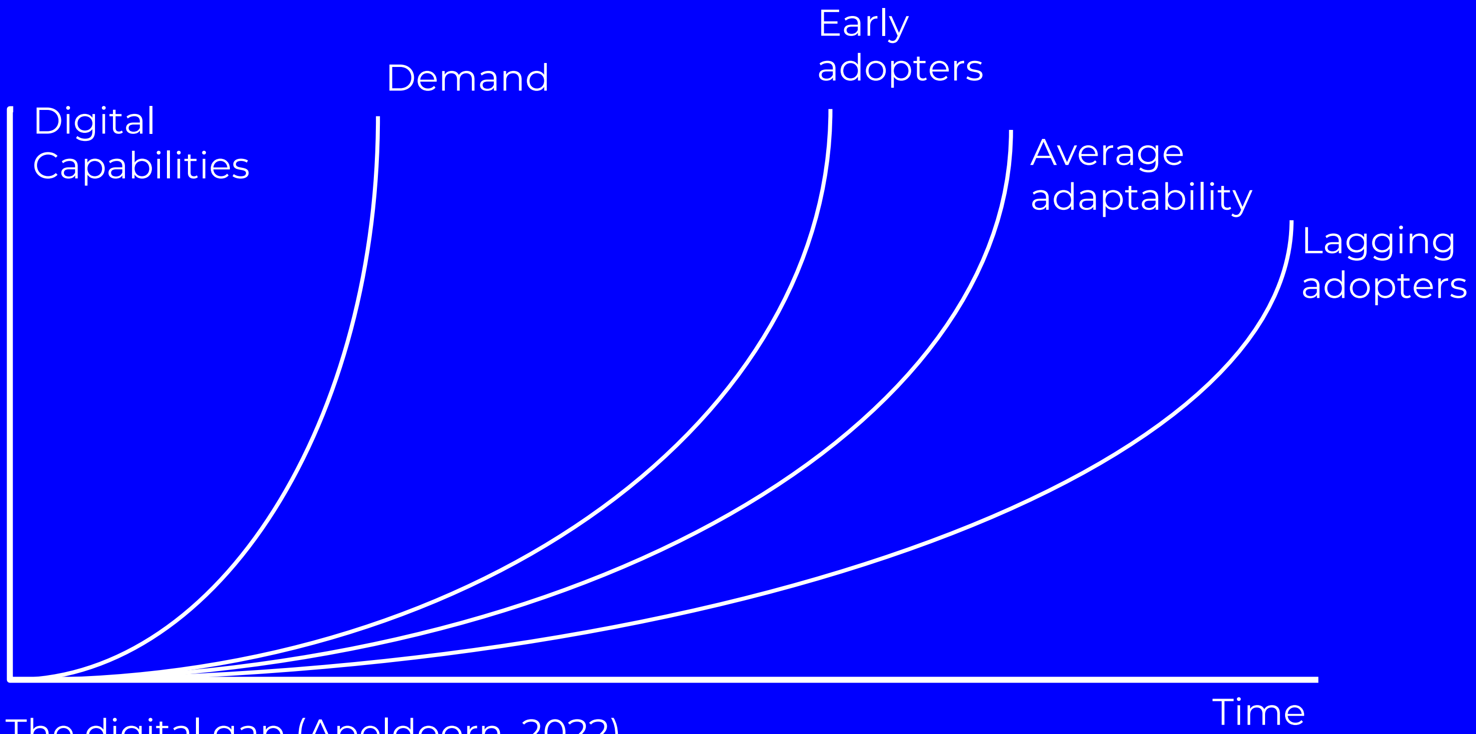
What do you see?

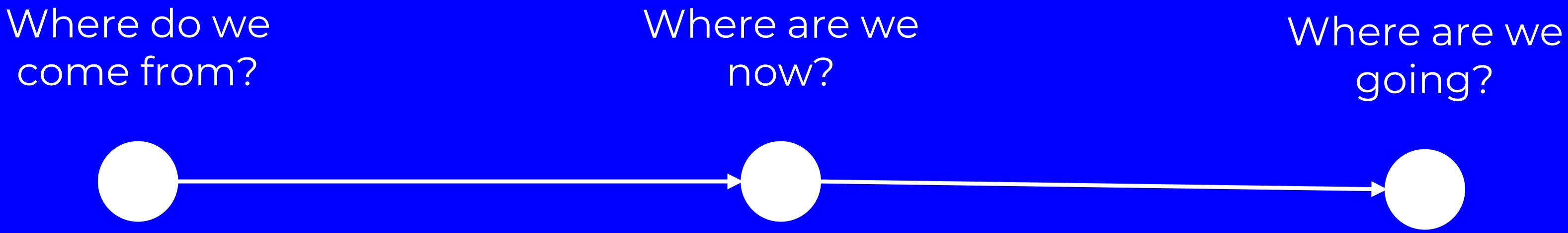
I am. All of us.

– oklama

“Technosociologist”



The digital gap (Apeldoorn, 2022)


Where do we come from?
Where are we now?
Where are we going?

Where do we
come from?

DIGNITY

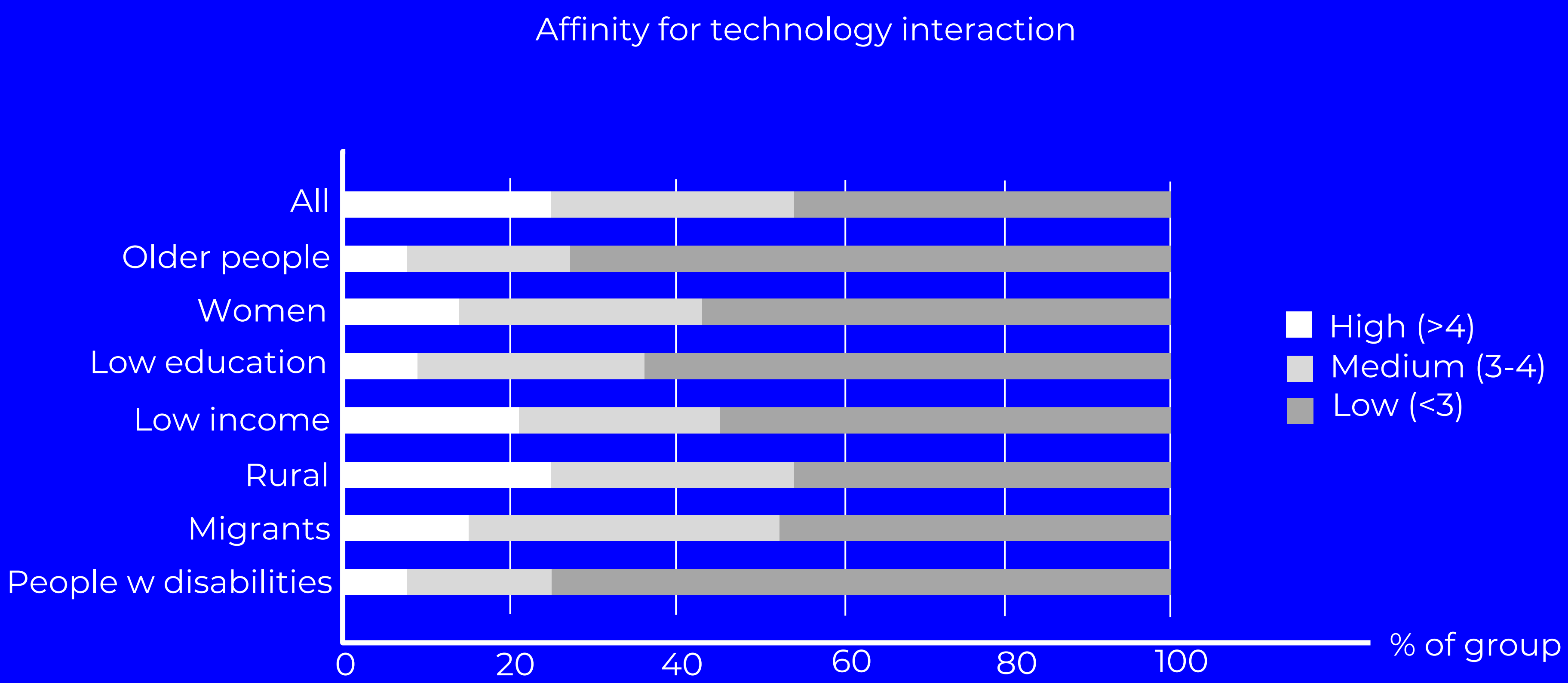
Digital transport in society

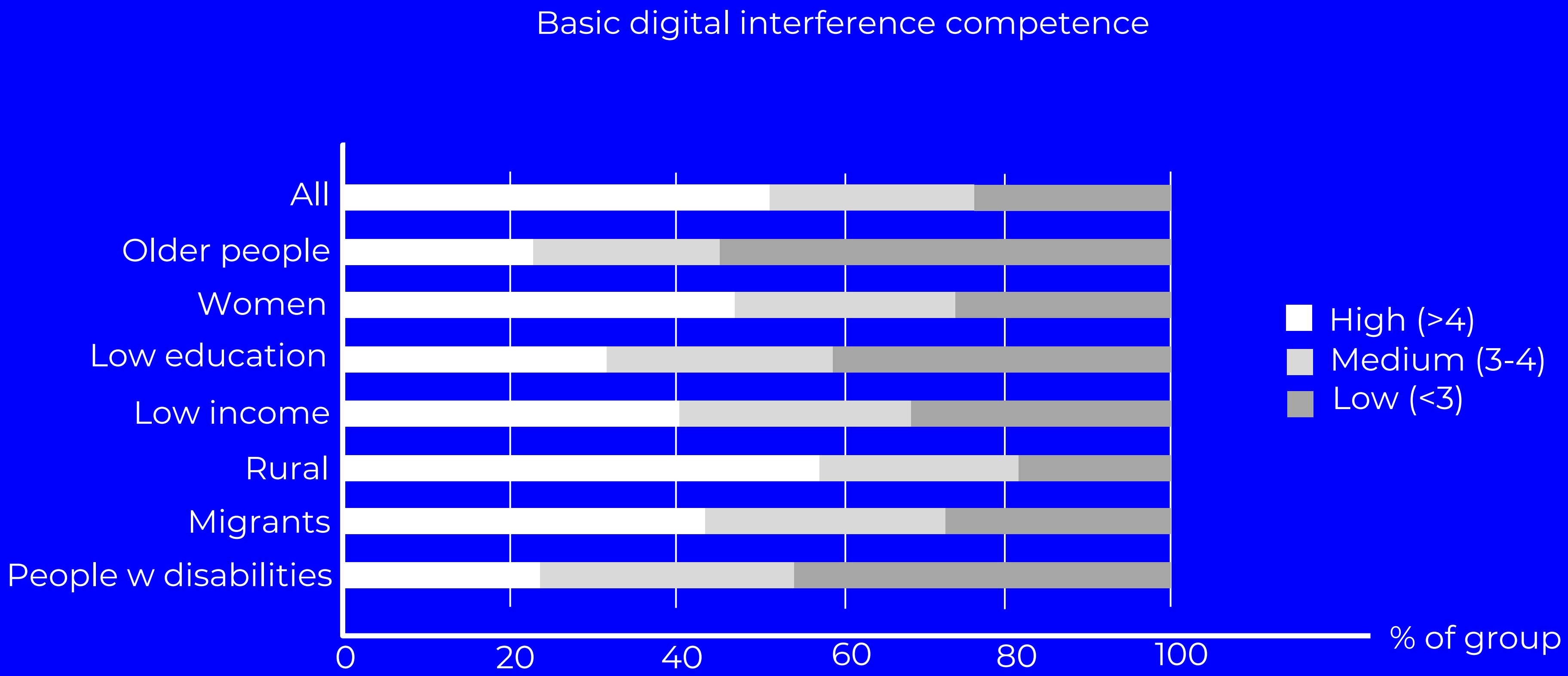
Transport systems become more connected, data-driven, and automated, excluding some

We need to create sustainable and accessible mobility solutions that leave no one behind

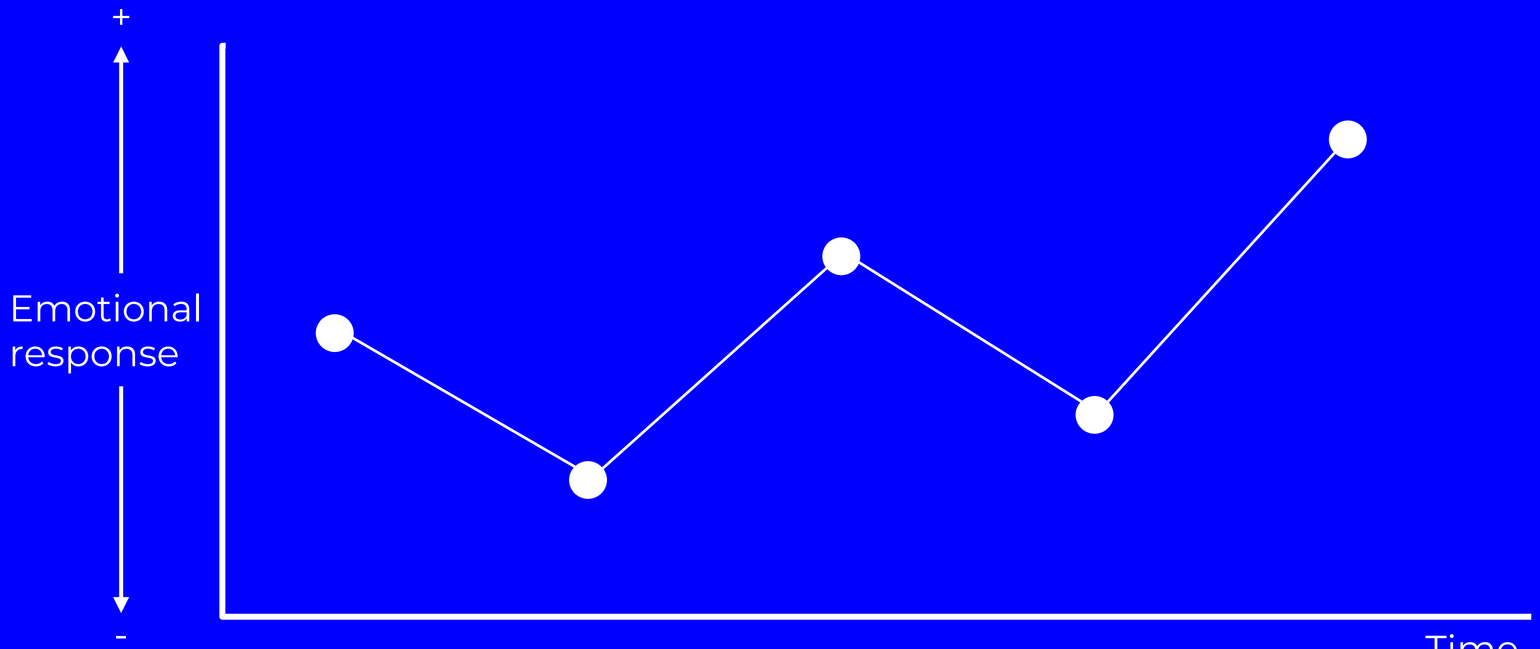
We need to know where they struggle

To improve governance and increased cooperation to ensure sustainability and social justice


Affinity for technology interaction
All
Older people
Women
Low education
Low income
Rural
Migrants
People w disabilities
High (>4)
Medium (3-4)
Low (<3)
0
20
40
60
80
100
% of group



Basic digital interference competence
All
Older people
Women
Low education
Low income
Rural
Migrants
People w disabilities
High (>4)
Medium (3-4)
Low (<3)
0
20
40
60
80
100
% of group



Customer Journey Mapping(Apeldoorn & Herpen, 2022)

Planning the Journey

Starting the Journey

Access the Vehicle

During the Journey

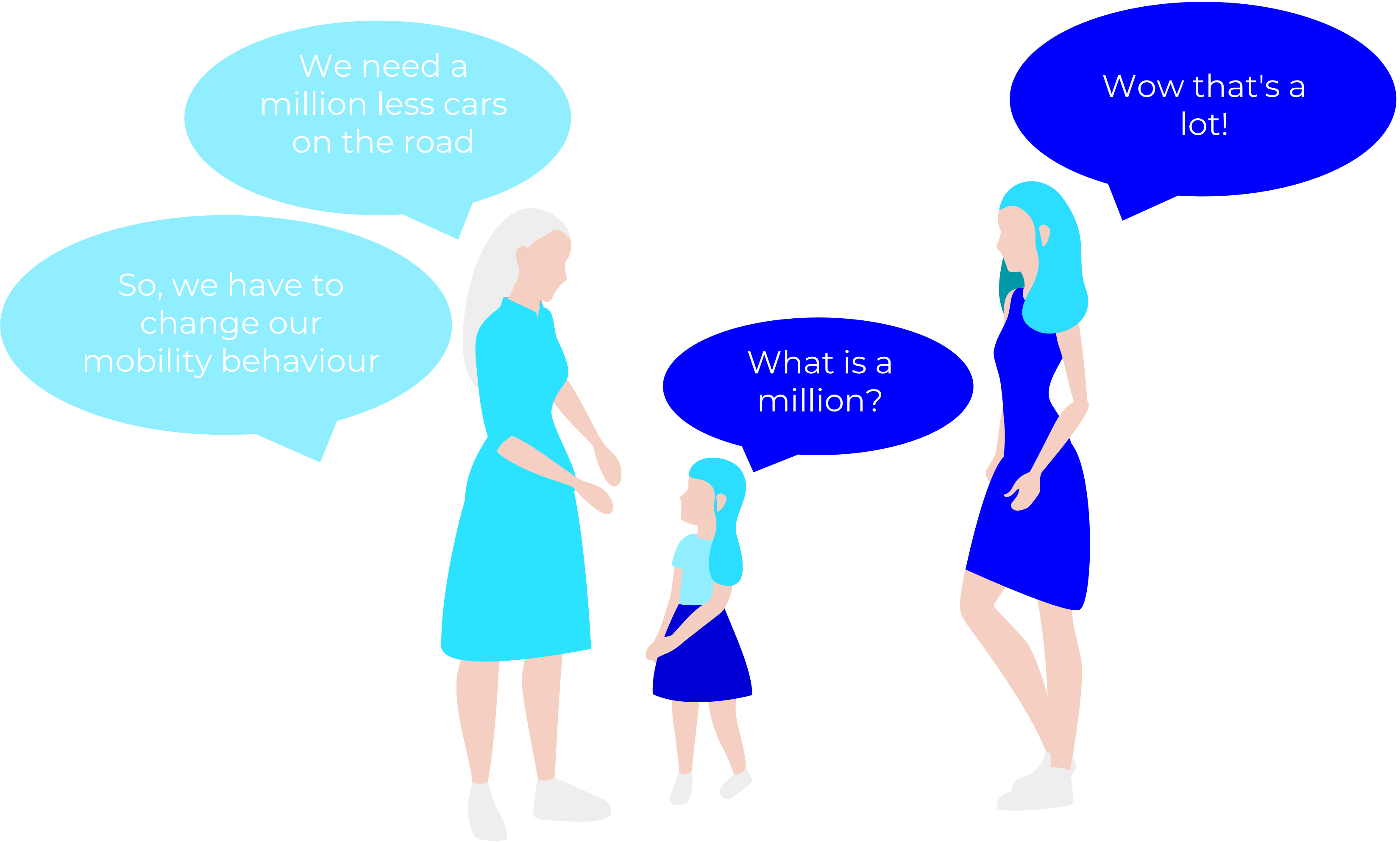
After the Journey

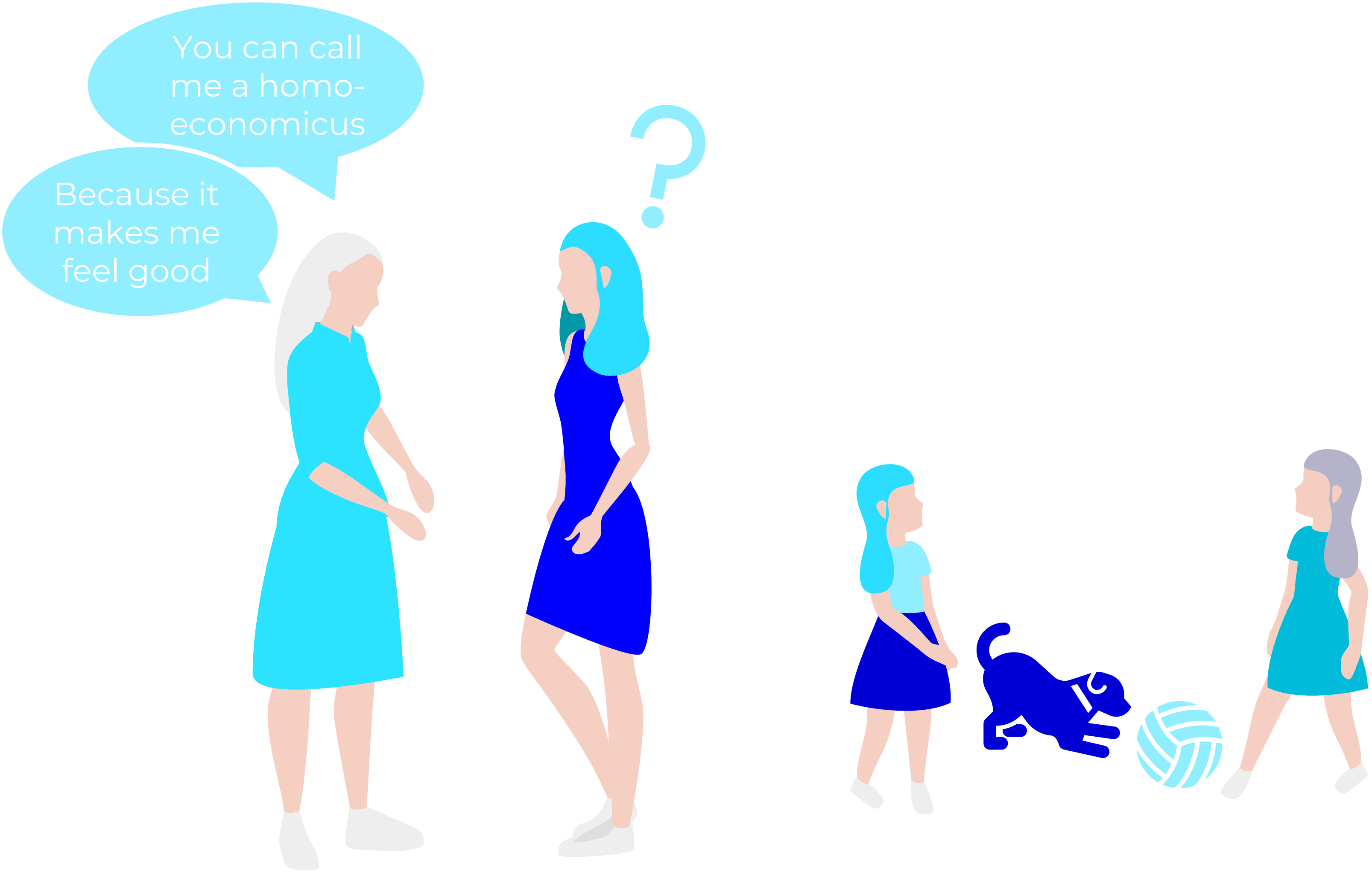
Technology acceptance

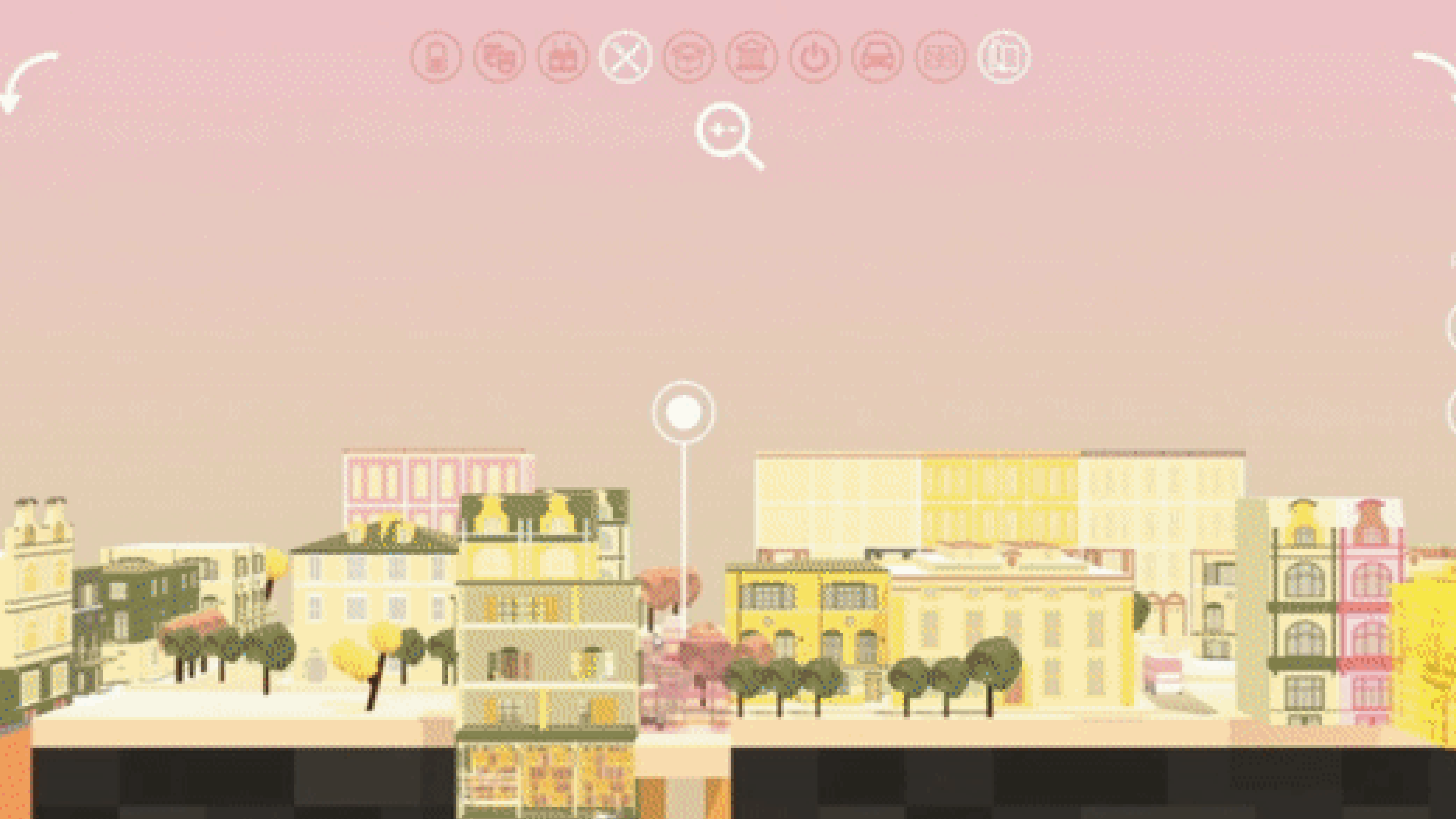
1. It has to be useful
2. It has to be fun
3. It has to be easy

(Davis, 1989)

Where are we now?


We need a million less cars on the road
So, we have to change our mobility behaviour
What is a million?
Wow that's a lot!


You can call me a homo-economicus
Because it makes me feel good



How can big groups of people think

Through games

About place-making?

=

Participatory placemaking through play.

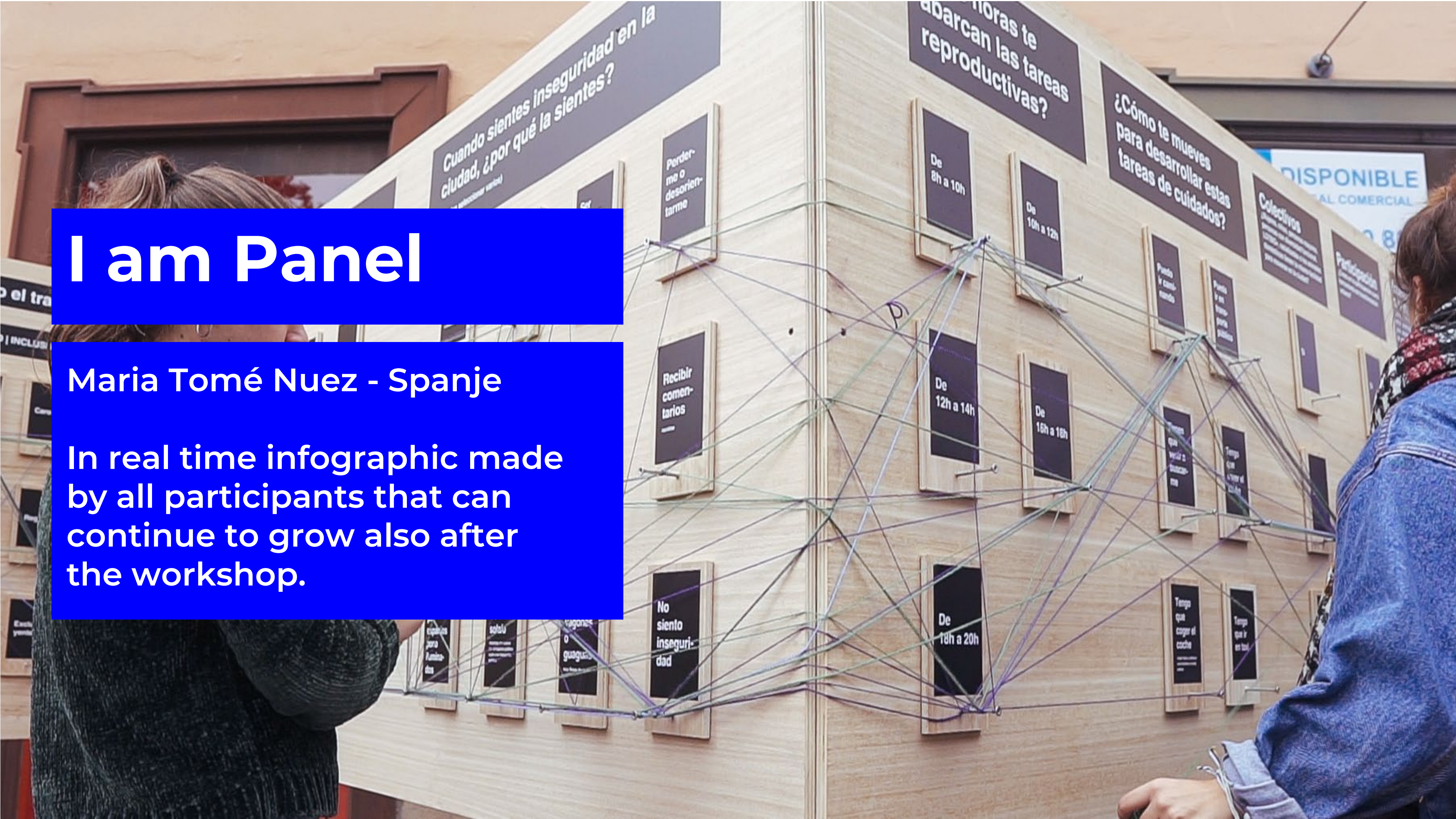
PUBLIC PLAY SPACE

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

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

“Connect people to each other and the physical, cultural, and social identities to that public space”

(Project for public spaces, 2017)



I am Panel

Maria Tomé Nuez - Spanje

In real time infographic made by all participants that can continue to grow also after the workshop.

Redesire

Rolf van Boxmeer – The Netherlands

Digital and analogue interactive multiplayer game

Goal: Understand stakeholder desires during (re)development processes

Block by Block

Kyle Farrell – The world

Using an existing game for placemaking designs with a digital and analogue approach

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


PUBLIC PLAY SPACE
PUBLIC
PLAY
SPACE
TURNING URBAN SPACES
INTO PUBLIC PLACES
WITH GAMES AND PLAY
Iaac
Breda
University
METHODOLOGY
Through the Generation Earth game experience, participants were able to identify the state of a place while highlighting that the things people found out there had a backstory to tell. Before this, objects would have been considered as simply useless garbage, while afterwards players were able to identify their previous function and the service they provided.
The game started in the garden of the Zisa Castle, in front of the association "La Casa di tutte le Genti". Participants were divided into small groups of 4 or 5 and started their trip guided by a volunteer with the objective of collecting 6 traces or elements from the ground.
The game started in the garden of the Zisa Castle, in front of the association "La Casa di tutte le Genti". Participants were divided into small groups of 4 or 5 and started their trip guided by a volunteer with the objective of collecting 6 traces or elements from the ground.
In the second phase, participants presented the objects they found, and experts described the characteristics of the materials.
The Public Play Space Open Methodology


AT&T
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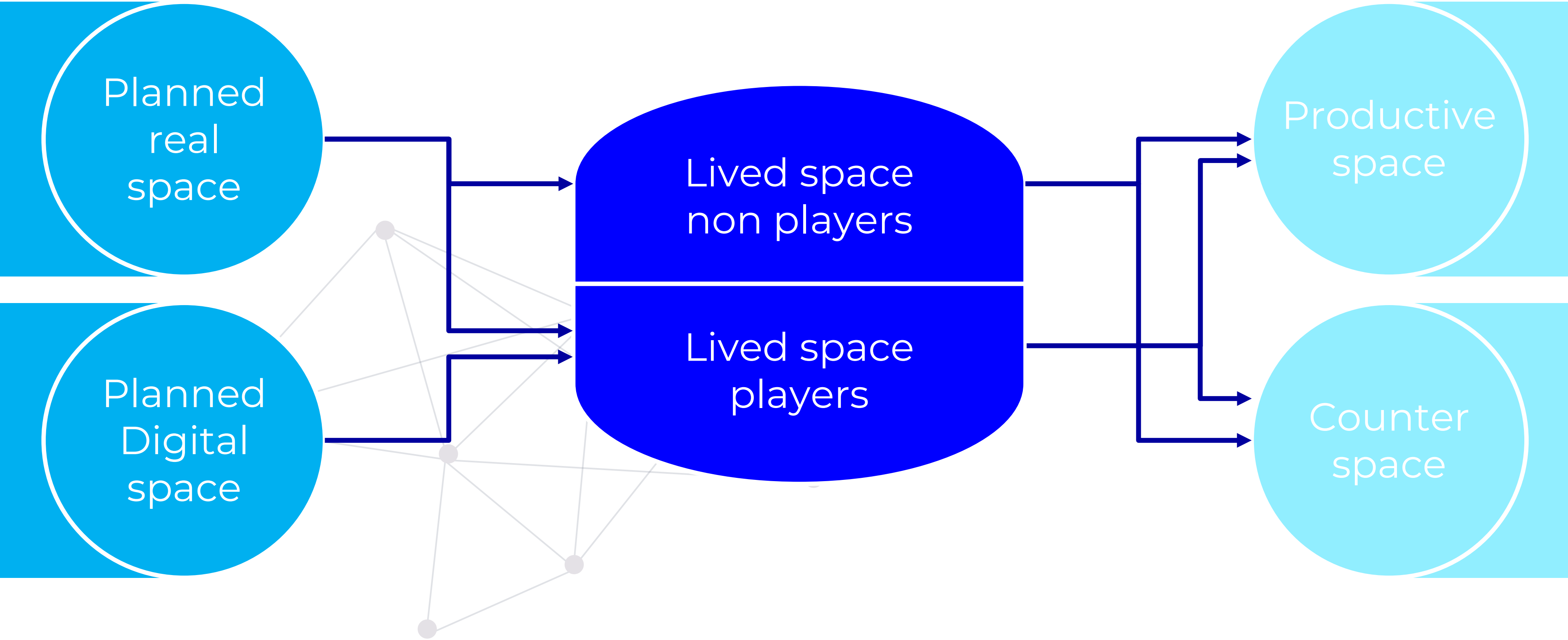
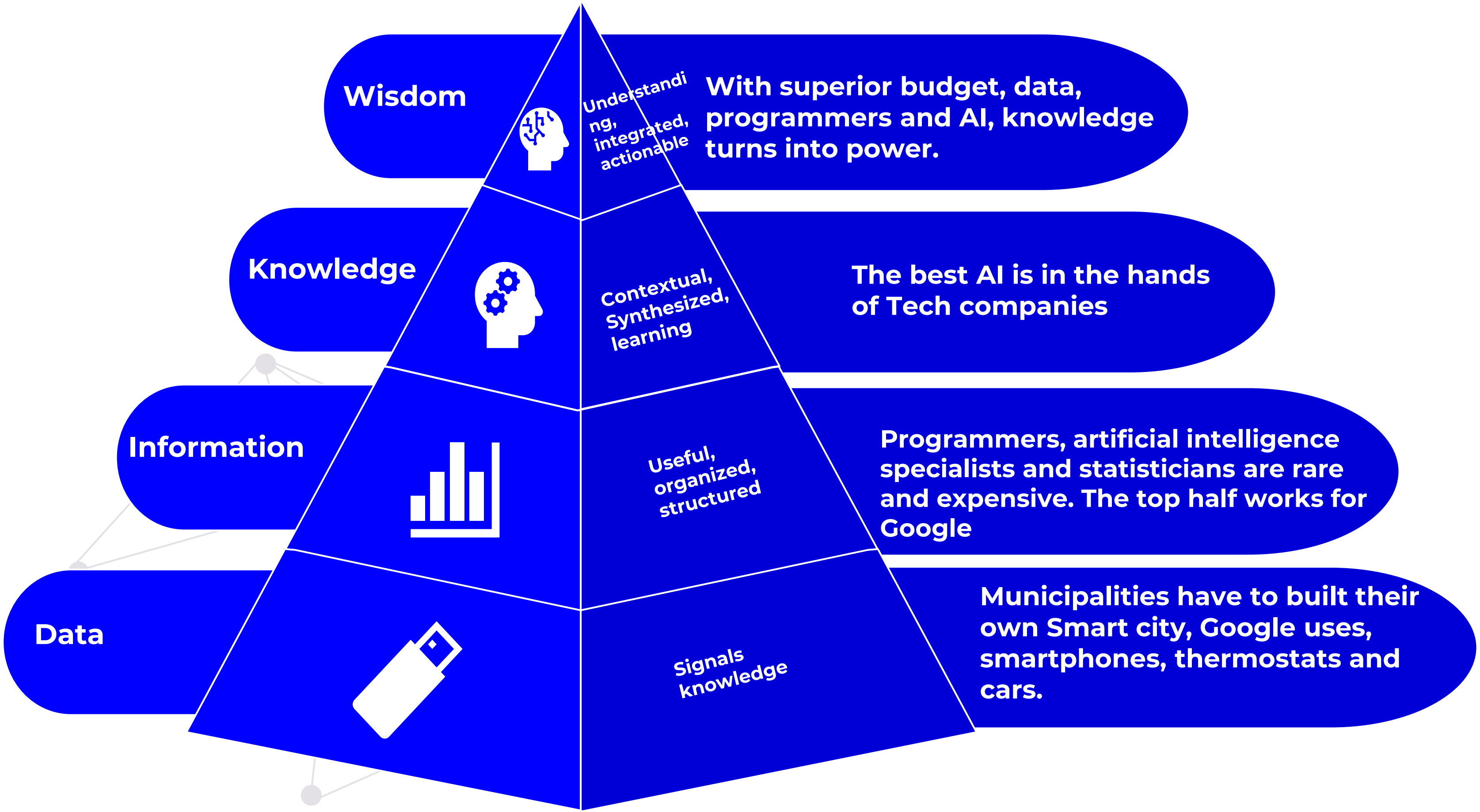
Raggafragga



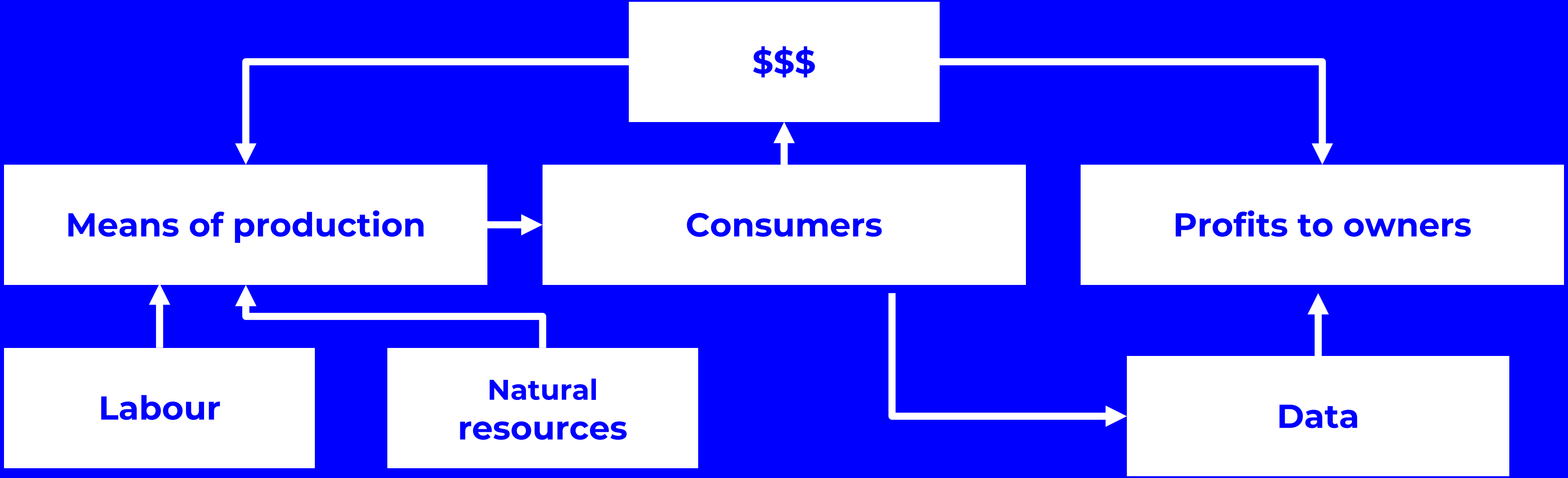
(Apeldoorn & Hollander, 2016 – Based upon Lefebre, 1991)

Where are we going?



(Apeldoorn, 2021 – Based upon the DIKW Model)

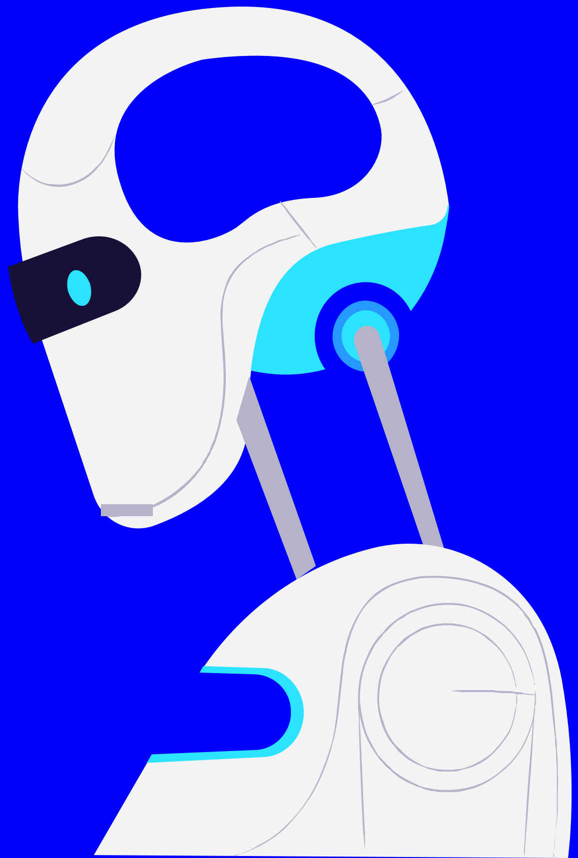
Capitalism versus Surveillance Capitalism

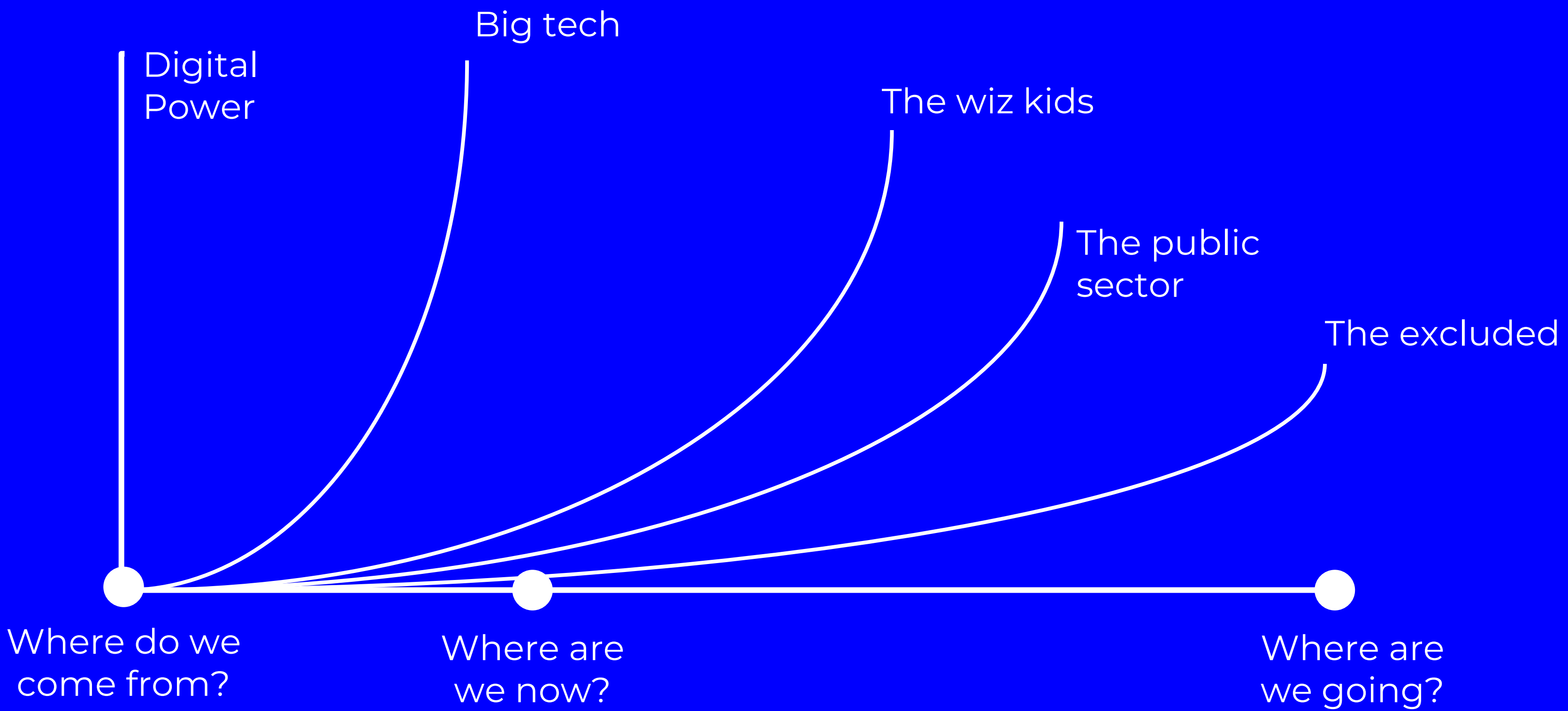


(Adam Smit, 1776)

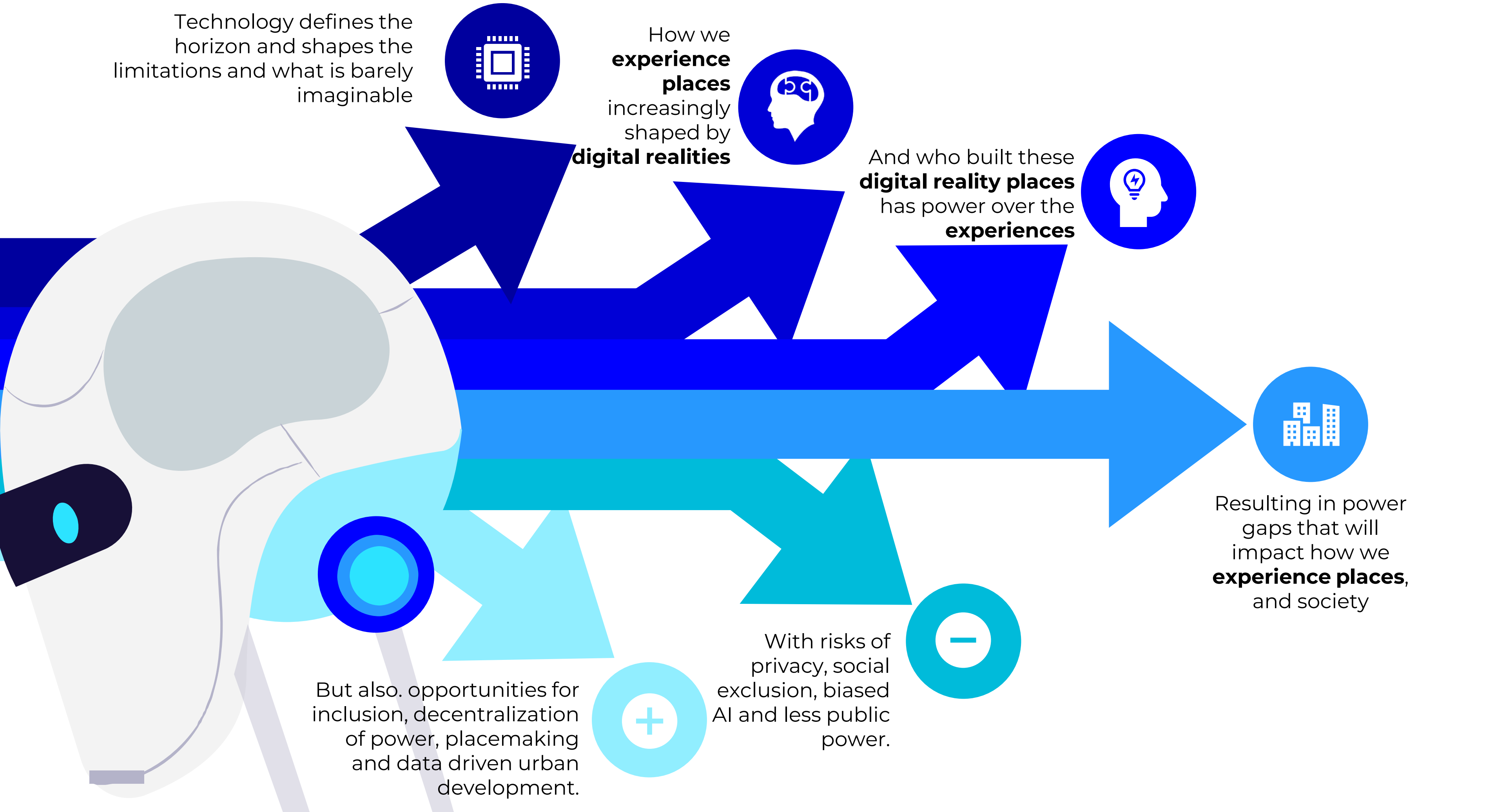
(Apeldoorn, 2021 based upon Zuboff, 2019)

"But how smart are you really?"

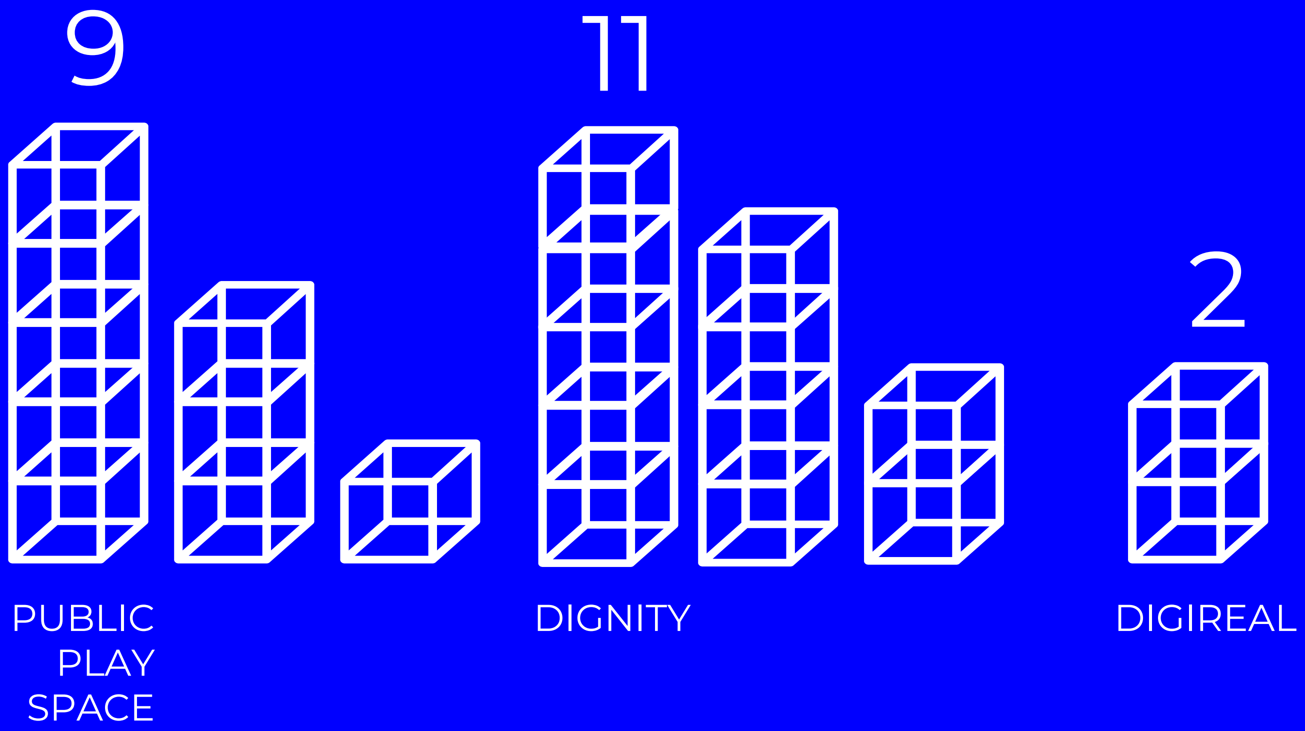




Power & the digital gap (Apeldoorn, 2022)


Technology defines the horizon and shapes the limitations and what is barely imaginable
How we **experience places** increasingly shaped by **digital realities**
And who built these **digital reality places** has power over the **experiences**
Resulting in power gaps that will impact how we **experience places**, and society
With risks of privacy, social exclusion, biased AI and less public power.
But also. opportunities for inclusion, decentralization of power, placemaking and data driven urban development.

INTERNS



“What is the role of built environment specialists in the age of AI that is upon us?”

Q&A

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