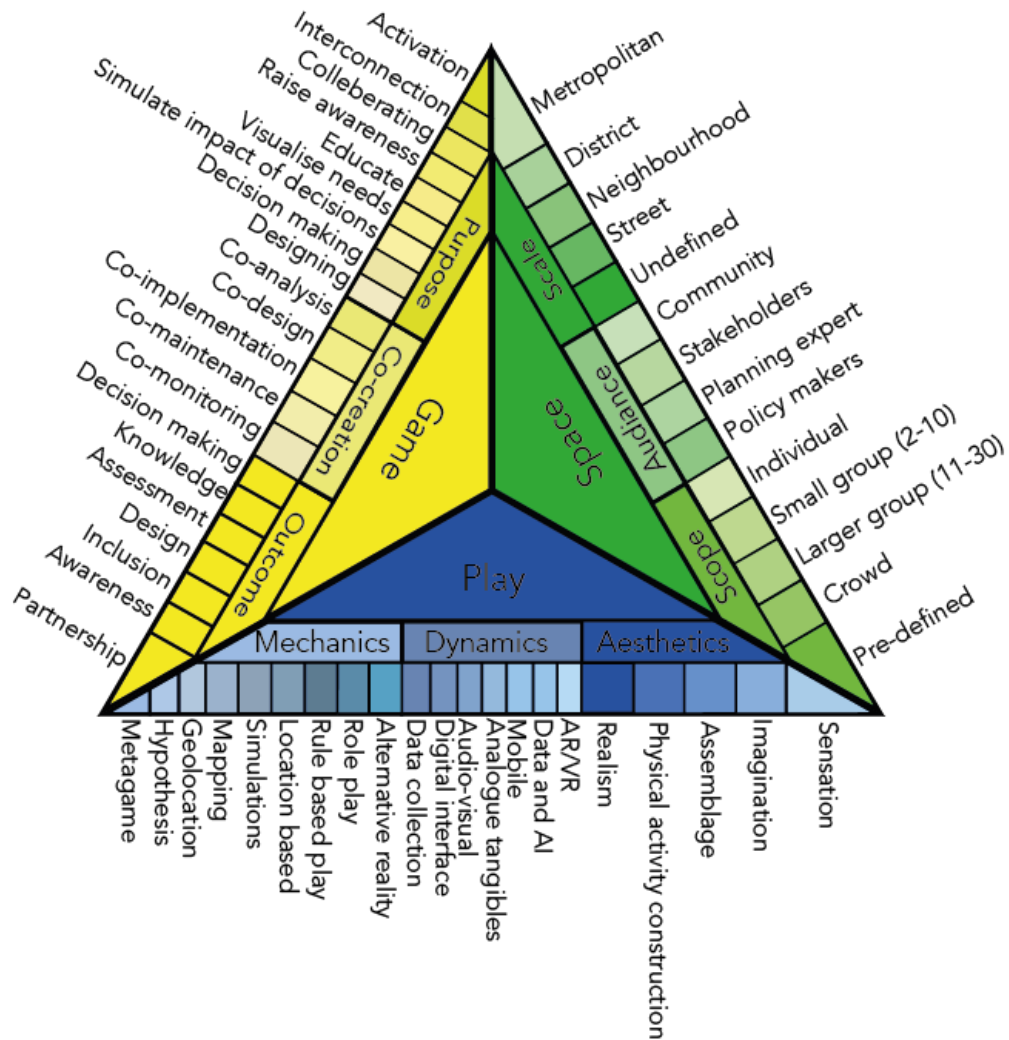
Redesire

Rolf van Boxmeer – The Netherlands

Digital and analogue interactive multiplayer game

Goal: Understand stakeholder desires during (re)development processes





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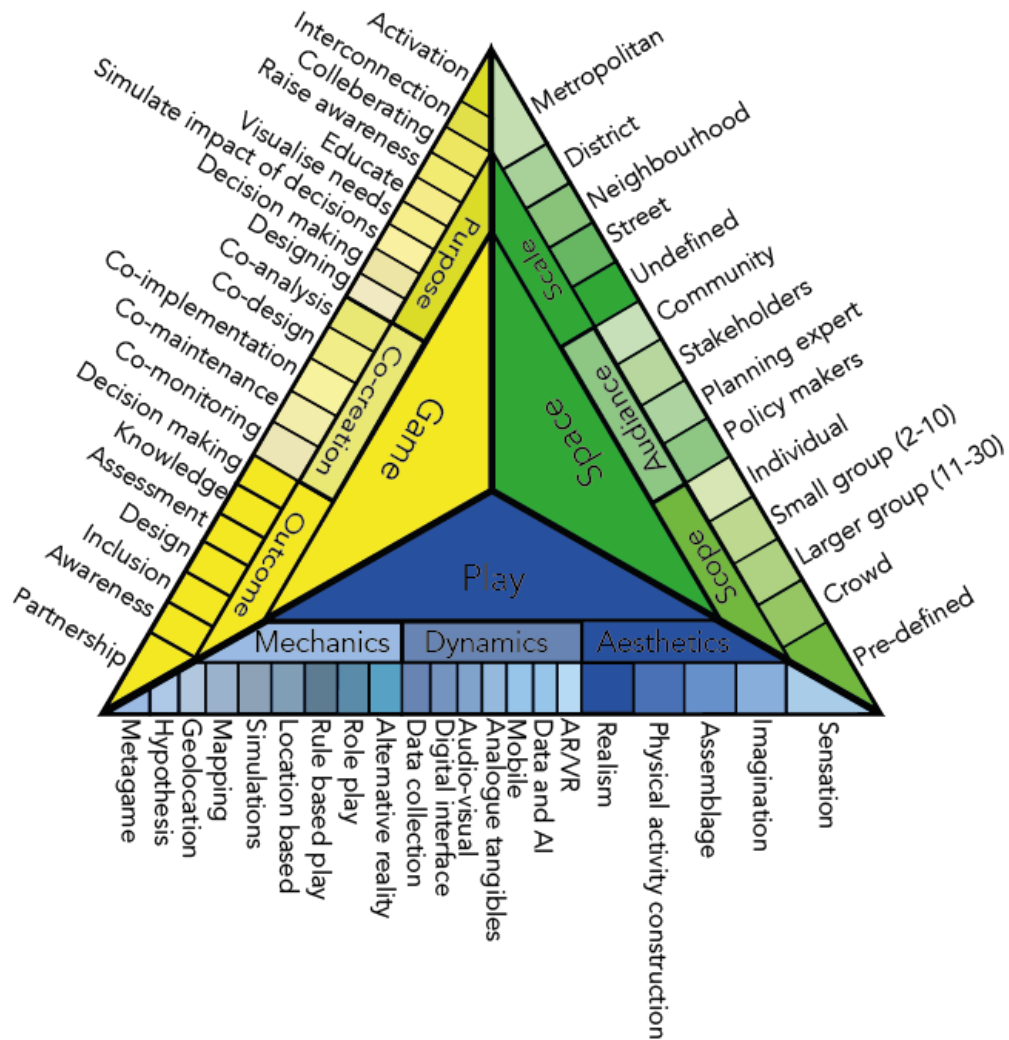
Block by Block

Kyle Farrell – The world

Using an existing game for
placemaking designs

Goal: The user is the expert, use
that input and create ownership,
Especially among children





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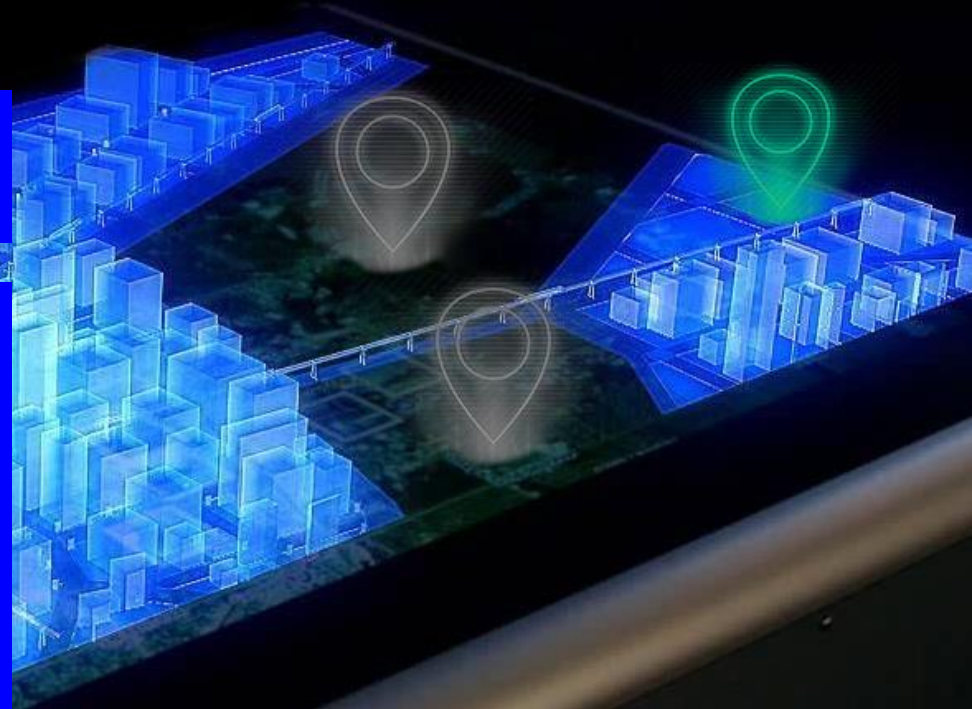


**“The big question is, what
can games do for us in the
future?”**

Your Back Yard

Hillivi Boerbooms – The Netherlands

- Planning process game with weekly updates, AR designs and improvements.
- Citizens can vote for designs and suggest improvements.
- Data will be analysed through AI to get a better understanding as what designs are perceived as better.





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**“Finally some data driven
urban planning and design”**

“Three things I want you to think about”



If it does not feel like a game,
its probably not a game

Play with a purpose is a
mighty combination

Imagine the possibilities of the
marriage between planning
and play based data



**“what would you like to
know when searching for a
placemaking game?”**

Q & A



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