

Agenda

We intend to show how play and Urban Games can be used to further engage citizens with the landscape and community in which they live, and to communicate the relevance of play in the design of the spaces of the city.

Production

The final output will be the design and play of an Urban Game in the city of Manchester, with the involvement of the general public. Part of the design of the game may involve the creation of spatial interventions which aid play, or a series of instruction plaques which could be placed throughout the city to encourage spatial games.

Process

A short text will be given for students to read about the relevance of play in the design of the city. (Playful Urban Spaces by Adriana de Souza e Silva). We will play a number of pre-existing urban games in the city, including Phonebooth Warriors and Urban Bingo, to highlight the potential they carry in revealing the city to the player. Next we will undertake a workshop in which students will analyse the city of Manchester as a site for the design of an urban game that might further connect citizens with the landscape and community. During the design of the game and construction of any necessary interventions, we will also advertise the Urban Game to the public, before the culmination of the event, in the play of our Urban Game.

Mastercraft. Key Skills learnt: Analysis of The City.
Urban Design. Designing For Play.

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URBAN GAMES
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