

# PLAY & CIVIC MEDIA

ACTIVITIES 2019



Amsterdam University  
of Applied Sciences

# Introduction

>> Dear readers,

It is with pride that we present our annual overview of activities at the Lectorate of Play & Civic Media (P&CM). Like every year, we ran several research projects, working closely with partners in the professional field and in education. Together with them we address questions such as: How could architects include the design of digital platforms and new technologies such as blockchain in their urban developments? How can urban games and interactive media be designed to activate public spaces? How can local governments adopt a platform logic to better serve citizens? How can social designers make use of digital technologies to empower citizens? How could governments relate in new ways to citizens that organize themselves with the aid of digital technologies?

We find it very important to engage both current and future professionals, and therefore we highly value our collaborations with a variety of education programs, such as the Master Digital Design, CMD, CO-CB and HBO-ICT. For instance, together with the AUAS Speerpunt Urban Vitality and the National Cancer Institute, two MDD projects were developed that helped cancer patients to monitor their physical fitness state. Furthermore, our researchers have contributed and instigated various minors, such as Designing User Research, and Applied Game Design. We also embraced a new initiative at our faculty: Learning Communities, meant to closely connect research and education on a specific theme. We actively contributed to founding LCs on Urban Interaction Design, Storytelling and Critical Making & Research Through Design.

2019 has also been a year of transition for the lectorate. Ben Schouten, who founded the lectorate in 2014, retired as a lector, handing over the baton to Martijn de Waal on October 1. We are very happy that Ben will still continue to contribute to the lectorate and the master, amongst others by leading the STEC research project on Smart Technologies Empowering Citizens.

Some of our larger multi-year research projects came to end. Live Game Design was successfully concluded with a symposium in February. Similarly, projects such as Street Values II (on heritage) and Cocreating Responsive Urban Public Spaces organized final events in Pakhuis de Zwijger. The publication of two books on *The Hackable City* and *The Platform Society* also marked the end of these projects.

We also started to develop new project proposals and plans, amongst others on Virtual Reality for Diversity, the design of 'plug-ins' to regulate digital platforms, and a prototyping tool for card game design. In the fall, we hope to welcome a few hundred professionals, researchers, educators and students at the Media Architecture Biennale we are organizing in collaboration with the Faculty of Technology and the Faculty of Applied Social Sciences and Law and Utrecht University.

We hope you enjoy our review and welcome you at one of our activities in the coming year,

*Ben Schouten & Martijn de Waal*

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# 01

# Projects







## >> Circulate: Design thinking for the Circular Economy

WEBSITE <http://circulateproject.nl/>

TIME 2018–2021

DESCRIPTION *Circulate* explores the design of platforms for the circular economy from a values-in-design perspective. How can citizens be motivated to engage in, and be rewarded for their contribution to a local circular economy that produces both social as well as economic capital?

P&CM RESEARCHERS Martijn de Waal, Gabriele Ferri, Angella Mackey, Dolinde van Beek, Karel Millenaar

OTHER RESEARCHERS Inte Gloerich (Lectoraat Netwerkcultuur), Nazli Cila (Lectoraat Digital Life), Nanda Piersma (Lectoraat Urban Analytics), Wouter Meys (Citizen Data Lab), Tara Karpinski (Hogeschool Avans)

PROJECT LEAD Amsterdam University of Applied Sciences, Play & Civic Media

FINANCED BY SIA RAAK MKB

RESEARCH PARTNERS University of Northumbria School of Design; University of Edinburgh Centre for Design Informatics; Hogeschool van Amsterdam Urban Technology; Hogeschool van Amsterdam Urban Management; EU COST Action From Sharing to Caring: Examining Socio-Technical Aspects of the Collaborative Economy; H2020 Research Project Commonfare; Avans Hogeschool.

PROJECT PARTNERS Metabolic; Enki Energy; Café de Ceudel; Spectral; Space & Matter; Stipo; One Architecture; Crowdbuilding





## >> **Trust in Play: The European School of Urban Game Design**

WEBSITE <http://trustinplay.eu/>

TIME 2018–2020

DESCRIPTION *Trust in Play* is a capacity-building program that supports emerging professionals in the field of urban game design, mentoring them to build a sustainable practice and playfully exploring new relationships of trust in cities. The school offers three branches, one in Amsterdam, one in Athens and a Nomadic branch for trainees in other european cities.

P&CM RESEARCHERS Gabriele Ferri, Martijn de Waal

OTHER RESEARCHERS Maria Saridaki, Sebastian Quack, Matoula Koutsari, Iris Asimakopoulou, Matteo Uguzzoni

PROJECT LEAD Goethe-Institut Athens

FINANCED BY Creative Europe Programme (European Commission)

RESEARCH PARTNERS Goethe Institute, Edgeryders, Technopolis.

PROJECT PARTNERS EdgeRyders, Innovathens, Technopolis City of Athens, Resilient Athens. Specifically for the Amsterdam branch: The Beach / Garage Notweg.





## >> Media Architecture Biennale

WEBSITE [www.mab20.org](http://www.mab20.org)

TIME 2019–2020

DESCRIPTION *The Media Architecture Biennale is a series of international events for designers, artists, researchers and policy makers exploring urban interaction design and the role of media in urban spaces: from urban screens and interactive installations in public space, to smart cities & citizens applications and the theme of playful cities.*

The next MAB will take place in November 2020 in Amsterdam and Utrecht. Previous editions were organized in Vienna (2010), Aarhus (2012, 2014), Sydney (2016) and Beijing (2018)

MAB20 is organized in close collaboration with the Faculty of Technology and the Faculty of Applied Social Sciences and Law and Utrecht University

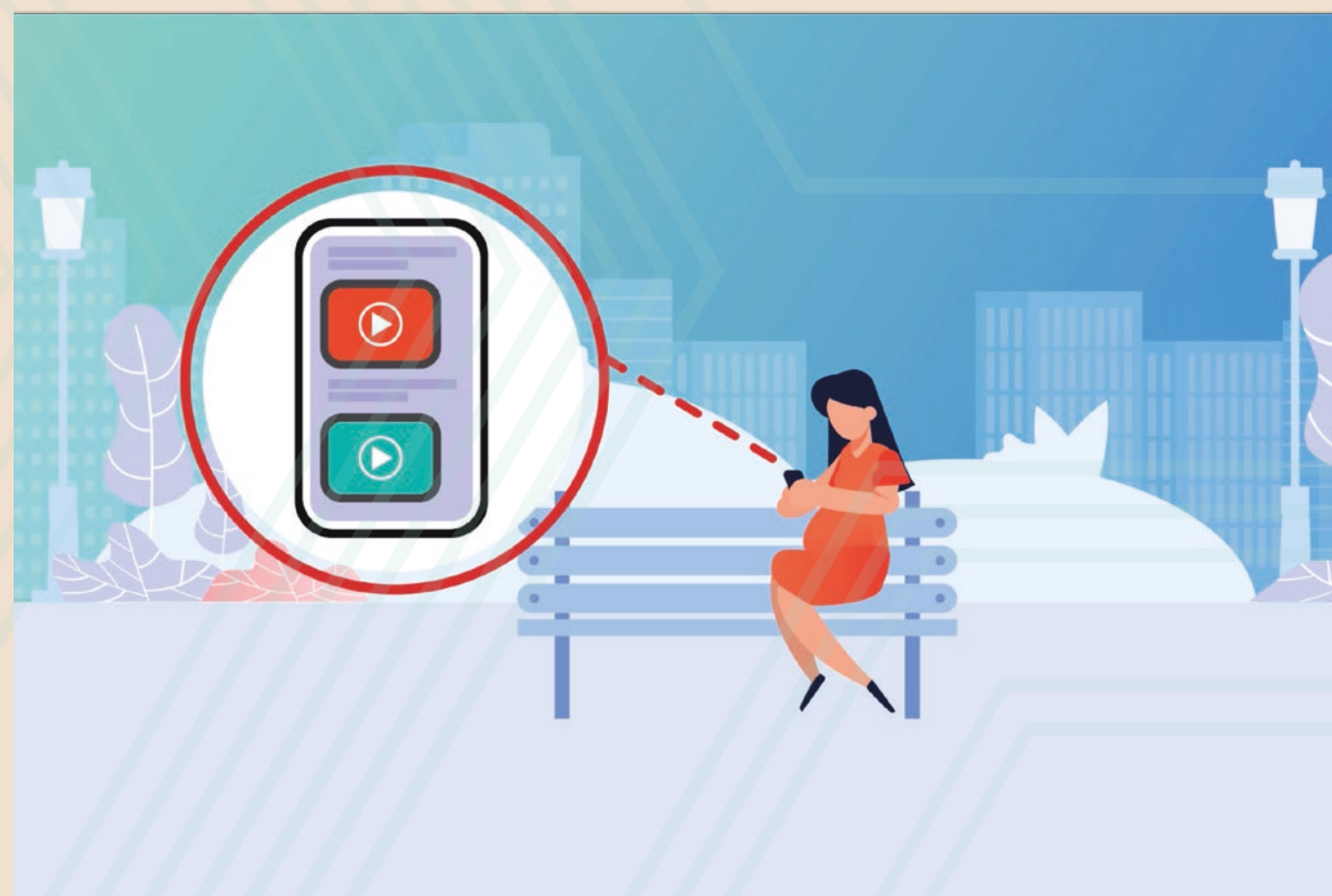
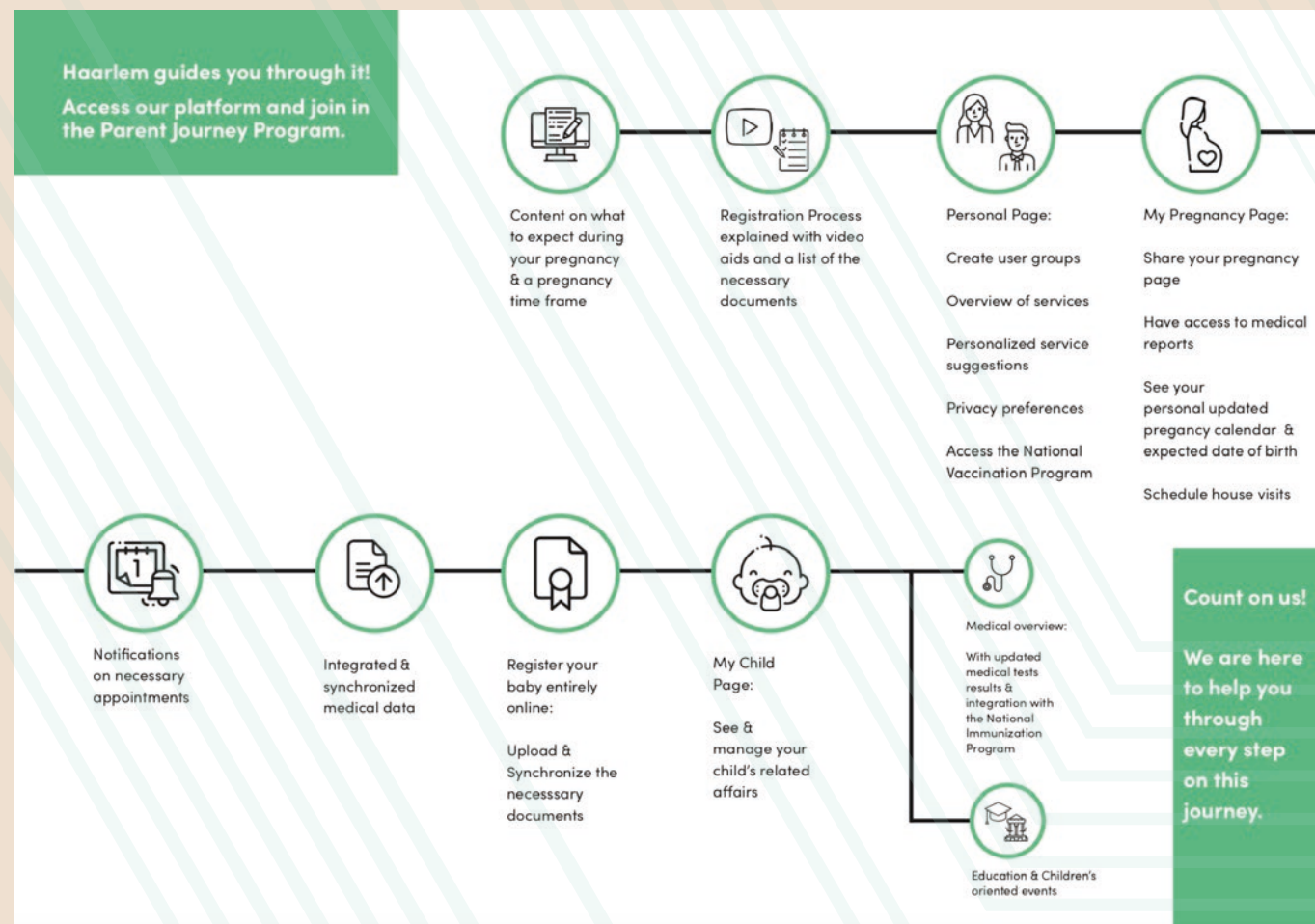
GENERAL CHAIR Martijn de Waal

EXECUTIVE COMMITTEE Michiel de Lange (Utrecht University); Frank Suurenbroek (Amsterdam University of Applied Sciences), Nanna Verhoeff (Utrecht University)

MAIN ORGANIZERS Media Architecture Institute, Amsterdam University of Applied Sciences, Utrecht University

PROJECT PARTNERS Marineterrein Amsterdam, Pakhuis de Zwijger, the Amsterdam Creative Industries Network, Campus Amsterdam, Master Digital Design, Archis, Amsterdam Design Centre, OASC Open and Agile Smart Cities, Digital Placemaking Institute, Urban Media Art Academy, ARIAS The Amsterdam Research Institute of the Arts and Sciences, Amsterdam University of the Arts, Amsterdam Light Festival, NEMO, AUAS Urban Technology, AUAS Urban Governance & Social Innovation, Architecture Centrum Amsterdam, IJsfontein, AUAS Master Digital Design, The Mobile City





## >> Government as Platform

TIME 2019–2020

### DESCRIPTION

*Government as Platform* is a research-through-design project collaboration between the AUAS research group of Play & Civic Media, the Digital Society School and the Municipality of Haarlem exploring the design of digitized government services from a platform-based approach.

In the last decade an unprecedented digital transformation is taking place in the field of government technology (GovTech), leading not only to the digitisation of traditionally offline services, but also to heated debates around privacy and access to data. How can citizens benefit from personalized services free of bureaucratic impediments, while engaging with digital processes they can trust? How can we design governmental services that shift the perception of government as a 'black box' to that of a trustful digital facilitator? Working in collaboration with the Union of Dutch Municipalities (VNG) and the Municipality of Haarlem, the project explores such questions applying a service design approach. The output of the project will be a proof of concept that is scalable to other municipalities throughout the Netherlands.

### P&CM RESEARCHERS

Martijn de Waal

### OTHER RESEARCHERS

Olina Terzi (Digital Society School); Vanessa Cantinho de Jesus, Timo van Elst, Francesca Argenziano, Lauren Lundholm, Patricia Franco Pimentel

### PROJECT LEAD

Amsterdam University of Applied Sciences Digital Society School

### FINANCED BY

Municipality of Haarlem

### RESEARCH PARTNERS

Digital Society School

### PROJECT PARTNERS

Municipality of Haarlem; Union of Dutch Municipalities (VNG)





## >> **STEC:** **Smart Technologies,** **Empowered Citizens**

WEBSITE <http://stec.design>

TIME 2017–2021

DESCRIPTION *STEC* is a 4-year research project which investigates the design process and strategies used in the development and appropriation of so-called ‘smart technologies’ for citizen empowerment. The goal is to understand and operationalize how digital media technologies and practices such as social media platforms, big data, gamification and serious games can empower citizens, and mobilize and organize them around collective societal issues. We will do this from the perspective of design-thinking. How can the insights gained from studying various technologies and practices, be used to empower citizens across a number of domains be generalized into design practices and strategies? And what is the changing role of the stakeholders in designing empowering solutions, taking into account different values and perspectives?

P&CM RESEARCHERS Ben Schouten, Martijn de Waal

OTHER RESEARCHERS Nicolai Hansen, Gwen Klerks

PROJECT LEAD Eindhoven University of Technology

FINANCED BY NWO

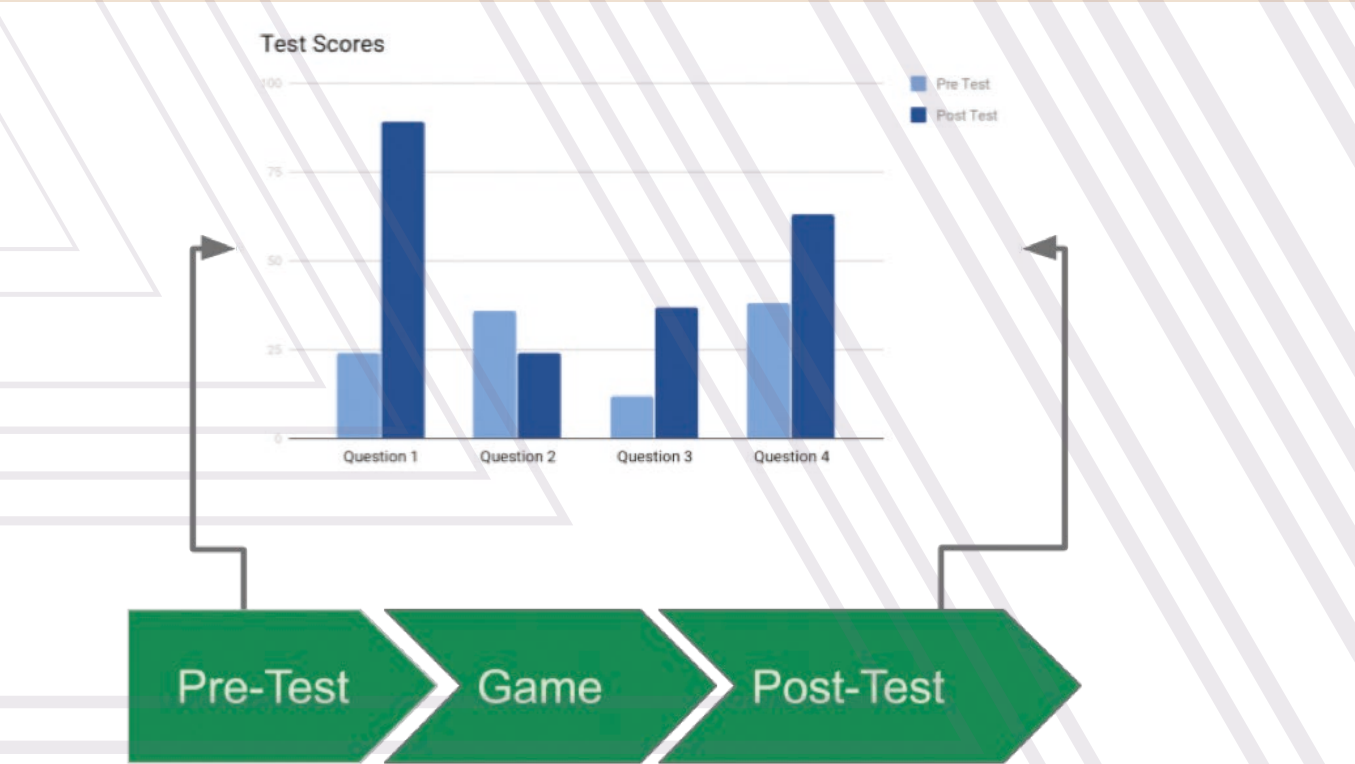
RESEARCH PARTNERS Eindhoven University of Technology

PROJECT PARTNERS Transform City, One Architecture, Play the City, IJsfontein, Philips, KPN





# Case Study: Boom Bust Inc.



Sample results of a pre- and post-test, before and after playing the game

## >> Didactics-Driven Development

TIME 2019-2020

DESCRIPTION *Didactics-Driven Development: Towards a Methodology and Toolset for the Systematic Validation of Applied Games* is an applied research project that addresses the problem of validation of Applied Games, in particular Serious Games with specific didactic goals and intended outcomes. The project aims at establishing a methodology and a tool for the systematic validation of such applied educational games. The methodology is inspired by Test-Driven Development, adapted for educational games, by supporting dynamic requirements relating to didactic goals and intended outcomes, and tracking design decisions related to these didactic concerns. The tool will support making explicit these didactic concerns, and monitoring and measuring the actual educational outcomes, during the development process.

P&CM RESEARCHERS Anders Bouwer, Riemer van Rozen

OTHER RESEARCHERS Rosa Corstjens

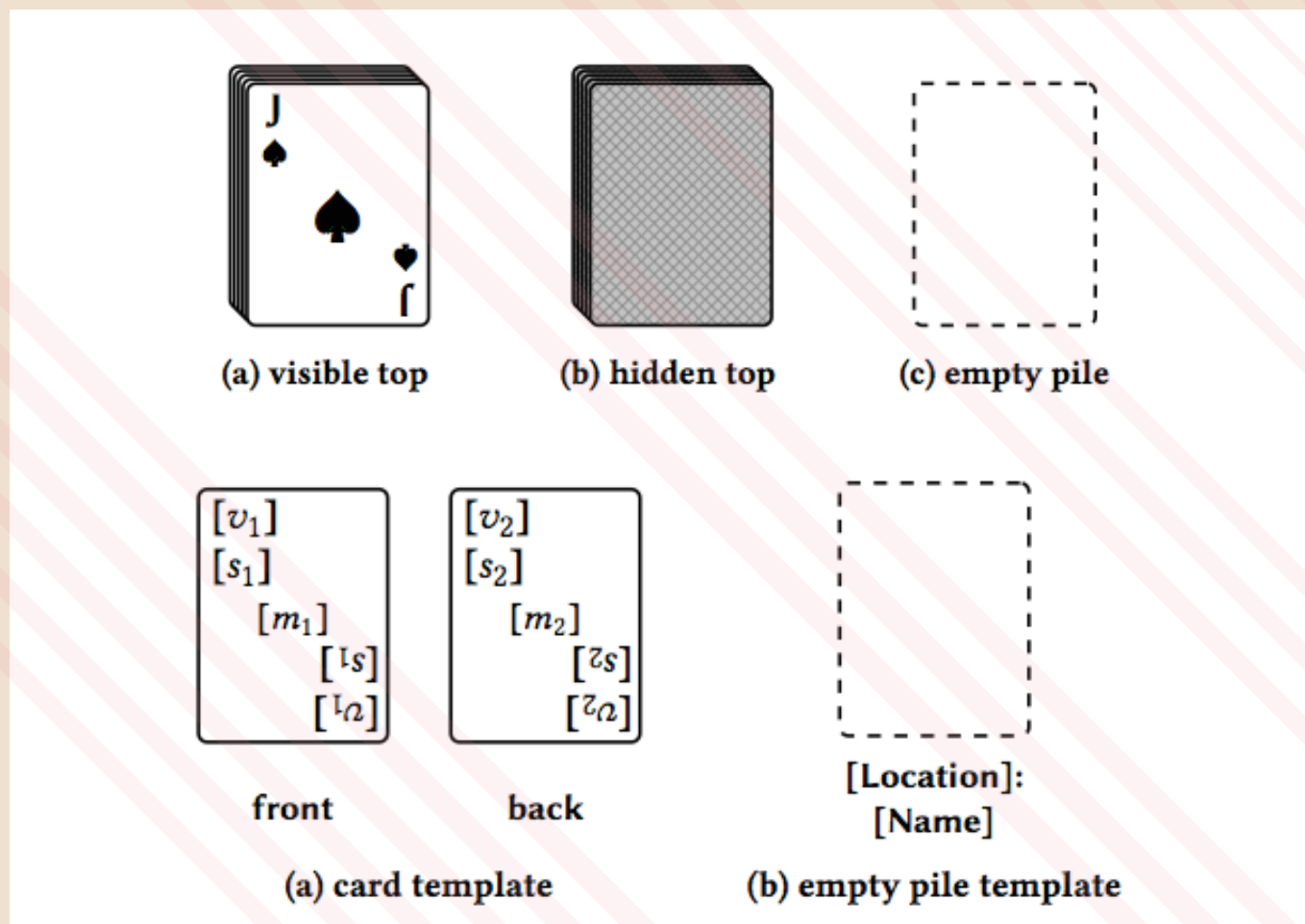
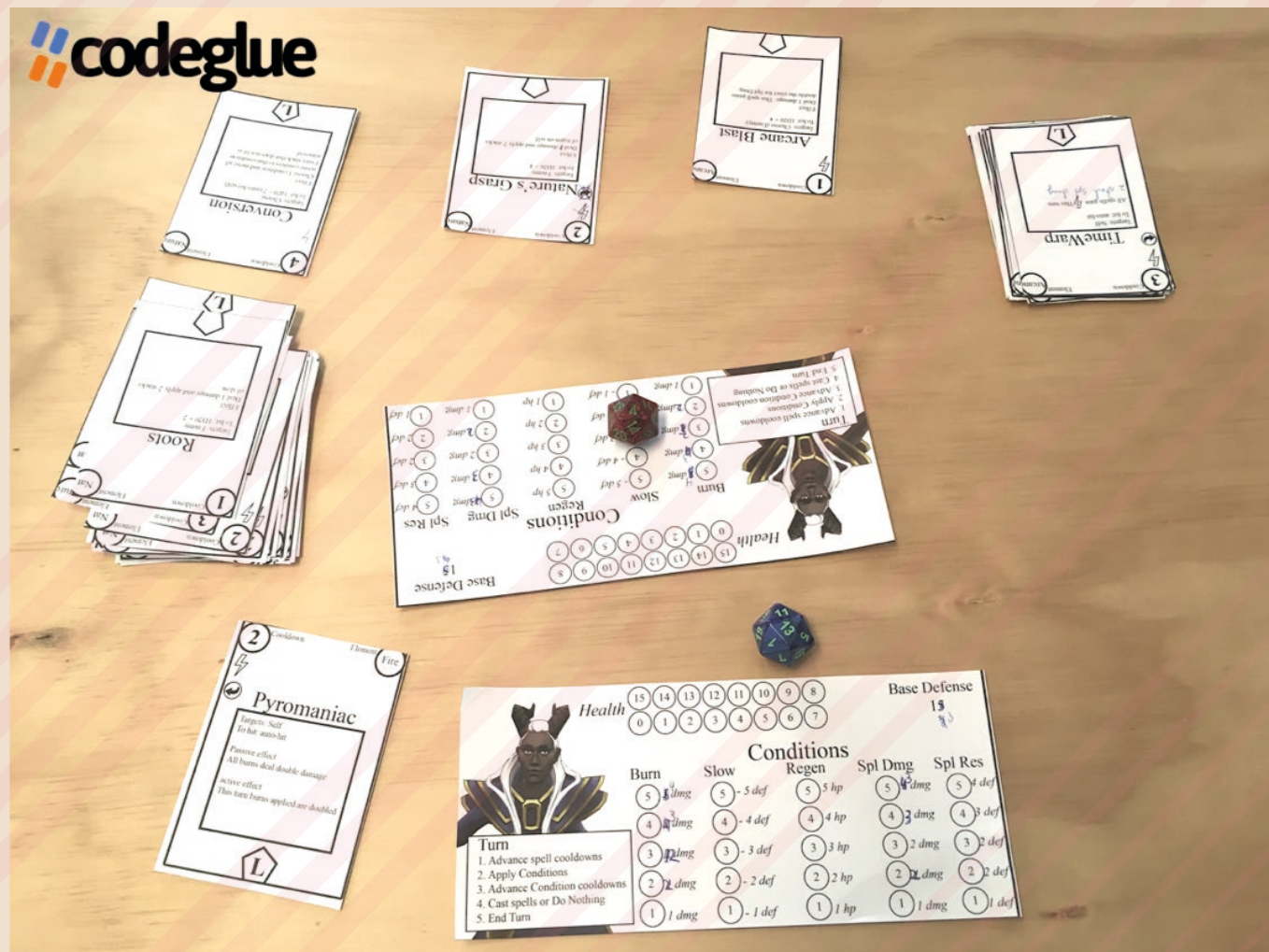
PROJECT LEAD Anders Bouwer

FINANCED BY DGA Gaming Fieldlab, Dutch Games Association, supported by ClickNL. Co-financing by business partner

RESEARCH PARTNERS Amsterdam University of Applied Sciences

PROJECT PARTNERS Pillar Games (Utrecht)





## >> A Prototyping Tool for Card Game Design

TIME 2019–2020

DESCRIPTION This applied research proposal involves the development of a Digital Prototyping Tool for Card Game Design. The tool will support the creation of a wide variety of card games, ranging from variations on existing card games like Poker, UNO and Hanabi, to conceptual Card Decks for supporting design tasks. The tool should allow the easy creation of card decks, including simple designs for numbers, colours, names, types, figures, etc., but also the rule-sets of the games. Because this is done within a formal framework for specification of card games, it will become easy to modify characteristics of cards, and more importantly, the rules of the game, such as move protocols and game mechanics associated with certain types of cards. The tool will also offer support for playing and playtesting the game on screen.

P&CM RESEARCHERS Riemer van Rozen, Anders Bouwer

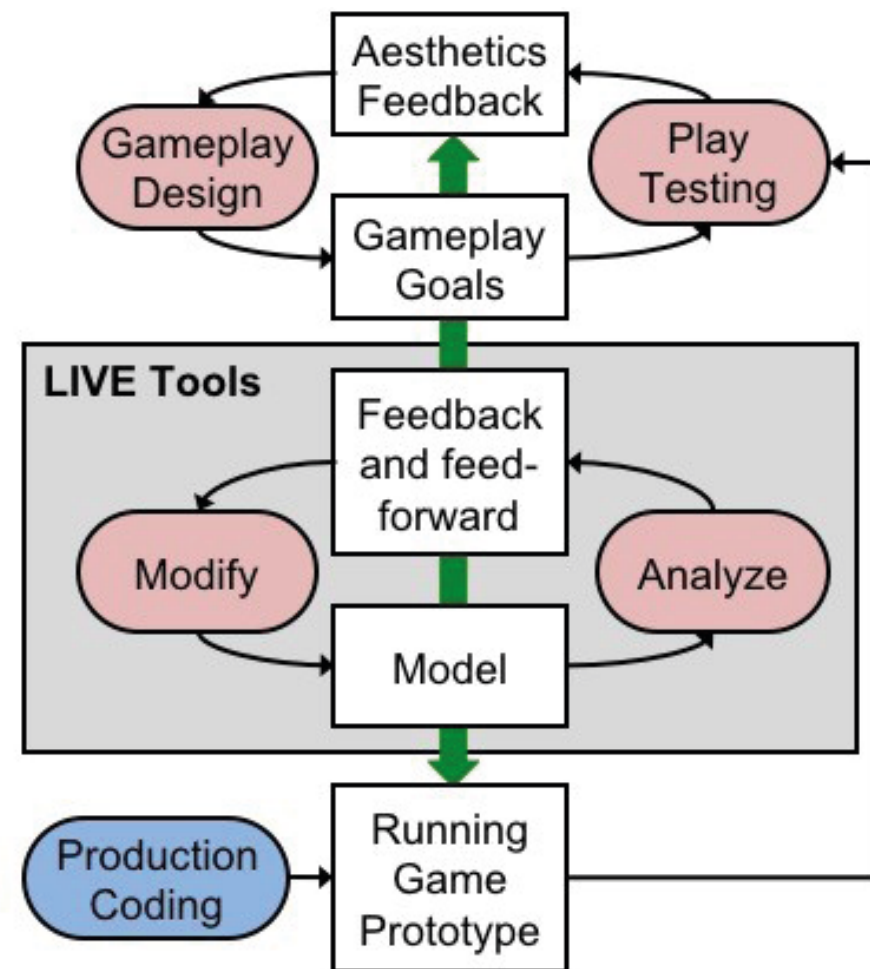
OTHER RESEARCHERS Rosa Corstjens

PROJECT LEAD Riemer van Rozen

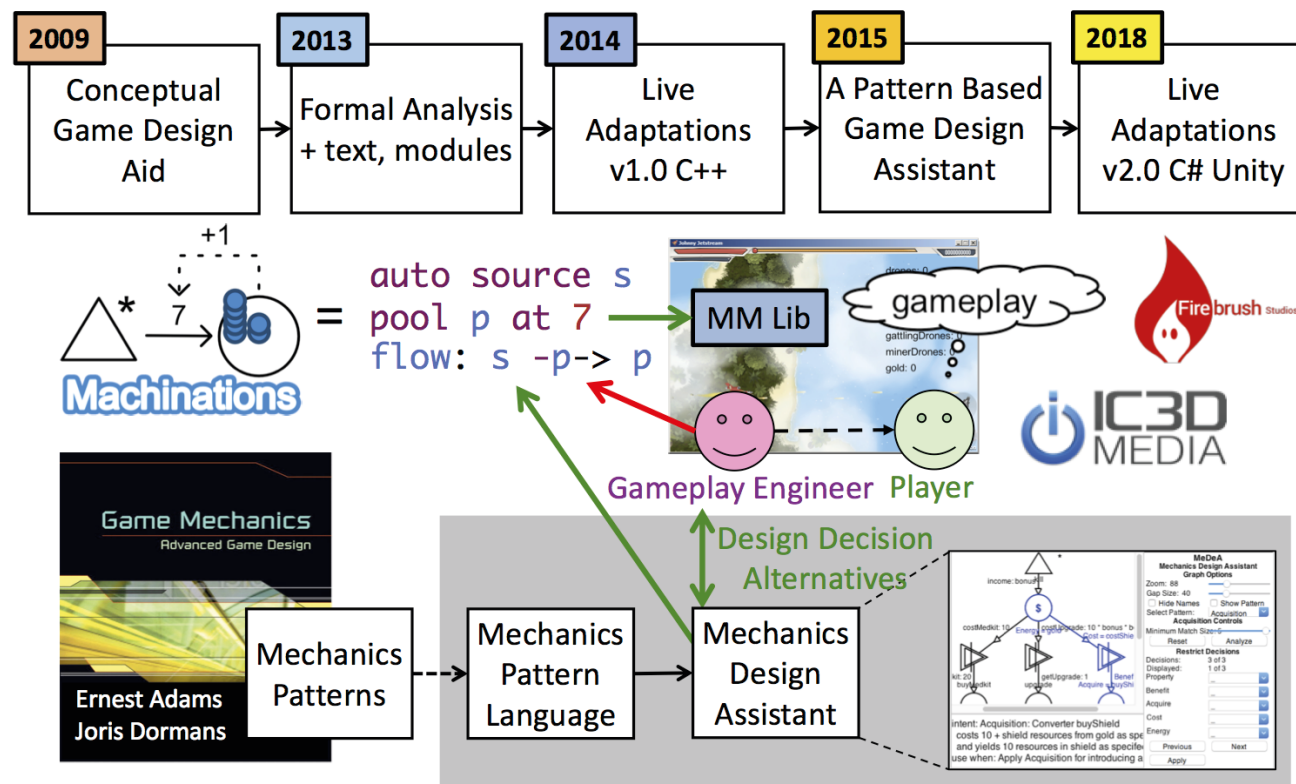
FINANCED BY DGA Gaming Fieldlab, Dutch Games Association, supported by ClickNL. Co-financing by business partners

RESEARCH PARTNERS Amsterdam University of Applied Sciences

PROJECT PARTNERS CodeGlue (Rotterdam), FourceLabs (Oss)



## Machinations Evolution & Approach



## >> Live Game Design

WEBSITE <http://livegamedesign.github.io/>

TIME 2015-2019

DESCRIPTION *Live Intelligent Visual Environments for Game Design*, or in short, *LIVE Game Design*, is a RAAK-MKB applied research project funded by the Dutch funding body SIA, co-financed by research partners and business project partners. The project started in May 2016 and the goal of the project is to be able to adapt games across several dimensions in real time, in order to speed up the game design process. Techniques, methods, and tools will be created together with the research partners. These will be applied and tested in three case studies involving real cases of business project partners.

Important project results of three case studies are: show cases (game/software prototypes), usable Live game design tools that enable modifying elements of the show cases and provide immediate and continuous feed-back and feed-forward, and publications.

PROJECT LEAD Riemer van Rozen, Anders Bouwer

FINANCED BY Co-financing research partners & business partners

RESEARCH PARTNERS Centrum Wiskunde & Informatica, TU Delft

PROJECT PARTNERS Ludomotion, Firebrush Studios, IC3D Media, Paladin Studios, IJsfontein, Codeglue, Ranj, Little Chicken, Wild Card Games, FourceLabs, DoubleDutch Games, Virtual Play





## >> SPRONG Urban Vitality

TIME 2019

DESCRIPTION *The Sprong Urban Vitality* programme aims to strengthen research & education around Urban Vitality at the AUAS. The Lectorate of Play & Civic Media and the Master Digital Design contributed with two projects run by teams of MDD-students. *CogWheels* is an exploratory project looking at the combination of embodied interactions, physical therapy for patients undergoing radiation treatment for cancer, and cognitive stimulation. *OnTrack* is an exploratory project examining the use of a personalized diary app to keep track of cancer patients' physical fitness state.

P&CM RESEARCHERS Gabriele Ferri

OTHER RESEARCHERS Martijn Stuiver, Paul Geurts

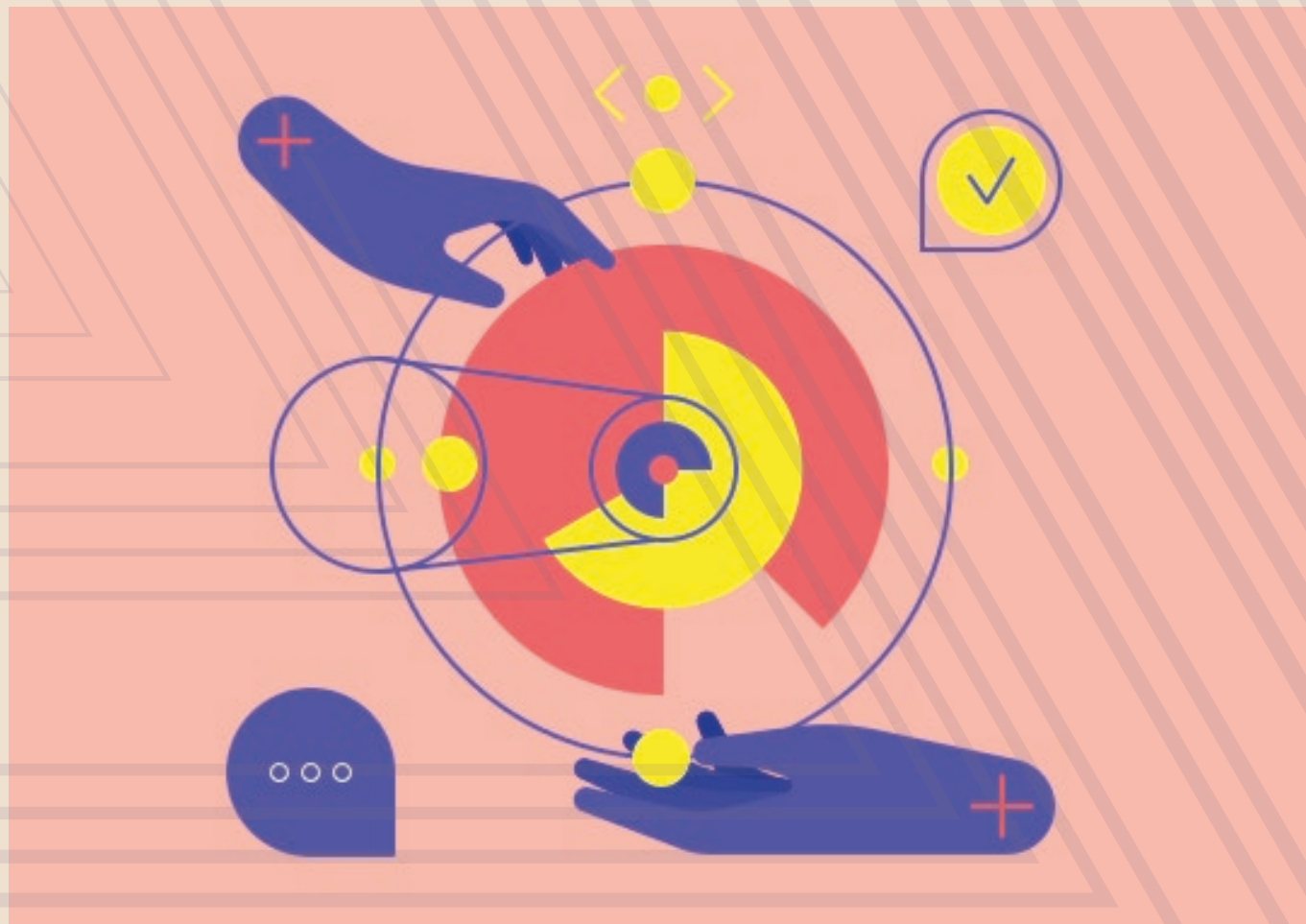
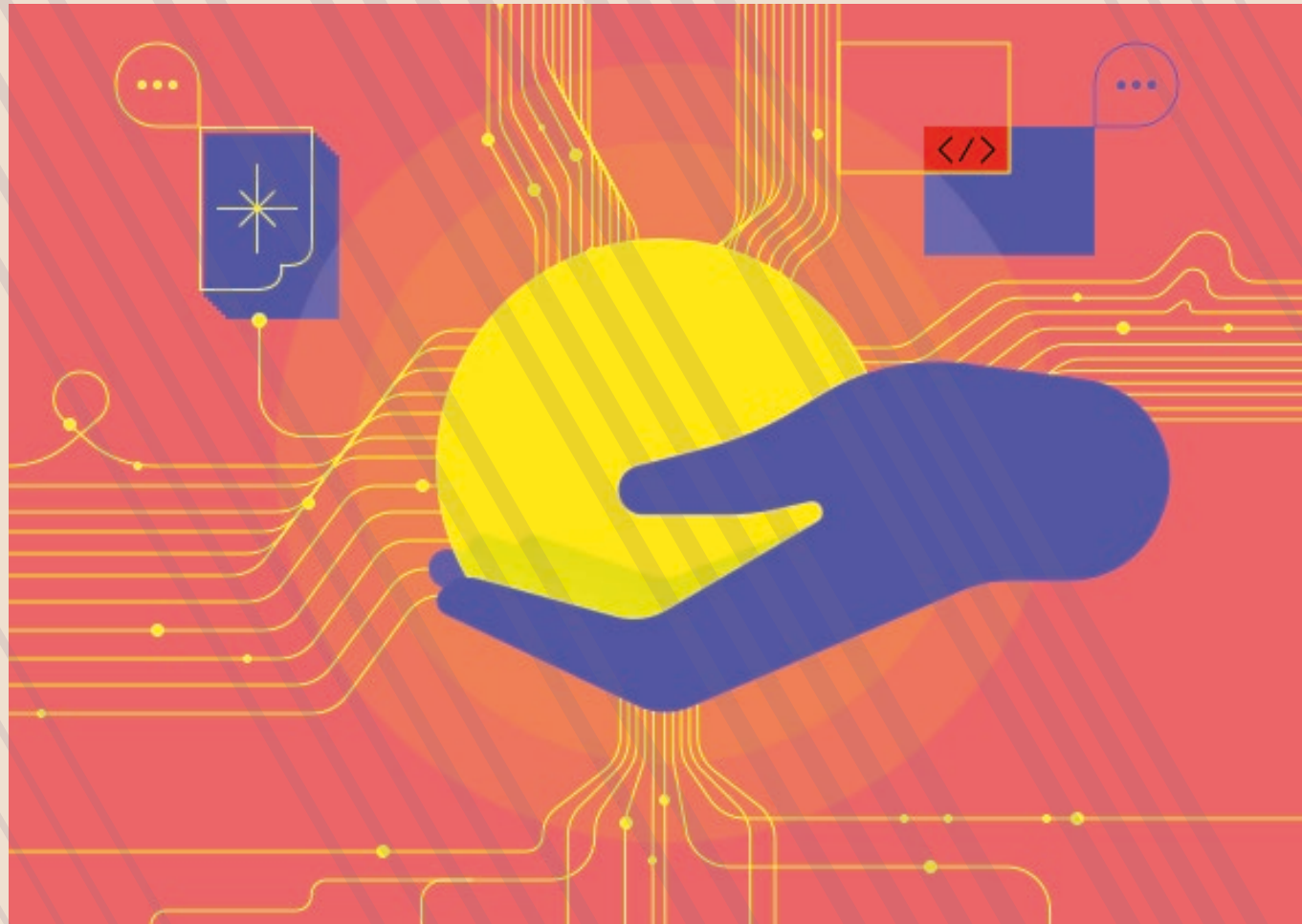
PROJECT LEAD Amsterdam University of Applied Sciences – Speerpunt Urban Vitality

FINANCED BY SIA RAAK SPRONG

RESEARCH PARTNERS Amsterdam University of Applied Sciences Urban Vitality

PROJECT PARTNERS Master Digital Design, AUAS Faculty of Health NKI (Netherlands Cancer Institute); Tilburg University, Onconet.





## >> Smart Cities? Public Code!

WEBSITE <https://smartcities.publiccode.net>

TIME 2018–2019

DESCRIPTION *Public Code* is an early stage concept for a type of code developed with the public interest in mind. Point of departure is that in our emerging platform society, «Code == Code»: Software and policy are both code. The former executed by machines and the latter by humans. This means we need to look differently at the software developed for public tasks than we do for private tasks. The software is held to standards to guarantee that it is inclusive, usable, adaptive, open and sustainable.

This project aims to further develop the concept of Public Code. How should we understand Public Code, and how can we create it? What kind of technological and institutional arrangements are needed to shift towards the production of Public Code?

P&CM RESEARCHERS Martijn de Waal

PROJECT LEAD Amsterdam University of Applied Sciences

FINANCED BY SIA–KIEM

RESEARCH PARTNERS Amsterdam University of Applied Sciences

PROJECT PARTNERS Foundation for Public Code, Vurb, City of Amsterdam





Gemeente  
Amsterdam

# Big data in een smart city

*Verhalen uit een seminarreeks  
van het PMB Leerhuis*

## >> Big Data in a Smart City

TIME 2018–2019

DESCRIPTION For the Project Management Office of the Municipality of Amsterdam, Martijn de Waal co-organized a seminar series on big data and smart cities, in close collaboration with Stan Majoor and Marije Poel. The seminar series included lectures by Albert Meijer, Sabine Niederer, Nanda Piersma, Jeroen Slot, Ger Baron, and Linda Vlassenrood. The seminar series was concluded with a publication (in Dutch) that can be downloaded in the Play & Civic Media website.

P&CM RESEARCHERS Martijn de Waal

OTHER RESEARCHERS Stan Majoor, Marije Poel

PROJECT LEAD Amsterdam University of Applied Sciences Smart City Academy

RESEARCH PARTNERS City of Amsterdam, Project Manager's Office: Peter Hazewindus, Noortje Schmit and Delphine van Wageningen.





## >> Co-ReUs: Co-Creating Responsive Urban Spaces

TIME 2016–2019

DESCRIPTION Responsive public spaces use interactive technologies to adapt to users and situations. This enhances the quality of the space as a public realm. However, the application of responsive technologies in spatial design is still to be explored. What exactly are the options for incorporating responsive technologies in spatial designs to improve the quality of public spaces? The Co-ReUs research project explores and disentangles this new assignment for designers, and presents inspiring examples.

P&CM RESEARCHERS Martijn de Waal and Gabriele Ferri

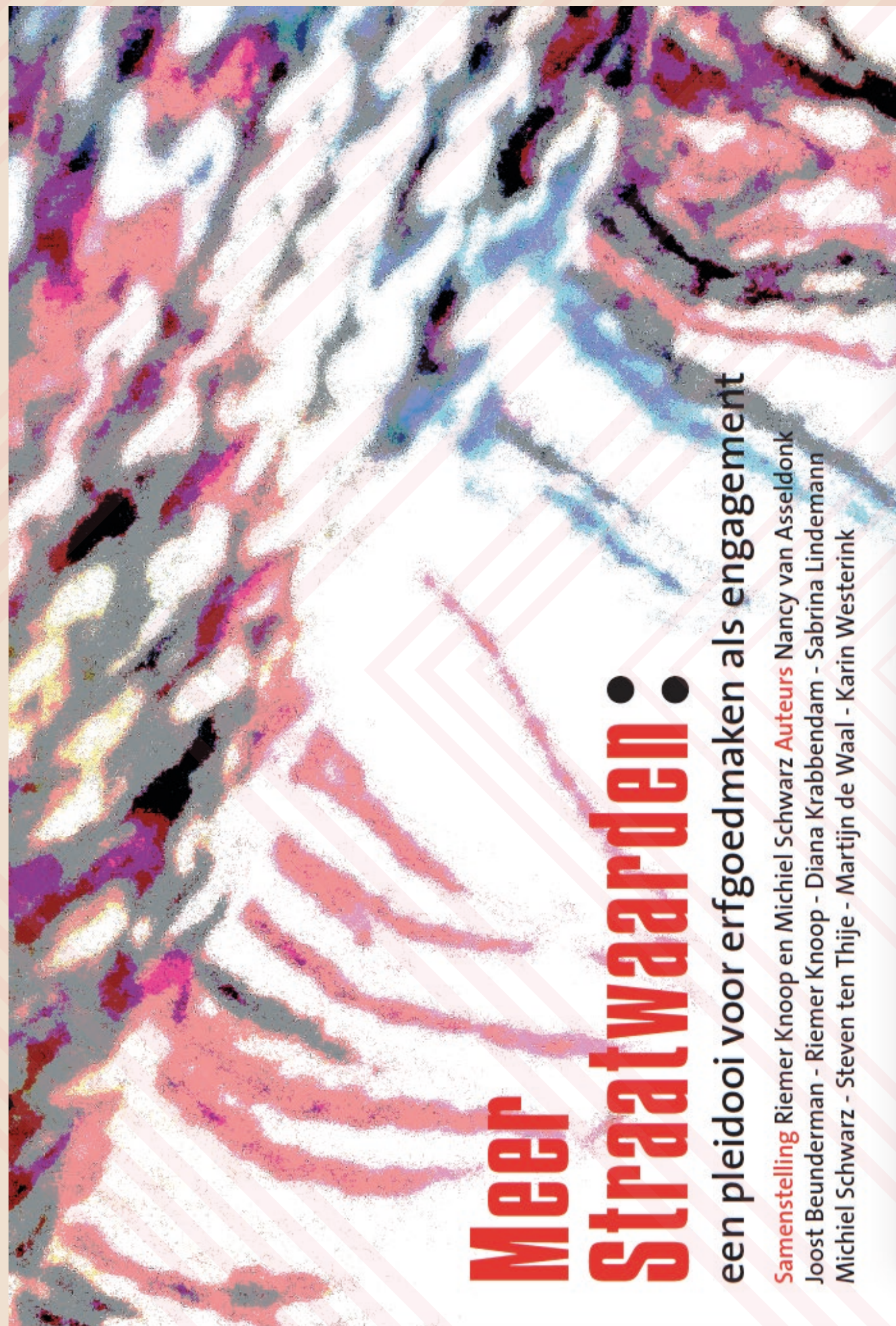
PROJECT LEAD Lectorate Bouwtransformatie Amsterdam University of Applied Sciences (Frank Suurenbroek)

FINANCED BY RAAK MKB

RESEARCH PARTNERS Lectorate Crossmedia, Amsterdam University of Applied Sciences

PROJECT PARTNERS Ax710 in collaboration with NP3; Northernlight; Pronorm; Ijsfontein; Info.nl; Golfstromen; Foodjoy; Ledwork; Entangle; Design by Nine; Space & Matter; IAA stedenbouw en Landschap; AKKA architecten; Amsterdam ArenA; Heineken Music Hall / Afas live; Holiday Inn Express; Villa Arena; TU Delft – Faculteit Transport & Planning; Universiteit van Amsterdam – Big Data; Universiteit van Amsterdam – Urban Cycling Institute; Gemeente Amsterdam – Stadsdeel Zuid-Oost; Stichting Partners ArenAPoort; Beroepsvereniging van Nederlandse Stedebouwkundigen en Planologen; De Levende stad; Amsterdam Smart City





## >> Street Values & Street Values II

WEBSITE <https://www.reinwardtcommunity.nl/nl/page/15821/>

TIME 2016–2019

DESCRIPTION *Street Values (Straatwaarden)* is a research project initiated by the Reinwardt Academy in Amsterdam and Sustainism Lab, carried out in cooperation with the Lectorate of Play & Civic Media. Over the last few years, many institutions in the fields of art, culture and heritage have seen their surroundings change considerably. Their position as cultural authorities is no longer taken for granted; societal changes as well as changing expectations of audiences have led them to reconsider their role. How can they remain relevant as institutions in the 21st Century?

In that context, Street Values looks at the relation between heritage and placemaking and the role that heritage professionals could take in a network society. Starting point is the socially sustainable ‘sustainist’ perspective, developed by Michiel Schwarz. The interest for the Lectorate of Play & Civic Media lies in the potential for citizen empowerment in these processes. Could citizens be given a greater role in the production of heritage? Or, the other way around: can heritage professionals make heritage productive in the context of civic issues? The project has resulted in two publications, which the main findings as well as an agenda with input for the future development of the heritage sector have appeared.

P&CM RESEARCHERS Martijn de Waal

PROJECT LEAD Reinwardt Academy

FINANCED BY ACIN

RESEARCH PARTNERS Reinwardt Academy (Riemer Knoop; Nancy van Asseldonk)

PROJECT PARTNERS Sustainism Lab (Michiel Schwarz); Gordion Cultureel Advies; The Beach Company





## >> Storytelling for 360° Media

TIME 2016–2019

DESCRIPTION In 2016, the Lectorate received a grant from SIA RAAK to set up a research project on the topic of Storytelling for 360° media. This project is set up as a collaboration with the Filmacademie and ten industry partners from the field of VR.

In this research project, we focus on the basics of VR storytelling. We intend to isolate small elements of the language of VR, and investigate how they work and what impact they may have on the audience. The research is set up as experiments in collaboration with industry partners and students, producing short VR movies that can be viewed as stand alone productions as well.

P&CM RESEARCHERS Mirjam Vosmeer

PROJECT LEAD Mirjam Vosmeer

FINANCED BY SIA RAAK MKB

RESEARCH PARTNERS Nederlandse Filmacademie, HKU

PROJECT PARTNERS AVROTROS, WeMakeVR, Submarine Channel, IDFA DocLab, IJsfontein, VPRO.





## >> The Hackable City

WEBSITE <http://thehackablecity.nl/>

TIME 2015–2019

DESCRIPTION *The Hackable City* is a research–through–design project that explores new forms of collaborative citymaking. The team’s primary case study is Buiksloterham, a brownfield regeneration project in Northern Amsterdam. Goal is to understand the opportunities as well as challenges of new media technologies for an open, democratic process of collaborative citymaking. How can citizens, design professionals, local government institutions and others employ digital media platforms in collaborative processes of urban planning, management and social organization, to contribute to a liveable and resilient city, with a strong social fabric? These questions were addressed through the design of a number of probes as well as by being immersed in the development of the area. Most of the probes were designed by embedded researchers working at the office of One Architecture, an office for architecture that is one of the stakeholders in the development of Buiksloterham. In addition, many interviews and expert sessions were held with future residents, stakeholders and outside experts.

P&CM RESEARCHERS Martijn de Waal, Gabriele Ferri, Karel Millenaar, Ben Schouten

PROJECT LEAD Martijn de Waal

FINANCED BY NWO, One Architecture, Ministerie van Binnenlandse Zaken en Koninkrijksrelaties

RESEARCH PARTNERS Lipika Bansal (Researcher, Pollinize); Matthijs Bouw (Researcher, Director One Architecture); Tara Karpinski (Embedded Researcher, University of Amsterdam); Froukje van de Klundert (Embedded Researcher, University of Amsterdam & One Architecture); Michiel de Lange (Researcher, Utrecht University); Karel Millenaar (Designer, AUAS); Martijn de Waal (Project leader, University of Amsterdam / Amsterdam University of Applied Sciences)

PROJECT PARTNERS Amsterdam University, Utrecht University, The Ministry of the Interior and Kingdom Relations, Pakhuis de Zwijger and One Architecture

02

# Contributions to Education



## >> Contributions to Education

Government as Platform @ DIGITAL SOCIETY SCHOOL	Play & Civic Media & LEARNING COMMUNITIES	Angella Mackey taught @ ELISAVA MA PROGRAM EMERGENT FUTURES	Angella Mackey taught @ MASTER DIGITAL DESIGN
The project Government as Platform was organized as a <b>module for five trainees at the Digital Society School</b> in the Track Systems for Sharing.	The Lectorate was involved in the <b>foundation of three learning communities:</b> Urban IxD, Storytelling and Critical Making / Research through Design.	Angella Mackey has taught and co-coordinated a 1-week workshop <b>Living with Ideas</b> at the ELISAVA Masters program Emergent Futures (MDEF) in November 2019.	Angella Mackey has taught the course <b>Design Processes</b> at Master Digital Design in the 2019/20 academic years.
Circulate @ MASTER DIGITAL DESIGN	Collaborations WITH CMD	Gabriele Ferri AS MASTER CO-ORDINATOR	Gabriele Ferri taught @ MASTER DIGITAL DESIGN
The RAAK-MKB Circulate Research project <b>commissioned a 'design probe' to a group of Master Digital Design-students</b> (Leila Farhood, Mattijs Nolst Trenite, Boaz Prinzen, Lennard Schaack), as a first term-project. Gabriele Ferri was the main organizer of this track. External client was Enki Energy.	In the context of the Media Architecture Biennale, Frank Suurenbroek and Martijn de Waal have started <b>collaborations with minor-programs at CMD</b> that will result in a number of student-projects in the spring of 2020.	Gabriele Ferri has served as <b>co-coordinator of the Master Digital Design</b> in the 2018/19 and 2019/20 academic years, and was part of the <b>Management Team for the MDD</b> .	Gabriele Ferri has taught the <b>courses Design Ethics and Design Futures</b> at the Master Digital Design in the 2018/19 and 2019/20 academic years.
Guest Lectures @ CMD + FACULTY OF TECHNOLOGY	P&CM + Trust in Play organized URBAN PLAY CAMP	Riemer van Rozen supervised MA PROJECT @ UVA	Riemer van Rozen lectured @ MA OF SOFTWARE ENGINEERING, UVA
Martijn de Waal contributed with <b>guest lectures and in a role as jury / evaluator</b> to educational programs in CMD and at the Faculty of Technology.	With The Trust in Play research project the Lectorate of Play & Civic Media organized an <b>Urban Play Camp</b> , in close collaboration with the Digital Society School, the Master Digital Design and the The Beach. Gabriele Ferri and Tamara Pinos took the lead.	Riemer van Rozen <b>supervised the master project</b> of Andrea van den Hooff on Researching Hababi with Cardscript - Analysing the rules of collaborative card games, Master of Software Engineering, University of Amsterdam.	Riemer van Rozen <b>coordinated and lectured for the course Software Evolution</b> in the Master of Software Engineering at the University of Amsterdam.
Anders Bouwer taught @ HBO-ICT BACHELOR	Anders Bouwer supervised students FROM HBO-ICT BACHELOR	Anders Bouwer as KWARTIERMAKER SMART EDUCATION	
Anders Bouwer taught the courses <b>Research Design and The Mobile Society</b> in the HBO-ICT Bachelor programme.	Anders Bouwer supervised four students during their HBO-ICT Bachelor project, and served as assessor for four other students in 2019.	Anders Bouwer has also been active as <b>"Kwartiermaker Smart Education"</b> for the Faculty of Education, since July 2019, for two days a week.	



## >> Contributions to Education

Marije ten Brink supervised students FROM CMD	Marije ten Brink taught workshop @ MINOR PROGRAM DESIGNING USER RESEARCH	Marije ten Brink taught course @ CMD	Mirjam Vosmeer supervised students FROM CMD
Marije ten Brink supervised 4 students in the CMD final bachelor project	Marije ten Brink has taught the workshop Images as Research Data at the FDMCI-minor program <b>Designing User Research</b> with bachelor students. The resulting data will be published in an academic paper. She has also designed and coordinated the full 20-weeks minor program, in cooperation with researchers from AUAS research groups.	Marije ten Brink <b>taught and supervised</b> a condensed 4-weeks course for 3rd year CMD bachelor students on the basics of doing research: <b>Research for Data</b>	Mirjam Vosmeer <b>supervised eight students in the CMD</b> final bachelor project (afstudeerbegeleiding).
Mirjam Vosmeer organized GUEST LECTURES	Mirjam Vosmeer organized WORKSHOP ON VR @ FDMCI	Tamara Pinos Cisneros taught @ FDMCI	Tamara Pinos Cisneros collaborated WITH DIGITAL SOCIETY SCHOOL
Mirjam Vosmeer <b>organized a series of guest lectures</b> in the Minor Applied Game Design	Mirjam Vosmeer <b>set up a workshop on VR research within the FDMCI</b> -minor program Designing User Research	Tamara Pinos Cisneros was an invited teacher at the FDMCI-minor program <b>Designing User Research</b> where she gave a workshop on <b>Tinkering</b> and worked with students on designing Playful objects for hand therapy as part of her research.	Tamara Pinos Cisneros collaborated with the <b>Digital Society School</b> on a 20 weeks research project on the application of <b>Behaviour change techniques in Smart-Toys</b> .
Play & Civic Media + MDD organizing AUAS SUMMER SCHOOL	Advising HBO-ICT student ON BACHELOR PROJECT	Meetups + Guests MAB-MDD	Winter School in 2020 IN COLLABORATION WITH ARCHIS/VOLUME
The Lectorate of Play & Civic Media and the Master Digital Design (MDD) are exploring a jointly organized <b>AUAS Summer school</b> to take place in July 2020.	Riemer van Rozen, Anders Bouwer and Gabriele Ferri were company <b>advisor, supervisor, and research advisor</b> , respectively, for the Bachelor project of Naomi Vogelpoel (AUAS HBO-ICT student) at Play and Civic Media from February-November 2019.	With the Master Digital Design (MDD), Martijn de Waal and Gabriele Ferri co-organized three MAB-MDD meetups. Guests were <b>Jason Bruges</b> (March 7); <b>Filippo Lodi</b> (UN Studio, July 2nd, during Outburst!), and <b>Peter Dalsgard</b> (Aarhus University, October 10). The meetups attracted around 50-80 visitors each. We plan to organize another series of three meetups for 2020.	The Media Architecture Biennale sparked an exploration between <b>The Master Digital Design, the Sandberg Institute and the Amsterdam University of the Arts to collaborate in the development of educational tracks</b> . The first outcome of this process is a Winter School to take place in January 2020, in collaboration with Archis/Volume. We are currently exploring whether this could be followed by a joint Master Studio in the period February-June 2020. Ben Schouten takes the lead from the MDD-side, with Gabriele Ferri involved in the Winter School-development.



03

Contributions

to the

Professional

Field

## >> Professional Publications

- Bouwer, A., & van Rozen, R. (2019). *Live Game Design Project SIA RAAK-MKB Eindrapportage*, Hogeschool van Amsterdam, Juni 2019.
- Cervený, B., Regt, E. F., Mullie, C., Hoytema, B. van, Waal, M. de, Erkelens, T., ... Slinger, T. (2019). *Standard for Public Code. Version 0.10*. Amsterdam: Foundation for Public Code; City of Amsterdam; Amsterdam University of Applied Sciences.
- Hamers, D., & M. de Waal, M. (2019, January 21). Netwerkdiscussie: Maatschappelijke waarden, Imaginaries & Smart Cities. *Platform Smart Cities & Citizens*. Retrieved from <https://medium.com/sccplatform/netwerkdiscussie-verwondering-en-smart-cities-58372f0b9405>
- Majoer, S., Poel, M., & de Waal, M. (2019). *Big Data in een Smart City: Verhalen uit een seminarreeks van het PMB Leerhuis*. (Seminarreeks). Amsterdam: Gemeente Amsterdam, Projectmanagementbureau.
- Suurenbroek, F., Nio, I., & Waal, M. de. (2019). *Responsieve Publieke Ruimte. Verkenning naar de inzet van interactieve technologie in het ontwerp van de openbare ruimte*. Amsterdam: Hogeschool van Amsterdam.
- Suurenbroek, F., Nio, I., & Waal, M. de. (2019). *Responsive Public Spaces. Exploring the Use of Interactive Technology in the Design of Public Spaces*. Amsterdam: Amsterdam University of Applied Sciences.
- Vega de Santiago, D., Oosterman, A., Ferri, G., Schouten, B. (2019). *Playification and Gamification: interview of Ben Schouten & Gabriele Ferri*. Volume 56: 66–69.
- de Waal, M. (2019). Erfgoed-als-platform: als stadmaken en erfgoedmaken samen optrekken. In R. Knoop & M. Schwarz (Eds.), *Meer Straatwaarden: een pleidooi voor erfgoedmaken als engagement*. Amsterdam: Reinwardt Academie.
- de Waal, M., Hoytema, B. van, Cervený, B., Erkelens, T., & Regt, E. F. (2019). *Research Agenda Public Code. Amsterdam: Foundation for Public Code; City of Amsterdam; Amsterdam University of Applied Sciences*.
- de Waal, M., & Majoer, S. (2019). *Smart cities, creative Cities of smart citizens? een inleiding op de seminarreeks van het Projectmanagementbureau*. In S. Majoer, M. Poel, & M. de Waal (Eds.), *Big data in een smart city: verhalen uit een seminarreeks van het PMB Leerhuis* (pp. 8–12). Amsterdam: Gemeente Amsterdam, Projectmanagementbureau.
- de Waal, M. (2019) 'Foreword.' Bujdoso A. (ed.) *The Social Design Cookbook*. Budapest: Kitchen Budapest
- de Waal, M. & Frank Suurenbroek (2019, December 14) 'From the City as a Service to The City as a License / Martijn de Waal and Frank Suurenbroek for the Shenzhen Biennale (UABB) 2019' Archdaily.com <https://www.archdaily.com/930040/from-the-city-as-a-service-to-the-city-as-a-license-martijn-de-waal-and-frank-suurenbroek-for-the-shenzhen-biennale-uabb-2019>

## >> Events

- December 13 2019 Martijn de Waal and Iskander Smit organised the Panel The Hacking City at **Thingscon Rotterdam**. <https://thingscon.org/session-the-hacking-city/>
- December 11 2019 Anders Bouwer organized the **Learning in Digital Worlds** workshop/meetup on Virtual, Augmented and Mixed Reality in Education, with the Faculty of Education (Smart Education) and Faculty of Digital Media and Creative Industries (VR Atelier).
- November 2019 At the **International Conference for Interactive Digital Storytelling**, Mirjam Vosmeer organized a workshop on Designing Narrative Engagement for Cinematic VR, <https://sites.google.com/view/narrativeengagement/homepage>
- November 26 2019 **Public screening of Alexandra**, a design fiction film developed With Pakhuis de Zwijger and Michiel Schwarz Martijn de Waal co-organized an **explorative meeting for a new research line** on 'Nieuwe agenda's voor het ontwerpen van de civic city'.
- November 7 2019 **Public Presentation of Peak Shaving Time**, a design probe developed in the Circulate research project, in the context of Waag Society's program Common Play with us <https://waag.org/en/event/common-play-us-4> Organized by Gabriele Ferri, Martijn de Waal, Wouter Meijs, Inte Gloerich, Tara Karpinski & Dolinde van Beek
- October 29 – November 2 2019 **Trust in Play international training week** in Athens (Greece). As part of the Trust in Play project, Gabriele Ferri and Martijn de Waal co-organized this week-long workshop together with project-partners Maria Saridaki, Sebastian Quack, Matoula Koutsari, Iris Asimakopoulou, Matteo Uguzzoni.
- October, 19–27 2019 **IF NOT NOW THEN WHEN** Dutch Design Week, Eindhoven. Exhibition Curated by Ben Schouten and Marcel Den Hollander (Amsterdam Design Institute). Students from AUAS: Fashion, MDD, AHK:Architecture and Sandberg.
- October 11 2019 **Mini-symposium The Past & Future of Play and Civic Media**. Honorary event to celebrate the hand-over of the lectorate. Organized by Ben Schouten, Martijn de Waal and Tamara Dobler
- From October 2019 to June 2020, **Trust in Play monthly workshops** for the participants of the Trust in Play, organized by Gabriele Ferri and Martijn de Waal approximately every four weeks.
- September 23 2019 with the AUAS Smart City Academy and the City of Amsterdam Project Manager's Office Martijn de Waal co-organized the **Final symposium on Smart Cities** where we presented our publication. With Stan Majoer and Marije Poel



July 5 2019 Design Centre Amsterdam (DCA), a joint initiative of AUAS, UvA, VU, AHK and the Gerrit Rietveld Academy, hosted a **mini-symposium** at the Amstel campus of the AUAS. Exploring how this new Amsterdam based platform could play an active role in helping shape education, research, and practice, anticipating **the future changes in and around design in Amsterdam**. Keynotes: Alice Twemlow (KABK) and Paul Hekkert (TU Delft). Curators: Jeroen Boomgaard (Rietveld / UvA), Ben Schouten (AUAS), Bert Verveld (AHK), Marcel den Hollander (AUAS)

June 19 **Interactive Presentation of our research project Circulate** during [City Expedition Noord](#) We Make The City Festival. Organized by Gabriele Ferri, Martijn de Waal, Wouter Meijs, Inte Gloerich, Tara Karpinski & Nazli Cila

May 22 **Final Event & Book Presentation** [Meer Straatwaarden](#) for the Straatwaarden II research project, Organized by Riemer Knoop, Michiel Schwarz and Martijn de Waal Pakhuis de Zwijger

May 18 **Final event for the research project Smart Cities? Public Code!** With the presentation of the Agenda Public Code & [Launch of Standard for Public Code](#), organized by the DataLab City of Amsterdam and the Foundation for Public Code with Martijn de Waal.

February 27 **Live Game Design** project symposium organized by Anders Bouwer and Riemer van Rozen, Volkshotel, Amsterdam.

January 17 **Final event for the research project Responsive Urban Public Spaces**, with the book presentation [Responsive Public Spaces](#). Organized by Frank Suurenbroek, Ivan Nio, Jolanda Tetteroo and Martijn de Waal. Pakhuis de Zwijger (Amsterdam)

## >> Lectures & Workshops

December 21 Martijn de Waal was an Invited Panelist / Lecturer *The City as a Licence*. Opening symposium of the Shenzhen Biennale of Architecture/ Urbanism (Shenzhen, China)

December 11, Anders Bouwer gave an introductory and concluding presentation at the *Learning in Digital Worlds workshop/meetup on VR/AR/MR in education*, Kohnstammzaal, AUAS

December 11, Mirjam Vosmeer was invited as a speaker at the Learning in Digital Worlds workshop/meetup, organized by FDMCI and FOO

November 14, Mirjam Vosmeer was invited as a speaker at the academic track at the VR days Europe <https://vrdays.co/people/mirjam-vosmeer/>

November 7, Mirjam Vosmeer was invited as a speaker at the VARR Out event.

November 20 Martijn de Waal held an Invited Lecture The Platform Society at [Symposium Sustainable Urban Transitions](#) (CIRCL, Amsterdam).

November 6 Angella Mackey was invited to give a lecture on PhD researcher *Wearing Dynamic Fabric* to ELISAVA researchers and educators (Barcelona).

October 30 Gabriele Ferri held a Lecture *Interactive Narrative Structures for Urban Games* Trust in Play Training School (Athens).

October 29 Gabriele Ferri held a Lecture *Serious Urban Games* Trust in Play Training School (Athens).

October 29 Martijn de Waal held a Lecture *Mechanisms for Responsive Public Spaces* Trust in Play Training School (Athens).

October 24-25 Gabriele Ferri and Giovanni Caruso organized the workshop *Quantum Alpaca. A play-based method to reframe design problems* at IPUSH UX Conference, Munich, Germany

October 14 Martijn de Waal was a Moderator [Platform Imaginaries. On self-driving cars and the new mobility](#) Organized by Arias (Spui 25 Amsterdam).

October 9 Martijn de Waal gave an Invited Lecture *The City as a Licence* at symposium Big, Bold and Smart. de veerkrachtige stad organised by the Nederlandse Vereniging voor Demografie, at Centraal Bureau voor de Statistiek, Den Haag.

October 8 Tamara Pinos Cisneros gave a talk and a workshop on Design Thinking at the *INNPower* event for female entrepreneurs in Bilbao, Spain

October 1 Martijn de Waal was a Moderator *Expert Meeting Media Labs* at Professionals' Meeting Netherlands Film Festival

September 21 Martijn de Waal was a Moderator lecture by Douglas Rushkoff, organised by Impakt Festival & Tivoli Vredenburg (Utrecht)

September 14-16 Gabriele Ferri gave an invited lecture *The sidewalk and the smart city. Stories of sensors, photographs, submarines, and robots* at IVIPRO, Italy



September 5 Martijn de Waal was an invited participant workshop de Digitale Stad, organized by Datalab Amsterdam

September 5 Gabriele Ferri gave an invited lecture *Games For Commoning* at Waag

September 17 2019 Ben Schouten gave Keynote at Tirana Design Week. Title: *Playful Empowerment*.

July 5 Martijn de Waal was a Panelist/Respondent at Conference Design Centre Amsterdam (Amsterdam)

July 3 Martijn de Waal was a Panelist at [iBestuur](#) (iGovernance) Conference 2019 (Papendal)

June 24 Gabriele Ferri and Genevieve Korte gave an invited lecture *SUBMERGED Klimaatscenario Plan B* at Pakhuis de Zwijger (Amsterdam)

June 20 Martijn de Waal held an Invited Lecture *The City as a Licence* at UNStudio (Amsterdam)

June 4 STEC @ C&T 2019 in Vienna. Workshop. *Thinking Outside the (Tool) Box: Exploring Empowerment Through the Design and Use of Toolkits*. Communities & Technologies.

May 27 Martijn de Waal was invited in a Public discussion with Zef Hemel & Ger Baron on the future of the Amsterdam inner city, Oude Kerk (Amsterdam)

May 13, Mirjam Vosmeer gave a lecture on VR in education and research in the Food for Thought series <https://www.hva.nl/create-it/gedeelde-content/evenementen/2019/05/virtual-reality-in-onderwijs-en-onderzoek.html>

April 3 Martijn de Waal held a Lecture [Public Values in a Platform Society: Urban Governance by Platforms?](#) UCL Urban Laboratory (London)

March 19 Angella Mackey, with Kristina Andersen, gave the workshop *Making Pockets* at the RTD2019 conference (Delft)

March 5 Angella Mackey was invited to give a lecture on Phd research *Wearing Dynamic Fabric* at the Swedish School of Textiles (University of Borås).

February 27 Anders Bouwer gave a presentation on *Exploring the Design Space with Live Game Design Tools* at the Live Game Design project symposium, organized by AUAS lectoraat Play & Civic Media, Volkshotel, Amsterdam.

February 27 Riemer van Rozen gave a presentation on *Supporting Technology for Live Modeling and Languages of Games and Play: A Systematic Mapping Study* at the Live Game Design project symposium, organized by AUAS lectoraat Play & Civic Media, Volkshotel, Amsterdam.





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04

Contributions

to the

Academic

Field

## >> Academic Publications

- Costa, C. S., Erjavec, I. Š., Kenna, T., Lange, M. de, Ioannidis, K., Maksymiuk, G., & Waal, M. de (Eds.). (2019). *CyberParks – The Interface Between People, Places and Technology*. Cham: Springer International Publishing.
- Chris Elsdén, Inte Gloerich, Anne Spaa, John Vines, M. de Waal. (2019). Making the Blockchain Civic. *Interactions*, 26(2), 60–65. <https://doi.org/https://doi.org/10.1145/3305364>
- Jarusriboonchai, P., Meissner, J. L., Hansen, N. B., & Schouten, B (2019) Thinking outside the (tool) box: exploring empowerment through the design and use of toolkits. In H. Tellioglu, & F. Cech (Eds.), C and T 2019 – 9th International Conference on Communities and Technologies, Conference Proceedings (pp. 317–322). New York: Association for Computing Machinery, Inc. <https://doi.org/10.1145/3328320.3328389>
- de Lange, Michiel & Martijn de Waal eds. (2019) *The Hackable City. Digital Media and Collaborative City-Making in the Network Society*. Singapore: Springer.
- Mackey, A., Wakkary, R., Wensveen, S., Hupfeld, A., & Tomico, O. (2019). Satisfying a Conversation with Materials for Dynamic Fabrics. Proceedings of the 2019 on Designing Interactive Systems Conference, 1047–1058. <https://doi.org/10.1145/3322276.3322371>
- Mackey, A., Wakkary, R., Wensveen, S., Tomico, O., & Hengeveld, B. (2017). Day-to-Day Speculation: Designing and Wearing Dynamic Fabric. *Proceedings of the 2017 RTD Conference on Research Through Design*, 439–454. <https://doi.org/10.6084/m9.figshare.4747018.v1>
- Schouten, B. A. M., van der Spek, E. D., Harmsen, D., & Bartholomeus, E. J. C. The playful scientist: stimulating playful communities for science practice. In R. Glas, S. Lammes, M. de Lange, J. Raessens, & I. de Vries (Eds.), *The playful citizen: civic engagement in a mediatized culture* (pp. 235–254). (Games and Play). 2019. Amsterdam: Amsterdam University Press.
- de Waal, Martijn & Michiel de Lange (2019) 'Introduction—The Hacker, the City and Their Institutions: From Grassroots Urbanism to Systemic Change' in: de Lange, Michiel & Martijn de Waal eds. *The Hackable City. Digital Media and Collaborative City-Making in the Network Society*. Singapore: Springer.

## >> External Promovendi, PhD and other committees

- Ben Schouten was part of the (NVAO) accreditation committee for Saxion Hogeschool CMD Januari 2019
- Ben Schouten was part of the (NVAO) accreditation committee for Hogeschool Rotterdam CMD Januari 2019
- Ben Schouten was part of the (NVAO) accreditation committee for University of Twente (ICT and Interaction Technology) December 2019
- Martijn de Waal was part of the Examination Committee Max Willis (University of Trento). On agonism and design: dialogues between theory and practice. PhD Defence September 2019
- Martijn de Waal was part of Examination Committee Bastiaan Baccarne (Universiteit van Gent) Collaborative and Participatory Challenges in Urban Media Innovation. Phd Defence September 2019
- Martijn de Waal was part of Examination Committee Irina Anastisiu (Queensland University of Technology, Brisbane Australia) Humanising the Smart City. Co-Creation Redefined in Pursuit of Systemic Change. PhD Defence November 2019
- Gabriele Ferri was part of the Examination Committee Mark Mushiba (University of Trento). Ambiguity, Curiosity, And Appropriation For Low-Threshold Intergenerational Encounters. PhD Defence October 2019
- Gabriele Ferri was part of the Examination Committee Arthur Ebrahimi (Universiteit van Amsterdam). A Heuristic for Empowerment through Games. MSc Defence July 2019
- Anders Bouwer was part of the Examination Committee for Andrea van den Hooff. Researching Hanabi with Cardscript – Analysing the rules of collaborative card games, MSc Defence, Master of Software Engineering, University of Amsterdam, December 2019.

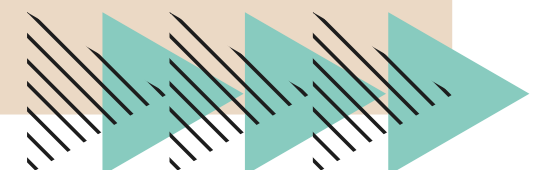


# 05

## Collabora- tions

## >> Collaborations within AUAS

with FACULTY OF TECHNOLOGY	with FACULTY OF APPLIED SOCIAL SCIENCES AND LAW	with DIGITAL SOCIETY SCHOOL	with MASTER DIGITAL DESIGN & FACULTY OF HEALTH
<p>Martijn de Waal is part of the research projects <b>Co-creating Responsive Urbanism</b> and <b>Sensing Streetscapes</b>, run by lector Frank Suurenbroek.</p> <p>Lector Frank Suurenbroek and Martijn de Waal are the main organizers on the AUAS-side of the <b>Media Architecture Biennale</b> taking place in 2020.</p>	<p>Lector Stan Majoor, Marije Poel and Martijn de Waal have <b>organized a series of three symposia</b> on smart cities for the City of Amsterdam Project Managers' Office (PMB)</p> <p>Lector Arnt Mein and Martijn de Waal have collaborated to <b>design a workpackage</b> in the NWA-research proposal PlatWork-R developed by Koen Frenken (UU)</p>	<p>Martijn de Waal has set up a collaboration with DSS to run a <b>research trajectory around the theme of Government as Platform</b>. Also involved in this is the Smart City Academy and the Leven Lang Leren-programme. We also cooperated with DSS in our Creative Europe programme Trust in Play, amongst others in the organization of a Play Camp.</p>	<p>Gabriele Ferri, Paul Geurts (MDD) and Martijn Stuiver (Lector Functional Recovery from Cancer and its Treatment) have obtained funding from the <b>SPRONG</b> Speerpunt for <b>CogWheels</b> and <b>OnTrack</b>, which are two projects within the Master Digital Design about designing embodied interactions in physical therapy for cancer patients.</p>
with MASTER DIGITAL DESIGN	with SMART CITY ACADEMY	with 5 LECTORATES IN THE FACULTY OF DMCI	with LECTORAAT RESPONSIBLE IT I.O.
<p>Gabriele Ferri and Paul Geurts (MDD) have co-organized a <b>series of public meetups</b>, including <i>Designing for a Better World</i> (13 Feb 2019), <i>What's the role of critical designers in today's digital world?</i> (27 Mar 2019), <i>Meaningful design: from complexity to simplicity</i> (18 Apr 2019), <i>Designing for the future we want</i> (14 Nov 2019).</p>	<p>Martijn de Waal is part of the <b>Smart City Academy</b>, a network of AUAS lectoren in various faculties that do research on smart cities (a.o. Ingrid Wakee, Willem van Winden, Stan Majoor, Inge Oskam). He has contributed to the design of an inter-faculty minor of Smart Cities.</p>	<p>The <b>Raak MKB-research project</b> is a collaboration between 5 lectorates in the faculty of DMCI (Play &amp; Civic Media; Digital Life; Network Cultures; Urban Analytics; Visual Methodologies).</p>	<p>Pascal Wiggers (Lectoraat Responsible IT i.o.) is involved in the <b>NWA-proposal on regulation of platform Work</b>.</p>
with CITIZEN DATA LAB	with DSS, FACULTIES & INNOVATION EXCHANGE AMSTERDAM	with FACULTY OF EDUCATION	
<p>Nicolai Brodersen Hansen &amp; Ben Schouten are collaborating with the Citizen Data Lab (Maarten Groen and Sabine Niederer) as part of the <b>STEC project</b> with two partners, TransformCity and OneArchitecture</p>	<p>With Digital Society School, Faculty of Education, Faculty of Business &amp; Economics, Faculty of Digital Media &amp; Creative Industries, and Innovation Exchange Amsterdam (IXA): Anders Bouwer represents FDMCI in the AUAS EdTech platform, which participates in the <b>'Versnellingsagenda Innoveren met ICT'</b> in Zone 7, <i>EdTech</i>, aimed at stimulating and facilitating the development and uptake of Educational Technology in the AUAS community.</p>	<p>Anders Bouwer participates in the advisory committee of the <b>Urban Education project</b> <i>Kritisch denken met interactieve cartoons</i>, organized by Patricia Kruit and Bert Bredeweg, Lectoraat Didactiek van de Bètawetenschappen.</p>	





## >> Collaborations outside AUAS

with MEDIA ARCHITECTURE BIENNALE'S PARTNERS	with CENTRUM WISKUNDE & INFORMATICA
In the context of the Media Architecture Biennale several partnerships have been formed, amongst others with <b>Pakhuis de Zwijger</b> , <b>Marineterrein Amsterdam</b> , <b>NEMO</b> , <b>ARCAM</b> , <b>Archis/Volume</b> , <b>AHK</b> , <b>ARIAS</b> , <b>Universiteit Utrecht</b> .	Riemer van Rozen collaborates with the <b>Software Analysis &amp; Transformation group</b> of Centrum Wiskunde & Informatica on the Agile Language Engineering associate team with Inria
with AMS	with NORWEGIAN FILM SCHOOL
With AMS, we are exploring the possibility for a <b>joint RAAK-PRO research project</b> around the design / communication / visualization of smart city services and their invisible black-box algorithms in public spaces	Mirjam Vosmeer is collaborating with the Norwegian Film School as a <b>PhD supervisor/advisor on VR movie projects</b>
with NORTHUMBRIA	with AUAS EDTECH PLATFORM
In 2018 we have worked together with Northumbria around the theme of civic blockchain in a <b>series of workshops</b> . The outcomes of these are now being developed into a joined grant application.	With the AUAS EdTech platform, together with several other Dutch Universities, Dutch Universities of Applied Sciences (Hogescholen), and SURF, we participate in the Dutch <b>"Versnellingsagenda Innoveren met ICT"</b> in Zone 7, <b>"EdTech"</b> , aimed at creating an internationally competitive EdTech ecosystem to accelerate adoption of new products and services, and the adoption and upscaling of EdTech innovations.

## >> Networks & Visits

ANDERS BOUWER	BEN SCHOUTEN
Is a reviewer of research proposals for the <b>Swiss National Science Foundation 2019</b>	Is member of the appointing committee <b>Creative Industries Fund NL 2017-2020</b>  Is Panel of the <b>European Research Council, Synergy Grants 2019-2025</b>
GABRIELE FERRI & MARIAN MCLAUGHLIN	GABRIELE FERRI & MARTIJN DE WAAL
Were on an academic networking visit to the <b>National Chiao Tung University</b> (Taiwan), December 2019	Attended the kickoff meeting of the <b>Trust in Play</b> project (Berlin, January 2019) and the Trust in Play training week (Athens, Oct- Nov, 2019).
GABRIELE FERRI	MARTIJN DE WAAL
Was visiting lecturer/expert at <b>Politecnico di Milano</b> , Italy, February 2019	Is a Management Committee Member EU COST Sharing is Caring (2017-2021)  Is the chair of the <b>Digital Culture committee at the Creative Industries Fund NL 2018</b>  Is a board member of the <b>Pauwhoffonds</b> , a fund that subsidized cross disciplinary projects in the fields of art & science.  Is a member of the board of advisors for the <b>Urban Media Academy</b>  Is a film reviewer for the <b>Architecture Film Festival</b>



## >> Visiting Scholars @ Play & Civic Media and Master Digital Design

### >> Bianca Andalaro

visited from Università di Palermo (Italy) to work on her PhD proposal. She contributed to two projects with students of the Master Digital Design.

### >> Anna Brynskov

visited as a research intern from the MA program in Digital Design at Aarhus University. She contributed to the Circulate research project with a design fiction movie on algorithmic governance.

### >> Mattia Thibault

visited from Tampere University (Finland) to work on his postdoc research on urban playfulness. The visit was co-hosted by Master Digital Design and Waag.

### >> Walter Piccolo

visited from Politecnico di Milano (Italy) to work on his MA thesis on interactive storytelling. He contributed a workshop to the students of the Master Digital Design.

### >> Artur Vasconcelos Cordeiro

visited from USP, Universidade de São Paulo, FAU, School of Architecture and Urbanism. São Paulo, SP, Brazil to work on his PhD thesis on Media Architecture.





06

P&CM

in the Media

## >> P&CM in the media

### DECEMBER

Interview with Martijn de Waal for *De Helling*, a magazine published by Groen Links Scientific Bureau about public values in smart mobility. <https://wetenschappelijkbureaugroenlinks.nl/artikel-tijdschrift/met-een-app-in-de-hand-door-het-ganse-land>

The (Indian) *Book Review Literary Trust* recommends *The Platform Society* <https://thebookreviewindia.org/development-dialogue-12-contradictions-of-the-entrepreneurial-movement-of-india/>

### OCTOBER

Mike Annany mentions *The Platform Society* in an essay published at *Niemanlab* <https://www.niemanlab.org/2019/10/tech-platforms-are-where-public-life-is-increasingly-constructed-and-their-motivations-are-far-from-neutral/>

### JULY

An article in *Vrij Nederland* on the power of tech companies refers to the analysis made of public values in a platform society in our book *De Platformsamenleving*. <https://www.vn.nl/datavakbond-techgiganten/>

### JUNE

Martijn de waal was interviewed in the Japanese Magazine *MOMENT* – a trans-local magazine for people exploring the future of cities. <https://moment-mag.jp/moment-en.html>

Martijn de waal was interviewed in *Rijnboutt Magazine #11 Nieuwe Collectieven*

### MAY

Amsterdam Newspaper *Het Parool* reports on a discussion between Martijn de Waal and Ger Barron in a series of debates organized by Zef Hemel about the future of the Amsterdam inner city. <https://www.parool.nl/columns-opinie/toekomst-van-de-binnenstad-de-airbnb-killer~b64b10b7/>

Dutch National Newspaper *Trouw* mentions our book *The Platform Society* as an in depth analysis of the consequences of digitization for society and democracy, as a an alternative to Alessandro Barrico's new book **The Game** <https://www.trouw.nl/religie-en-filosofie/het-logo-van-onze-beschaving-is-nu-mens-toetsenbord-scherm~ac3e40d8/>

### APRIL

*Hypermediacones* discussed “The Platform Society: Public Values in a Connective World” <https://hipermediaciones.com/2019/04/03/la-guerra-de-las-plataformas-y-algunos-libros-para-leer-en-las-trincherasii/>

Review of “The Platform Society: Public Values in a Connective World”, by José van Dijck, Thomas Poell, and Martijn de Waal in *Romanian Journal of Communication and Public Relations* <https://journalofcommunication.ro/index.php/journalofcommunication/article/view/272>



07

People

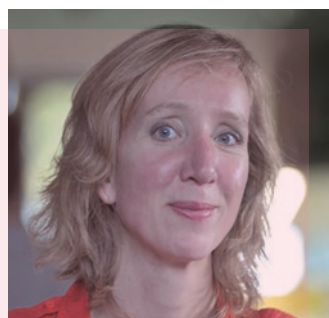




>> **Dolinde van Beek** is a digital designer with a background in user experience design, development and communication. Before joining the AUAS, Dolinde worked for several years in the field of digital media. Dolinde's main interests lie in Human Computer Interaction and the combination of Design, Technology and People. At Play & Civic Media she currently applies her experience to the Circulate project. Next to working as a design researcher, Dolinde is also a teaching assistant at the Master Digital Design.



>> **Anders Bouwer** is a postdoc researcher in the lectorate Play & Civic Media and lecturer in the Game Development team within the Faculty of DMCI of the AUAS. He has a background in Artificial Intelligence and Computer Science (PhD, University of Amsterdam). His research interests include artificial intelligence, intelligent user interfaces, interactive learning environments, music computing, procedural content generation and live game design. Between 2014 and 2019, he was project leader and researcher for the RAAK-MKB projects Automated Game Design and Live Game Design. Currently, he leads the DGA Gaming Fieldlab project "Didactics-Driven Development", and is researcher for the project "A Prototyping tool for Card Game Design".



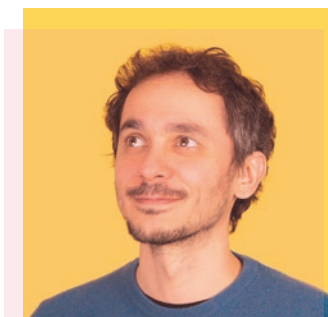
>> **Marije ten Brink** has a background in design. She has practised in the field of interaction design for over 15 years for a wide range of commercial industries as well as non-profit cultural and governmental organisations. Marije is an experienced lecturer at the Communication & Multimedia Design department at AUAS. Currently she is working on her PhD research on the role of social technologies in learning through reflecting together on collaboratively created photo collections. This process, which she names Digital Shared Photo Elicitation, focuses on exploring and discussing personal values and identity of students and is driven by the speculation that technology has more to offer than merely enhancing efficiency in learning.



>> **Tamara Pinos Cisneros** is a PhD candidate in the 'Play & Civic Media' and 'Digital Life' research groups and the University of Twente. Her research focuses on the use of smart toys and playfulness to motivate children with disabilities to do physical therapy. She is also an Instrument Developer at the Digital Society School at the AUAS where she researches and teaches the use of new technologies for creative applications. She has a BA in Computer Engineering from the Pontifical Catholic University of Ecuador and a MSc in Media Technology from Leiden University with more than 15 years of experience as a software developer.



>> **Tamara Dobler** is an experienced academic project manager and research coordinator at the Play & Civic Media research group. She has managed and led several nationally and EU funded research projects in the domain of (urban) play and digital media, amongst others the AUAS contribution to the Creative Europe Project Trust in Play, as well as various nationally funded research projects. She has worked at the Institute of Logic, Language and Computation at UvA as an EU Marie Curie postdoctoral researcher in philosophy of language. Tamara is very experienced with teaching, project leadership, grant research management and event organisation in the context of academia.

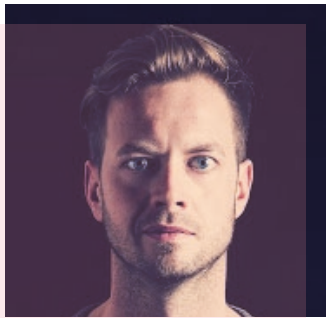


>> **Gabriele Ferri** is a senior researcher at Play & Civic Media, as well as senior lecturer leading the learning community in Urban Interaction Design. From 2017 to 2020, he co-coordinated the M.Sc. program in Digital Design at the Amsterdam University of Applied Sciences, and taught Design Ethics and Design Futures. Combining his interests in playful and ubiquitous interactions, speculative design, and location-based experiences, Gabriele pursues a research agenda focusing on the use of urban games as design tools to empower minorities. He previously worked at Indiana University, University of Bologna, and University of Modena and Reggio Emilia, and he holds a PhD in Semiotics from Università di Bologna.

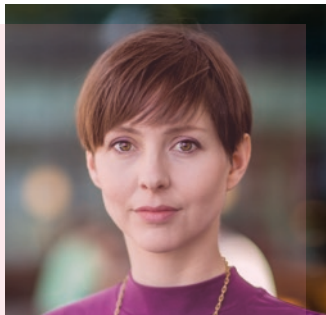




>> **Marcel den Hollander** is one of the first industrial designers with a Ph.D. in circular product design, Marcel den Hollander works as an independent researcher and industrial design consultant to industry in circular product design and business models for the circular economy. His academic work is anchored in over twenty years of hands-on experience in commercial industrial design for (inter)nationally renowned design studios and clients, designing fast moving consumer goods, such as (food)packaging, durable consumer goods, such as electronics, (office) furniture, and professional products, such as retail in- and exteriors, museum showcases, means of transport, industrial equipment and logistic systems.



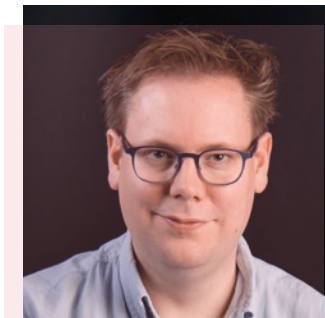
>> **Wouter Janssen** has been a lecturer at Creative Business (formerly Media, information and Communication) at Amsterdam University of Applied Sciences for eight years. He studied Journalism (Windesheim) and Philosophy (Utrecht University) and teaches courses on journalism and media & society. Wouter in addition coordinates the minor Philosophy in a postdigital age where he also teaches a course on Argumentation, Epistemology and Science. As part of a pre-PhD programme he wrote a proposal on reviving political unity via online platforms at the Play & Civic Media research group. This proposal was granted by the Faculty Digital Media and Creative Industry and from September 2020 he'll start his actual research.



>> **Angella Mackey** is a Canadian designer and design researcher with a background in media art and fashion. She has practised in the field of wearable technology and functional garments for ten years in a wide range of industries, including medical to commercial space travel. She is currently finishing her doctoral research on the topic of dynamic materials in clothing with the Eindhoven University of Technology and Philips Lighting. Angella's work is heavily based in a Research through Design approach, and driven by both a curiosity and skepticism for what "the digital" can offer human experiences in meaningful ways.



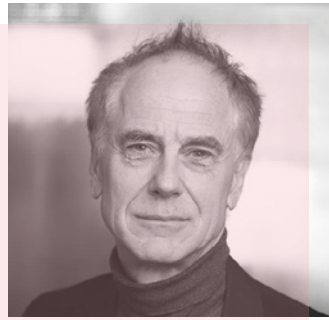
>> **Karel Millenaar** is a game designer and visual designer with more than 9 years of design experience. With his company FourceLabs he has designed games and playful interactions for big commercial companies like Philips and Corio, but also for cultural institutes such as the university museum Utrecht. His design experience varies from playful installations to board games and video games and everything in between. At the lectorate he applies his experience to augment research projects with designs and prototypes. He also lectures design related courses and occasionally mentors project groups at ICT.



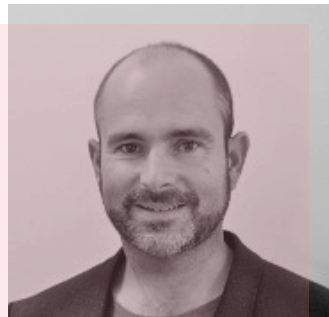
>> **Riemer van Rozen** is a senior researcher at Play & Civic Media and a computer scientist who specializes in Software Language Engineering. Riemer holds a PhD degree in Software Engineering from the University of Amsterdam and an MSc degree in Technical Computer Science from the University of Twente. As a senior lecturer, he also works at the ICT department of the AUAS. He leads the prominent course Software Evolution at the Master of Software Engineering of the University of Amsterdam. Since 2011, he has successfully collaborated with industry partners in several applied research projects on languages and tools that empower designers, speed-up development and improve software quality.



>> **Mirjam Vosmeer** is a senior researcher at P&CM. She holds a Masters degree in the field of psychology and a PhD degree from the University of Amsterdam, focusing on Videogames & Gender. She has worked as a professional script writer and editor for Dutch soap operas and short telefilms. Mirjam received a RAAK MKB grant for her research project Storytelling for 360° Media and she has presented workshops, keynotes and presentations on storytelling for VR at conferences all over the world. Her research on VR focuses on interaction, user experience and narrative design. She is supervisor for bachelor students at the Communication & Multimedia Design department and PhD supervisor for VR projects at the Norwegian Film school.



>> **Ben Schouten** is a lector at the AUAS, leading the Play & Civic Media research group. He graduated from the Rietveld Art Academy in 1983 and received a Master's degree in Mathematics, specializing in chaos theory, in 1995. In 1996 Ben founded Desk.nl, providing innovative internet related solutions. Together with the Dutch Design Institute, Desk received a Webby Award in gaming. In 2001, Ben received his PhD from the University of Amsterdam for his award-winning thesis on intuitive image browsing and searching. In the following years, Ben Schouten started teaching at the Utrecht School of Art & Technology in Interaction Design and Gaming. In 2010 he was appointed Full Professor Playful Interactions in Smart Environments at Eindhoven University of Technology.



>> **Martijn de Waal** is a lector (professor) leading the research group of Play & Civic Media. He has a background in journalism, media studies and practical philosophy, and is now exploring the connection between these disciplines and the field of design. Martijn holds a PhD from the University of Groningen, MA degrees in Media Studies and Cultural Studies from the University of Amsterdam. His research focus is on the relation between digital media and public space, with a specific interest in civic media and digital placemaking. Key publications include The Platform Society (Oxford University Press, 2019), with José van Dijck and Thomas Poell), The Hackable City (Springer, 2019), co-edited with Michiel de Lange and The City as Interface (NAi010 Publishers, 2014).

## >> Colophon

**Play & Civic Media** is a research group based at the Amsterdam University of Applied Sciences. It is part of the Centre for Applied Research at the Faculty of Digital Media and Creative Industries.

The **Amsterdam University of Applied Sciences** (AUAS) has a total of 46,000 students across seven faculties and offers a total of 80 bachelor and master programmes. Its ambition is to train the professionals of tomorrow. Practical orientated research is an important component of its educational programmes.

Research at AUAS always addresses real-life world problems from the professional field, and is conducted in close collaboration with both academics and professionals working in the particular discipline.

The AUAS has 250 partner institutes across 50 different countries and contributes to various educational projects such as curriculum development, research projects, student/professor exchanges and work placements within an international working field.

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