THE PLAYFUL CITY
A people-centric perspective of the smart city

Dr. Michiel de Lange
Prof. Dr. Albert Meijer
Dr. Joske Houtkamp
Presentation by: Sjors Martens

Seed Money Presentation
UU, 21 January 2016

©Livingcities
Smart Cities

A new Craze
Critique

1. “Smart”?
2. City Models – Consumption, Control, Capsularization
3. Citizen Participation?
The Playful City

A different use for digital technology
Planning

Simulation

IBM City One

Cities: Skylines – Dutch intersection A1 bij Vathorst

Cooperation

Baas op Zuid

Face your World Slotervaart
City/Space

Granary Squirt

Tetrabin

Frequency 1550
Learning the Story of Medieval Amsterdam through Social Connectivism
People/Social

Koppelkiek

Ingress

// T = Time (in minutes)
// E = Exportcode
// C = Counter

E = 2
C = 0

Repeat{
X = E

1st street left
2nd street right
X street left

When 2 agents meet{
Exchange E
C + 1
}

Count T 0 to 60
If time = 60
{
Abort to Root
Print C to socialfiction.org
}
}
Experience/Place

Tranquility
Seed Money Project

Design

Catch & Go

Environmenal Awareness

Research

Scavenger Hunt

Policy

INGRESS

Team Competition
Playful Cities

Dr. Michiel de Lange
Prof. Dr. Albert Meijer
Dr. Joske Houtkamp