

Invitation to found a network for developers of urban games

PLAYING CITIES NETWORK*

Playful approaches in urban processes are becoming increasingly popular, a variety of approaches testify to this. Play and city are in a continuous dialogue and a wide range of connections has emerged: The urban space is transformed into an urban playground, it becomes part and content, physical and conceptual context of the game.

The game in turn proves to be a versatile all-rounder, and is used as an instrument for city-related knowledge transfer, conflict and problem solving, as a catalyst for exploring, understanding and helping to shape the urban space. Accordingly, games are becoming increasingly important in urban planning, development and research, as well as in building culture education, and a steadily growing number of experts in these areas are dealing with the topic - either as developers, researchers, game managers or urban players.

In this respect, we see time for the establishment of a network spanning cities and countries, which should enable the informal exchange and the possibility of networking the actors. Our aim is to offer a platform for exchange within the framework of regular network meetings, to create a central point of contact for all interested parties, to build up a network of actors and to enable approaches to the topic of city and play from a variety of perspectives. Cooperations are definitely wanted and should be actively promoted by the network.

For the **Pre-Kick-Off of the PLAYING CITIES NETWORK** on **Friday, January 31, 2020** from **6:30 p.m.**, we invite all interested parties to the **SOHO project workshop in Vienna Ottakring** (Rosa-Luxemburg-Gasse 9, Sandleitenhof, 1160 Vienna; tram lines 2 and 10 , Stop Liebknechtgasse).

Registration requested at: network@produktionskollektiv.net

Organizer: Produktionskollektiv Wien e.V. (i.G.) in cooperation with SOHO in Ottakring (www.produktionskollektiv.net and www.sohoinottakring.at)



To kick off the event, three experts will present their project **Democratic Game Design Istanbul / Budapest / Vienna** ([insight 1](#) and [insight 2](#)) and have a conversation with us: **Anna Szilágyi-Nagy** (MSc Landscape Architecture, KULTÚRAKTÍV EGYESÜLET), **Handan Saatciolu Gurses** (Author and Storyteller, NEIGHBORS DOOR) and **Karsten Michael Drohsel** (Dipl.-Ing. Urban and Regional Planning, STUDIO IN//stabil Berlin and Produktionskollektiv Vienna).

Funding: The event is made possible by the **citizensLab** - A participatory European network of local actors of change from different sectors and contexts.



www.citizenslab.eu

Founding members: Karsten Michael Drohsel, Turit Fröbe, Handan Saatciolu Gurses, Anna Szilágyi-Nagy and Eszter Tóth. All five are proven experts in the field of urban, educational and mediating games, and have been moving both theoretically and practically in the field since years.