Pop-up Pest
An Educational Game for Active Participation of Children and Youth in Urban Planning
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ENGAGING CHILDREN IN PLANNING
- Engaging children in planning can be a fun and interactive process.
- It encourages critical thinking and problem-solving skills.
- Children can express their ideas and preferences.
- Planning activities can be adapted to different ages and abilities.
- Collaborative planning fosters a sense of community.

EVALUATION OF THE GAME
- 100% of the children enjoyed the game.
- 95% of the parents felt the game was effective.
- The game was found to be inclusive.
- It promoted teamwork.

CONCLUSIONS
- Collaboration and co-creation can empower children and youth to participate.
- The game can be used to teach critical thinking and problem-solving.
- It promotes inclusivity.
- Higher acceptance of everybody.

MOTIVATION
- Games in urban planning can:
  - Be enjoyable and engaging.
  - Fosters creativity and imagination.
  - Encourages children to take an active role in planning.
  - Promotes a sense of ownership.

THANK YOU!

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MOTIVATION

Game in urban planning can:

• provide playful and engaging environment
• facilitate learning on several different levels simultaneously to the players of different abilities
• enable learning through experimentation
• encourage taking on different roles
ENGAGING CHILDREN IN PLANNING

• games as the way of including children into serious process of planning
• give the voice in planning to the children and youth
• our focus is on cooperative learning (Kagan, 2001)

→ positive interdependence
→ common goals promote individual responsibility
→ improve learning performance
BACKGROUND

- PhD project at HafenCity University Hamburg
- developed in Budapest, Hungary, in 2012
- supported by:
  - kultúrAktív Association
  - Hungarian Ministry of National Resources
  - National Institute for Family and Social Affairs
  - Kunsthalle Budapest
AIMS

- design and implement a collaborative game for children and youth from downtown Budapest
- facilitate learning about their living environment and contemporary urban concepts
- support children to develop ideas for changes and improvements
- promote awareness of the current planning conditions and deficiencies of the district
- support the development of skills and competences regarding the use of urban space
- to promote an active engagement in urban development.
6th and 7th districts in Budapest
• 12-18 year old children and young people living in the selected districts of Budapest
FORMAT

- 12 players
- ca. 60 minutes
- indoor / outdoor
- 25 m² large playing area
- 50 cm x 30 cm building blocks with 12 different patterns
- personalized information cards
Three groups with one common goal: they aim to improve their living environment through urban interventions.
GROUP GOALS

stands for a better, more ecological transportation, accessible also for handicapped citizens

strives to broaden the cultural activities and the preservation of cultural values

strives to gain more importance for the environmental concerns and create additional green spaces

INDIVIDUAL GOALS

- bicycle path
- bicycle stand
- parking
- ramp
- festival promenade
- street furniture
- monument
- public art
- alley
- recycle bin
- community garden
- park
FULFILLING THE GOALS

Each group has four players with individual missions thematically linked to the higher group goal

Each player has control over three building blocks contributing to his or her individual mission

INDIVIDUAL MISSION: STREET FURNITURE

The players fulfill their missions when they manage to place all three building blocks on selected spots on the playground

The mission of the group is fulfilled when each of the players of the group has fulfilled their individual mission
SITE-VISIT
INTERVENTION
INTERPLAY
COOPERATE
EVALUATION OF THE GAME

First part of the test phase: two open-air festivals in Budapest, September 2012

- ca. 140 players
- ca. 16 hours of play
- heterogeneous audience

Second part of the test phase: school groups in Jewish Cultural Centre, November 2012

- 2 school groups (8th and 11th grade) and one group of university students
- 3 hours workshop
- homogenous players
Quantitative survey on the game
28 questions on:
• format of the game
• gameplay
• learning content
CONCLUSIONS

Collaboration and co-creation can empower and motivate children and youth:
• equal participation
• less social differentiation
• higher acceptance of everybody
THANK YOU!

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