HOUSING ESTATE GAME v.2.0 - IDEAS FOR DESIGN OF HOUSING ESTATES’ DENSITY MODELS - THE CASE STUDY OF URBANISM WORKSHOPS GAME CREATED FOR SCIENCE PROMOTION

Tomasz Bradecki¹, Chair of Urban and Spatial Planning
¹Silesian University of Technology, Faculty of Architecture, Akademicka 7, Gliwice 44-100, Poland
tomasz.bradecki@polsl.pl
PLAY is a human activity which **requires the creation** of a convention, obeying the rules, and which leads to a result that can be evaluated in the light of established criteria.

One of the reasons for using **GAMES in solving urban issues is a dose of humor**. In modern pedagogy, the use of humor is considered an effective strategy in formal and informal learning.

Ján Legény & Robert Špaček Humour as a device in architectural education  Volume 21, Number 1, 2019 © WIETE 2019
Global Journal of Engineering Education p.6-13
The fundamental assumption for this article can be one that contemporary habitats should make a compact city.

COMPACTNESS can be achieved by density but density may have different forms
The fundamental assumption for this article can be one that contemporary habitats should make a compact city.

many Europeans still prefer
low-density single-family housing rather than multi-family housing
that is often associated with big multi-family blocks.
INSPIRACJE / INSPIRATIONS

Playing cards for architecture students of the a+t architecture publishers URBAN BLOCKS
https://aplust.net/tienda/otros/Serie%20Densidad/50-Urban-Blocks-Cartas/
Housing estate game v.2.0

**TASK:**

How to develop GAME for EDUCATION on URBANism?

**Answer:**
CARD GAME <> GAME with mockups,

**Zadanie:**
Jak zaprojektować grę edukacyjną o Urbanistyce?

**Odpowiedź:**
Gra w karty, gra z modelami.
RULES’ game cards have been shown to the participants. These game cards were shown as slideshow during the workshops, and given in printed version.

Two examples of game cards proposed by the author with Marta Cabaj, graphic design: Marta Cabaj
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Karty z zasadami gry pokazane uczestnikom w formie pokazu slajdów w pętli przez czas warsztatów. Rozdano również wersję drukowaną kart.

1 parking dla rowerów (powierzchnia 1 miejsca postojowego)
= -2 miejsca postojowe
1 bicycle parking (surface 1 parking space)
= -2 parking spaces

2 parkingi rowerowe <=> konieczność realizacji ścieżki rowerowej
2 bicycle parking <=> necessity of implementation bicycle path

1 usługa = 3 punkty
1 service = 3 points

Two examples of game cards proposed by the author with Marta Cabaj, graphic design: Marta Cabaj.
Exemplary game cards have been shown to the participants. These game cards were shown as slideshow during the workshops, and given in printed version.

Two examples of game cards proposed by the author with Marta Cabaj, graphic design: Marta Cabaj
35 persons took part in the workshops, of the age from 9 to 15.

W warsztatach wzięło udział 35 osób, w wieku od 9 do 15 lat.
At the beginning, a short introductory lecture was presented. The lecture explained the basic rules of creating proper housing estates, showing real housing estates’ images as well as illustrations of models that resemble housing estates on the images.

Na początku zaprezentowano krótki wykład wprowadzający. Wykład wyjaśnił podstawowe zasady tworzenia odpowiednich osiedli mieszkaniowych, pokazując prawdziwe osiedla mieszkaniowe, a także ilustracje modeli przypominających osiedla mieszkanie na zdjęciach.
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Workshops’ optimum timeline framework with phases (time in minutes) 1-Introduction lecture, 2-Rules explanation, 3-Questions and answers, 4-Workshops, 5-Total points count, Winner selection, justification

The workshops’ realtime framework (Table 2) was dramatically different from the optimal framework (Table 1). The introduction was realized according to plan, but then it was necessary to provide explanations and answer questions which took nearly until the end of the workshops. Some of the participants were finishing their models until the end of workshops to make the model more effective. The most significant problem was counting points and settling the total score. The team were doing it by themselves very quickly and not necessarily correctly, to get most points and possibly win.
Housing estate game v.2.0 REALIZACJA GRY / GAME APPLICATION : Noc Naukowców 2018.10.13

Results
Wyniki

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EFEKTY GRY / GAME APPLICATION EFFECT: Noc Naukowców 2018.10.13
The main conclusions of the study show that both tools used in the experiment were successful.

The conducted experiment showed that targeted workshops conducted in the form of a game with winning of possible prizes can be effective.
WNIOSKI / CONCLUSIONS

Although the experiment worked, the author has several remarks about the workshops: the rules were either too complicated or some participants were too young to implement them properly.

There was too little time for checking the number of collected points on the basis of the design proposal. Remarks for future editions of the workshops are as follows: provide more time for the workshops: ca. 120 minutes instead of 90 minutes. Reserve more time for conclusion and discussion.
The HOUSING ESTATE game has been developed by Tomasz Bradecki since 2014 during various workshops for pupils from primary and secondary schools. The game has been tested several times during ŚLĄSKA NOC NAUKOWCÓW (SILESIAN NIGHT OF THE SCIENTISTS) and was also presented 2 times during the SILESIAN FESTIVAL OF SCIENCE.
The HOUSING ESTATE v.2.0 game has been conducted by Tomasz Bradecki with Marta Cabaj on 25 October 2018. The experiment was video-recorded and available publicly at: https://youtu.be/796meKTCOgs
WNIOSKI / CONCLUSIONS

The authors hope that these kinds of games and their possible successors may be more broadly continued and promoted, thus contributing to better education of young people in the most basic scope of urban planning and architecture.

Autorzy mają nadzieję, że tego rodzaju gry i ich ewentualni następcy mogą być szerzej kontynuowane i promowane, przyczyniając się w ten sposób do lepszej edukacji młodych ludzi w najbardziej podstawowym zakresie planowania urbanistycznego i architektury.
1. 50 Urban Blocks a+t cards ISBN 978-84-617-9436-2 Density Series a+t research group
2. An advisor of good popularization practices
10. Momirski Lucija Azman Urban Design Workshops in the Education Curriculum: Advantages and Disadvantages To cite this article: 2019 IOP Conf. Ser.: Mater. Sci. Eng. 471 102048
12. Theofylaktos Anastasiadis, Georgios Lampropoulos, Kerstin Siakas Digital Game-based Learning and Serious Games in Education International Journal of Advances in Scientific Research and Engineering Volume 4, Issue 12 December -2018 p.139-144
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HOUSING ESTATE GAME v.2.0 - KONCEPCJE MODEL I INTENSYWNOŚCI ZABUDOWY -
PRZYPADEK GRY PRZYGOTOWANEJ NA POTRZEBY POPULARYZACJI NAUKI

Tomasz Bradecki¹,
Chair of Urban and Spatial Planning
¹Silesian University of Technology, Faculty of Architecture, Akademicka 7, Gliwice 44-100, Poland
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