



## Title

**Playful Publics - The production of public space through play**

## Content

This lecture will provide an overview of different functions / aspects of the urban public sphere, and showcase various playful projects that aim to instantiate one or more of these functions.

This will be illustrated amongst others by the results from the Cyberparks Training school Games for Cities held in Amsterdam in November 2016. How did participants design playful installations that engaged publics in urban public spaces?

## Learning goals

1. Insight in (visions on) various functions of the urban public space
2. Insight in design approaches to activate public spaces through playful installations

## Key questions/challenges to be tackled in the workshop

1. How can publics be activated through playful installations in an inclusive way?
2. How can societal issues be translated in playful experiences in inclusive ways?

## Contact

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