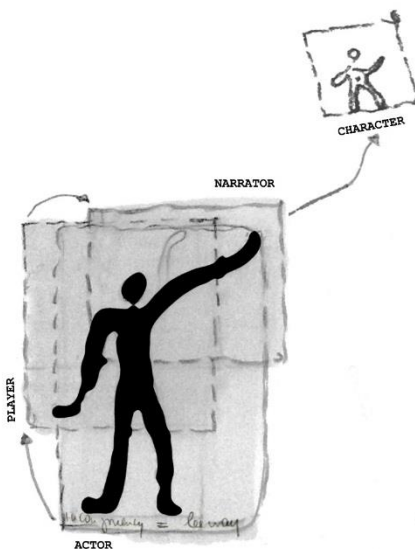


Game and play in placemaking

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Abstract. The urban game Tabula Rosa was conceived as support structure to facilitate inventing possible futures together including multiple viewpoints. Looking back at a decade long experience of urban game productions either as cultural event or within urban planning and design projects, this presentation will reflect upon the relevance of game and play for placemaking, the opportunities and risks which occur when applied to collaborative design processes. What kind of transformative power do play and game have on our living environment? What is the impact of the gaming environment on pleasure, social inclusion and abuse of power? How do player mechanics anchor visions in a place and stimulate the imagination of new worlds?



Play and game as a framework for Placemaking raises questions about collective decision taking and the empowerment of stakeholders who are usually further away from decision taking processes and action.