

# CIVIC INTERACTION DESIGN

ACTIVITIES 2020-2021



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# Introduction

>> Dear readers,

As for many people and organizations around the world, also for us 2020 proved to be a special year. The Covid-19 pandemic that struck in the early spring, caused most of the researchers and lecturers in our group to work from home for the better part of the year.

Especially for a group that has embraced a research-through-design approach, and that particularly values the organization of all kinds of hands-on activities and get-togethers for exchange and mutual learning between researchers, professionals and students, that proved to be quite a challenge.

Activities such as co-design workshops, or the construction of probes in public space had to be quickly reimagined as online events or postponed. The regular round tables, meet-ups and network events that we often organize, had to be reformatted as livecasts or virtual meetings. Students in both our traditional educational programs as well as in our capacity building activities such as *Trust in Play* (on urban game design) developed their prototypes from home, with researchers and lecturers giving feedback through Teams and Zoom.

Whereas we had to postpone some of our research activities, and most notably also the international Media Architecture Biennale that we were to host in the fall of 2020, the research group still managed to stay on course in most of our projects, and we even developed and landed some new ones. Mirjam Vosmeer has been awarded a RAAK-MKB grant for her *VR for Diversity*-project, and we have teamed up with the research group Spatial Urban Transformation at the Faculty of Technology to successfully submit a project exploring the design of COVID-related interventions in public space. Together with the Architecture Centre in Amsterdam, and the Master Digital Design we started an exploration of the design of interactive city models as conversation pieces for discussions on urban development in our project on 4D Citymaking.

Admittedly, it felt a bit strange to present prototypes for urban games that are meant to activate the city's public spaces in an online livecast, yet we still feel proud of the work that we managed to put out in that project and throughout the past year. We contributed to various academic conferences, notably with a paper on the blockchain and the commons at CHI. We wrote book chapters on responsive public spaces and the hackable city in two different edited volumes on smart cities, as well as a chapter on sustainable playable cities in a volume on games and play in the creative, smart and ecological city. And whereas in January 2020 we could still organize an international training school on Media Architecture with participants flying in from all over the globe, by the summer Gabriele Ferri and Inte Gloerich had to divert their workshop for the Hackers & Designers Summer Academy to an online event.

On the upside, organizing livecasts together with Pakhuis de Zwijger for our projects *Trust in Play*, the Media Architecture Biennale and the Circulate-project on the design of blockchain based platforms for resource communities, brought us into contact with international audiences, now reaching a few hundred of people at a time, and hundreds more more through the archived registration of these events.

Other new forms of collaborating and networking have emerged in the past year, most notably the launch of various learning communities at our faculty, that aim to bring researchers, lecturers, students and professionals together around particular themes. We have joined the LCs on Urban Interaction Design, Storytelling as well as Critical Making and Research through Design. Whereas also these initiatives have had their difficulties in setting up networking activities in times of Covid, we are now starting to see their first results in the form of an increase in the collaboration between research and education.

For us, 2020 was a special year for another reason as well, as the research group changed its name from *Play & Civic Media* to *Civic Interaction Design*. Whereas much of our work still features playful elements and will continue to do so, we felt that the old name no longer covered the core of our work. Over the years, the civic aspects have become more prominent in many of our projects, extending well beyond their application in the domain of games and play. We have worked in various media and with various technologies, from storytelling in VR and blockchain based smart contracts for resource communities to interactive city models for cultural institutions and digital platforms for local governments.

Connecting the civic now directly with interaction design highlights our connection to the realms of HCI and digital design, as well as with the educational programs in our Faculty such as Communication and Multimedia Design, the Master program in Digital Design, ICT, and Communication and Creative Business, as well as with the Digital Society School. The now explicit mention of design in our group's name also points out our ambition to more strongly connect our work to a number of specific traditions in the field of design. Most notably, we argue that in the domain of civics, approaches such as value sensitive design, speculative design, Humanistic HCI and participatory design can be very valuable as ways to (critically) imagine, explore and shape public life through the deployment of digital technologies. What we take from these approaches, is an engaging, forward-looking yet critical approach to the design of new technologies in civic life, favoring relations over transactions, taking the interests of citizens and civil society rather than shareholders at the heart of our work. Such an approach is urgent, as new technologies do not only provide new tools for various civic activities, but these could also shift the power balance between governments, (platform) companies and citizens, and bring out new expectations of what citizenship could entail in a network society.

I think that such an approach will become all the more important, as the future of applied research lies more and more in the development of projects around societal missions, varying from the energy transition and sustainable, livable cities to the wellbeing of citizens in inclusive, democratic societies. To address these missions, researchers from various disciplines and background will have to start working together, combining technological knowledge about the energy transition with experiments with new business models, and know-how of citizen engagement. In our vision, public values, should be at the heart of such endeavors. Our group

aims to contribute to such coalitions by developing expertise in the design of digital media and technologies from a civic perspective, as well as their entanglement in all kinds of societal processes. Such a public values perspective should in our opinion be an indispensable part of all kinds of missions and development trajectories.

In March 2021 I had the honour to further elaborate on the research themes and approaches for the research group of Civic Interaction Design in my inaugural lecture. There I pointed out that it is our ambition to develop knowledge and know-how on the design of interfaces, interactive experiences, (online) forms of organization, and design processes that shape public life. How and under what conditions can interactive media technologies be designed in such a way that they contribute to the emergence of meaningful relationships between citizens and between citizens and governments? And how can they provide various actors with the agency to contribute to societal missions, from a perspective of public values?

To learn more about these themes, I invite you to read or watch the lecture through the links provided below. For now, I would only like to add that we would like to take on these themes in close collaboration with our students as well as with our many partners, be they technology developers, architecture firms, design agencies, governments, social and cultural organizations, or citizens' collectives. We are grateful for all your support in the past years, and look forward to continue working in close collaboration on the theme of civic interaction design in the coming years.

**Martijn de Waal**

Lector Civic Interaction Design

[www.civicinteractiondesign.com](http://www.civicinteractiondesign.com)

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For more about our research themes, [click here](#).

Join our social channels: [LinkedIn](#) | [Twitter](#) | [Youtube](#)



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# 01

# Projects





## >> From Prevention to Resilience: Designing Public Spaces in Times of Pandemics

TIME 2020-2022

DESCRIPTION This project will explore and investigate the question: how can design interventions in public space for the 1.5-meter society also contribute to strengthening social and ecological resilience?

Through a combination of desk research, expert sessions with an international community of practice and research-through-design interventions, this research project aims to go beyond the purely practical prevention approach and explore how Covid-19 measures can be linked to making neighborhoods more resilient, both socially and ecologically.

CIVIC IxD RESEARCHERS Martijn de Waal, Wouter Meys, Gabriele Ferri, Giulia Gualtieri

OTHER RESEARCHERS Frank Suurenbroek, Zoe Jonker, Maxi Nirschl (intern)

PROJECT LEAD Lectorate of Spatial Urban Transformation and Lectorate of Civic Interaction Design

FINANCED BY ZonMw subsidy round: 'COVID 19 Maatschappelijke Dynamiek'

RESEARCH PARTNERS Harvard University, The Bartlett at UCL, Sydney University

PROJECT PARTNERS City Space Architecture, UNStudio, Pakhuis de Zwijger, The Beach, PBL Netherlands Environmental Assessment Agency, Municipality of Den Haag, Zwolle, Utrecht, Breda, Almere and Haarlemmermeer; Rochdale, Eigen Haard, Netwerk Zorg en Wonen, Wandelnet.





## >> VR for Diversity

TIME 2020–2022

DESCRIPTION In October 2020 we start with the VR for Diversity project, which will explore the use of interaction in virtual reality by focusing on the implementation of interactive elements in VR and how these elements may influence the impact the medium has on its audience.

The latest VR technology offers more and more possibilities for physical interaction, such as walking around or grabbing and moving objects. In addition, we can distinguish narrative interaction, where the user is directly looked at or addressed within the story, for example. The research question will focus on the effect of these different forms of interaction. Do people become more convinced of a message if they themselves have an influence on what happens in the virtual environment, or if they actually feel involved in the story? “Diversity” was chosen as the larger theme and with this project, we will ultimately work towards a professional VR installation with which we can inform users about this subject in an exciting way and innovative way.

CIVIC IxD RESEARCHERS Mirjam Vosmeer, Sky Leslie

PROJECT LEAD Lectorate of Civic Interaction Design

FINANCED BY SIA RAAK MKB

RESEARCH PARTNERS Hogeschool van Amsterdam, Hogeschool voor de Kunsten Utrecht, Vrije Universiteit

PROJECT PARTNERS WeMakeVR, IJsfontein, &Samhoud media, UC 360, The Virtual Dutchmen, Submarine Channel; VR Days Europe





## >> 4D Citymaking: Interactive City Models

TIME 2020

DESCRIPTION ‘4D Citymaking’ refers to the 3D arrangement and physical, shared experience of the city model, plus participation, discussion and debate being added as a fourth dimension through programming in the interactive media layer. The 4D Citymaking model could be used as a medium to organise conversations, debates or information provisions about developments in the city in an inclusive manner. The model could function as a platform around which an interactive programme can be made for various subjects.

The lectorate of Civic Interaction Design, ARCAM, the Master of Digital Design at the AUAS and the Center of Expertise & Urban Governance and Social Innovation have joined up to explore this space of possibilities. Along with our partners, we had discussions in this space, prototyped and tested different solutions and analysed existing case studies.

CIVIC IxD RESEARCHERS Gabriele Ferri, Martijn de Waal, Wouter Meys, Katy Barnard, Pamela Nelson

PROJECT LEAD Lectorate of Civic Interaction Design

FINANCED BY Center of Expertise Urban Governance and Social Innovation – Hogeschool van Amsterdam

RESEARCH PARTNERS Lectoraat Bouwtransformatie, Master Digital Design, UGSI Programma Inclusief Bouwende Stad, AMSIB programmalijn MAPPING IMAGINARIES

PROJECT PARTNERS Arcam (Architectuur Centrum Amsterdam), OBA Library of Amsterdam





## >> Connecting Cinemas

WEBSITE <http://connecting-cinemas.eu>

TIME 2020

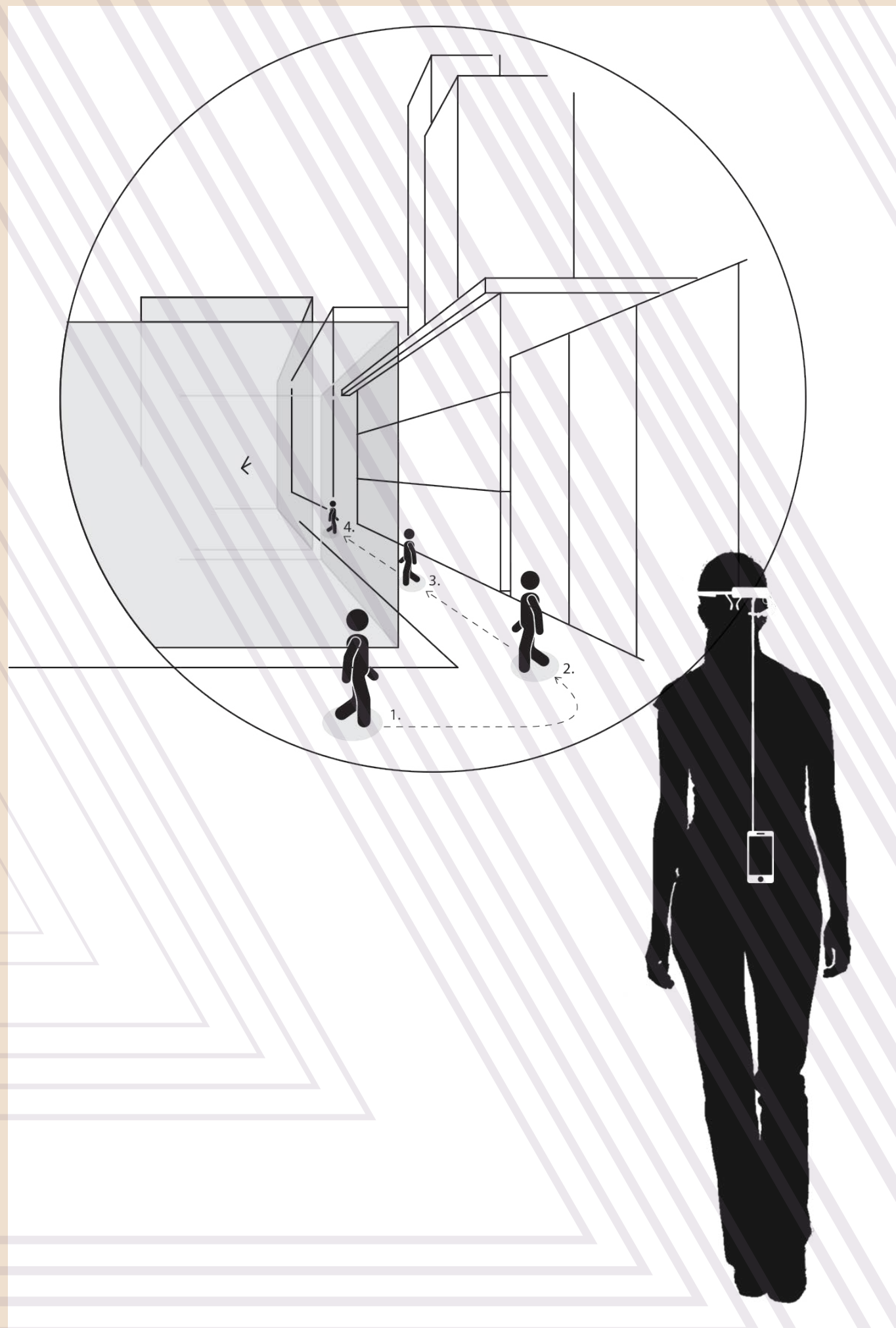
DESCRIPTION *Connecting Cinemas* is initiated by Neue Kammerspiele (Kleinmachnow, Brandenburg) and Public Art Lab as pilot project funded by the Europe MEDIA program of the European Commission to bring the idea of European cinemas a step further by connecting the audiences and cinemas in rural regions Europewide and establishing a networked infrastructure to share live events, programs and knowledge. With the support of the Creative Europe Programme of the European Union, this project aims at investigating the cinema-making process on three unfolding key visions – Connect, Entertain and Engage – in order to generate an impact on the cinema as an innovation hub and community center. In this context, Civic IxD contributed to the research and development of interactive site-specific media experiences that promote audience engagement in public spaces such as cinemas. In addition, Civic IxD contributed to the expansion of Connecting Cinemas network via collaboration with the Media Architecture Biennale 2020.

CIVIC IxD RESEARCHERS Martijn de Waal, Wouter Meys, Pamela Nelson, Katy Barnard

PROJECT LEAD Neue Kammerspiele and Public Art Lab

FINANCED BY Creative Europe Programme – European Union

PROJECT PARTNERS Tvrdava kulture Sibenik, Asociatia Mioritics, Cinema Star, M2C Institut für Angewandte Medienforschung, KEA European Affairs.



## >> Sensing Streetscapes

WEBSITE <https://sensingstreetscapes.com>

TIME 2019–2021

DESCRIPTION The emergence of a new generation of technology and methods borrowed from the field of neuroscience, specifically eye-tracking, open up the possibility of gaining a deeper understanding of physical-social interrelationships in streetscapes. To provide more accurate practice-proven and tested design solutions, we conduct a two-year explorative research on design principles for liveable streetscapes.

The goals of our research are threefold. It aims to produce more practice proven knowledge about possible design solutions, creating better neighborhoods; transfer and translate the applied emerging technologies into the practice of spatial design; and contribute to the new fields of neuro-architecture and Artificial Intelligence.

CIVIC IxD RESEARCHERS Martijn de Waal

PROJECT LEAD Frank Suurenbroek

FINANCED BY Regieorgaan SIA

RESEARCH PARTNERS Harvard University, RMIT University, Tufts University, University of Venice (IUAV), University of Waterloo, TU Delft, University of Amsterdam.

PROJECT PARTNERS AKKA Architects; BNSP; IAA Urban Design & Landscape; IMOSS – urban planning, landscape & public domain; NOHNIK – Architecture and Landscapes; OTO – Landscape Architecture; OverMorgen; Posad Maxwan; Space&Matter.





## >> **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?

CIVIC IxD RESEARCHERS Martijn de Waal, Gabriele Ferri, Angella Mackey, Dolinde van Beek, Karel Millenaar, Wouter Meys

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, Civic Interaction Design

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; Crowdfunding





## >> **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.

CIVIC IxD 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 2019–2021

DESCRIPTION *The Media Architecture Biennale is the world's premier event on media architecture, urban interaction design, and urban informatics. It brings together designers, artists, researchers and policy makers exploring urban interaction design and the role of media in urban spaces. The MAB20, originally planned for the fall of 2020 took place in an online format with workshops being held from June 24th – 29th and the online conference from June 30th – July 2nd. Around 550 people participated in the 15 workshops, and another 600+ people from around the world attended the online conference, with almost 150 speakers, 42 online conference sessions, featuring inspiring and thought-provoking presentations. All sessions from the MAB20 Online Conference were recorded and are available on-demand at the MAB20's website.*

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





## >> **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?

CIVIC IxD RESEARCHERS Ben Schouten, Martijn de Waal

OTHER RESEARCHERS Nicolai Hansen, Gwen Klerks

PROJECT LEAD Eindhoven University of Technology

FINANCED BY NWO

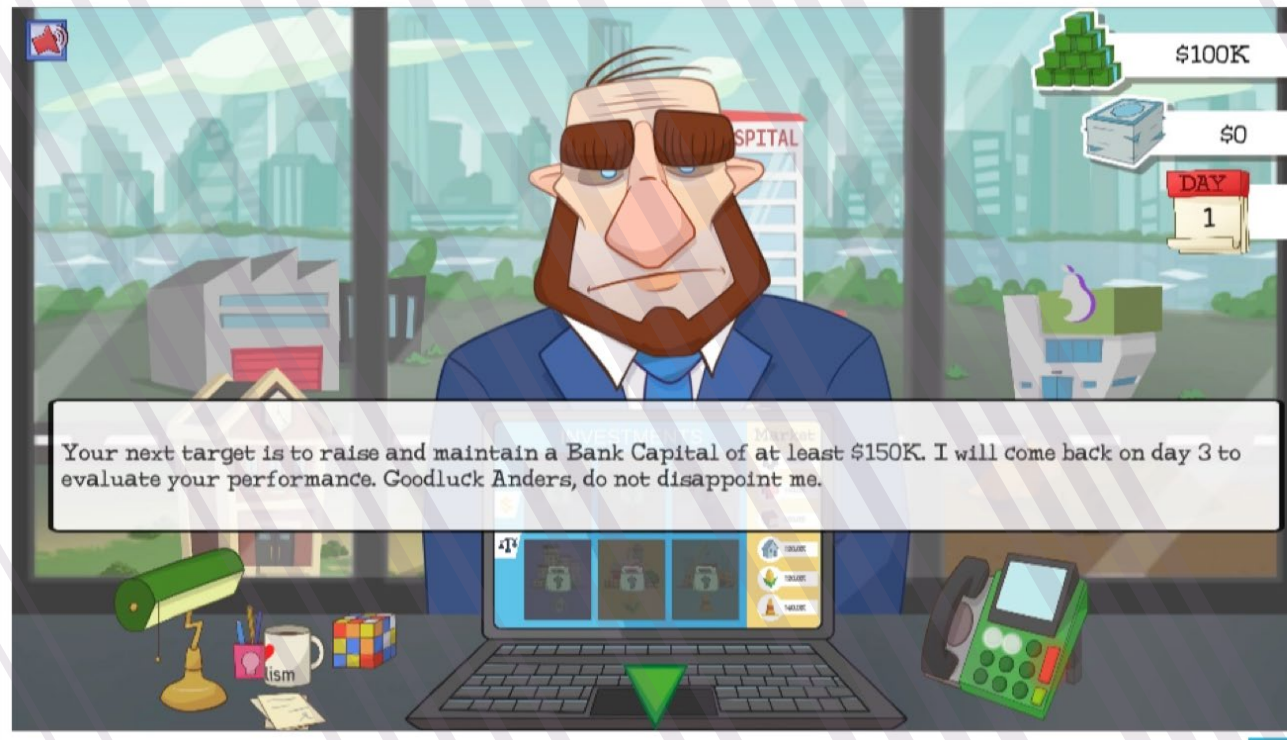
RESEARCH PARTNERS Eindhoven University of Technology

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

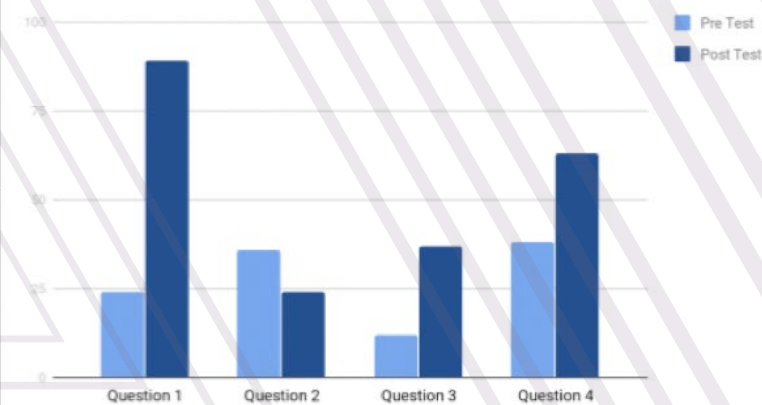




## Case Study: Boom Bust Inc.



Test Scores



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.

**CIVIC IxD RESEARCHERS** Anders Bouwer, Riemer van Rozen

**OTHER RESEARCHERS** Rosa Corstjens

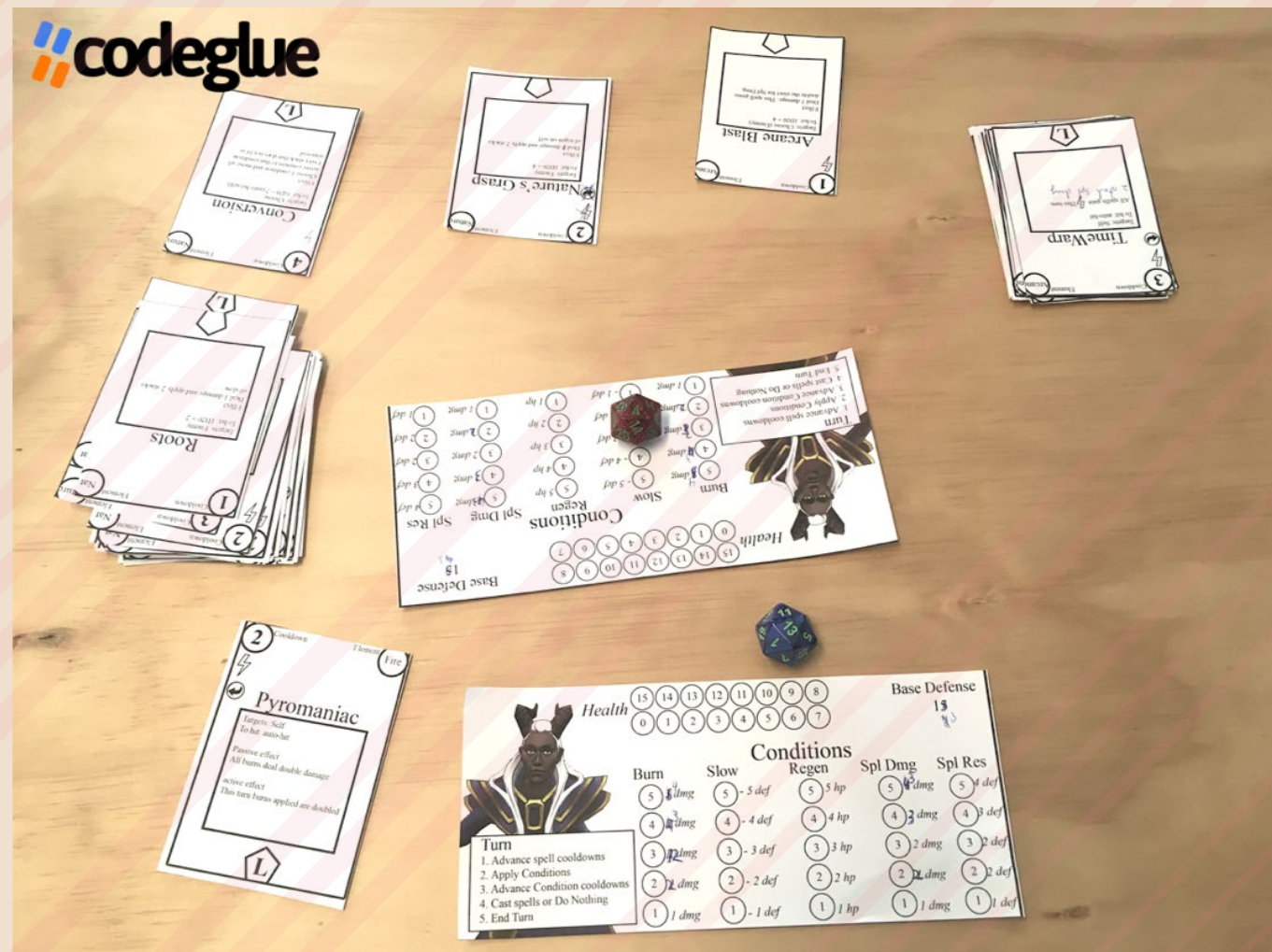
**PROJECT LEAD** Anders Bouwer

**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.

CIVIC IxD RESEARCHERS Riemer van Rozen, Anders Bouwer, Karel Millenaar

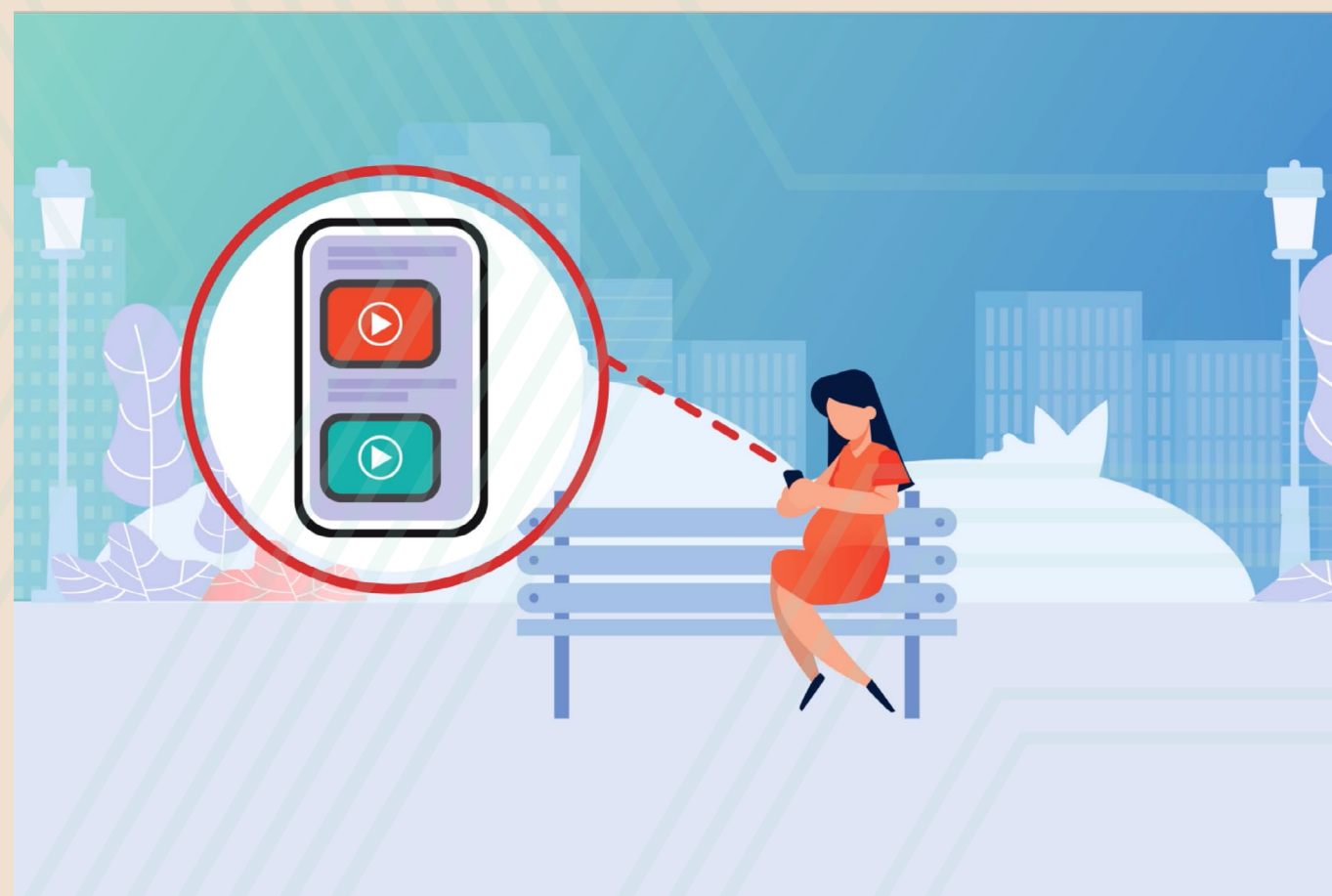
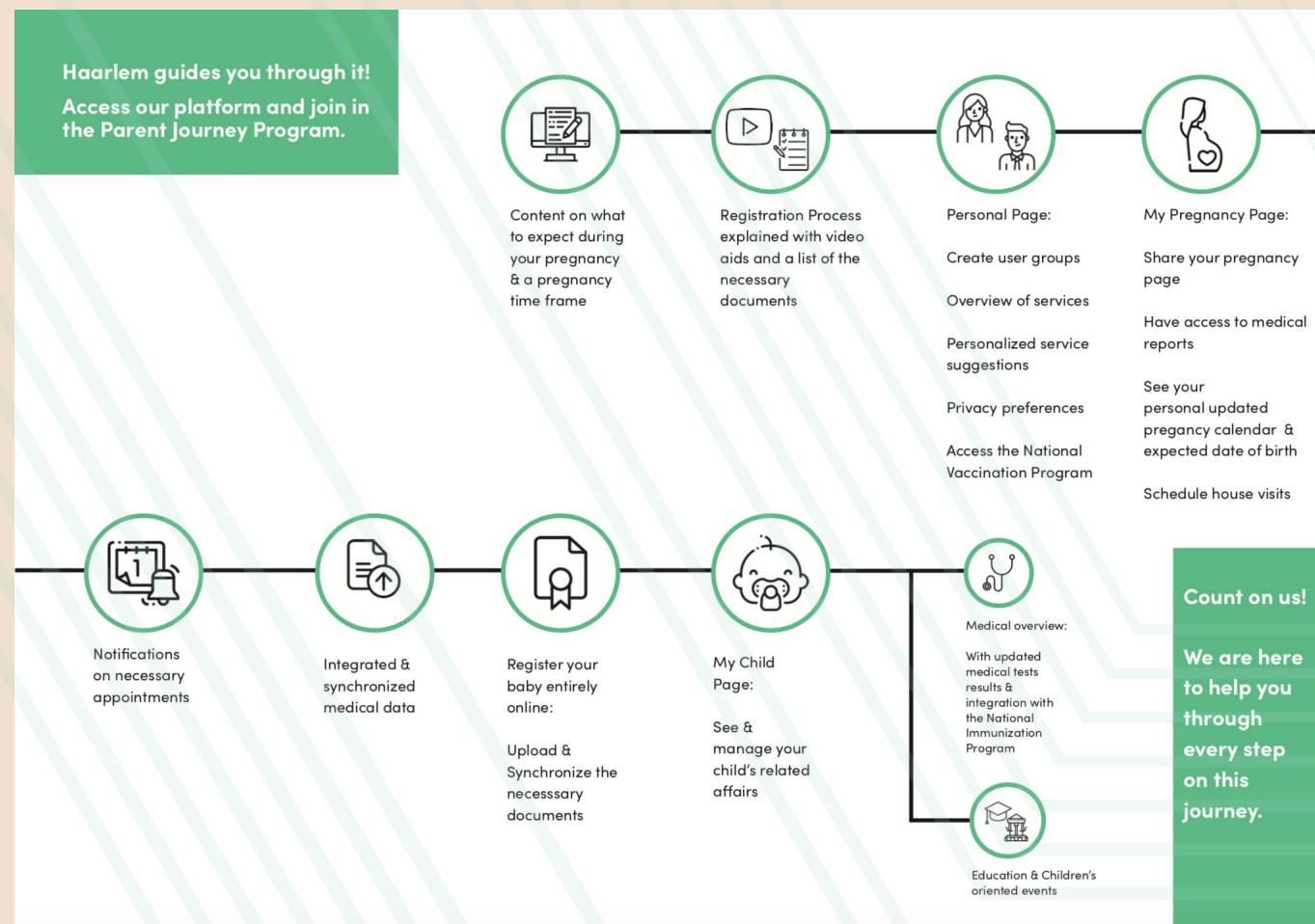
OTHER RESEARCHERS Rosa Corstjens

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)



## >> Government as Platform

TIME 2019-2020

### DESCRIPTION

*Government as Platform* is a research-through-design project collaboration between the AUAS research group of Civic IxD, 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?

### CIVIC IxD 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

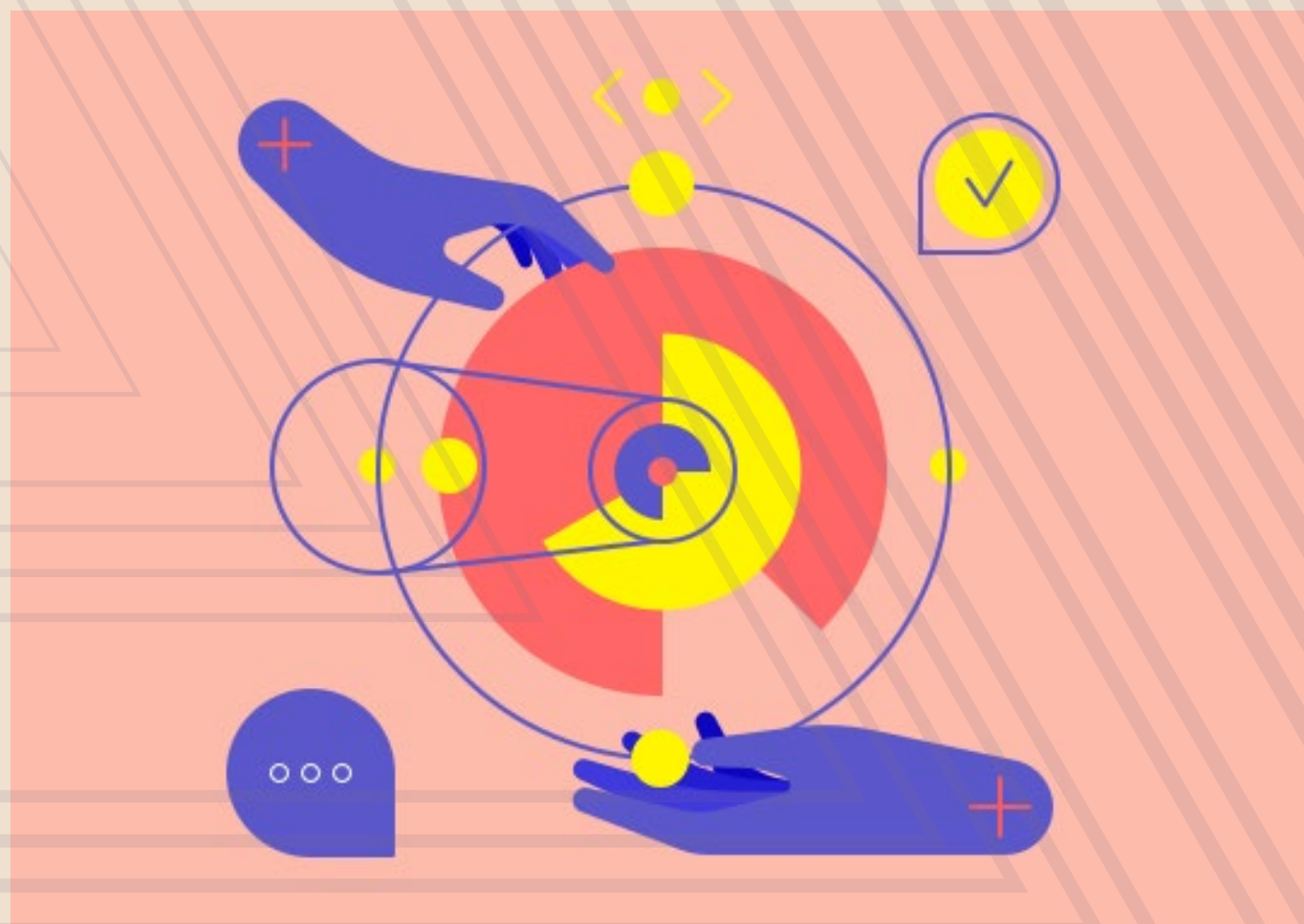
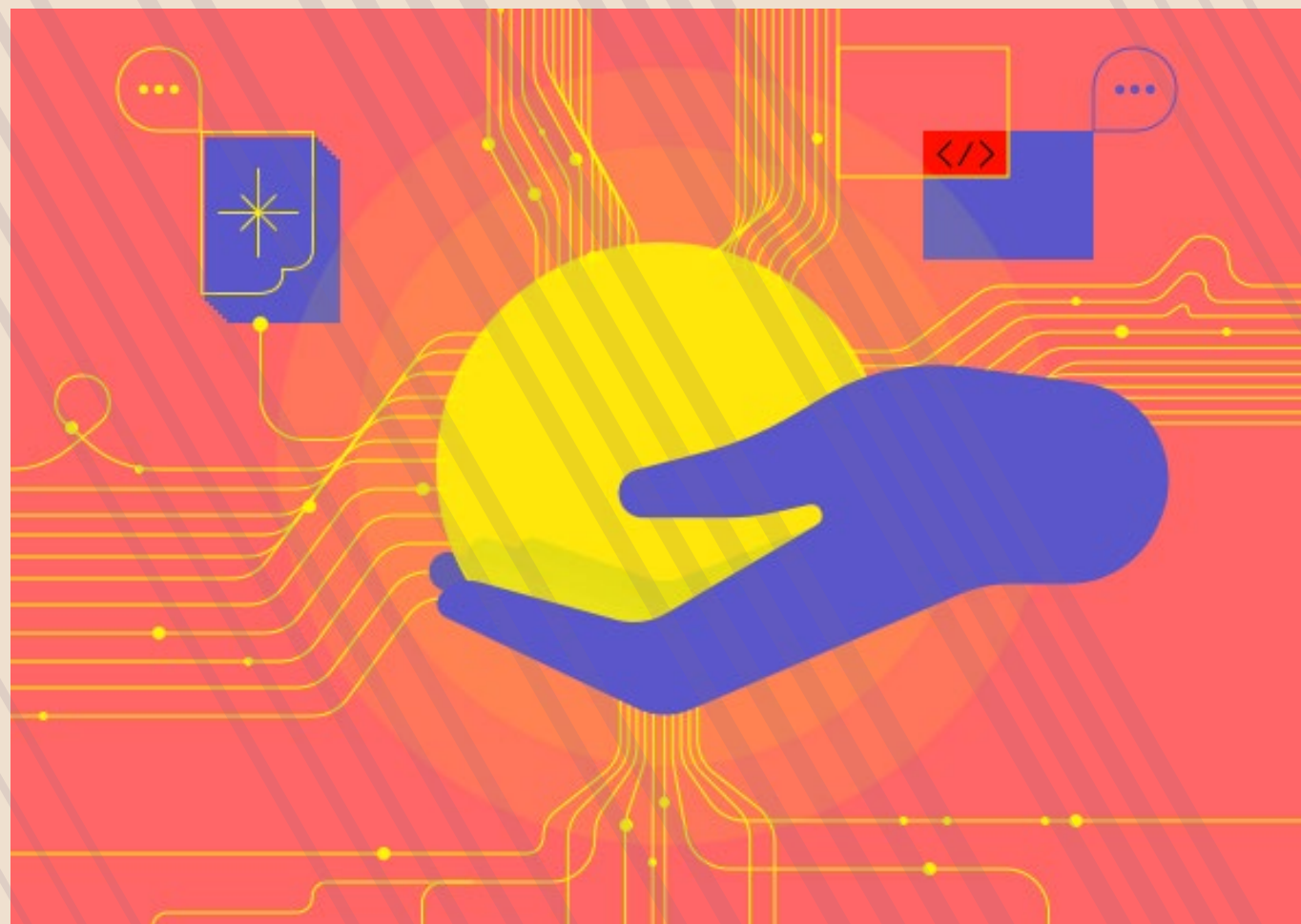
### RESEARCH PARTNERS

Digital Society School

### PROJECT PARTNERS

Municipality of Haarlem; Union of Dutch Municipalities (VNG)





## >> 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?

CIVIC IxD 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





## >> **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.*

CIVIC IxD 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.



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.

CIVIC IxD 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.

CIVIC IxD RESEARCHERS Martijn de Waal and Gabriele Ferri

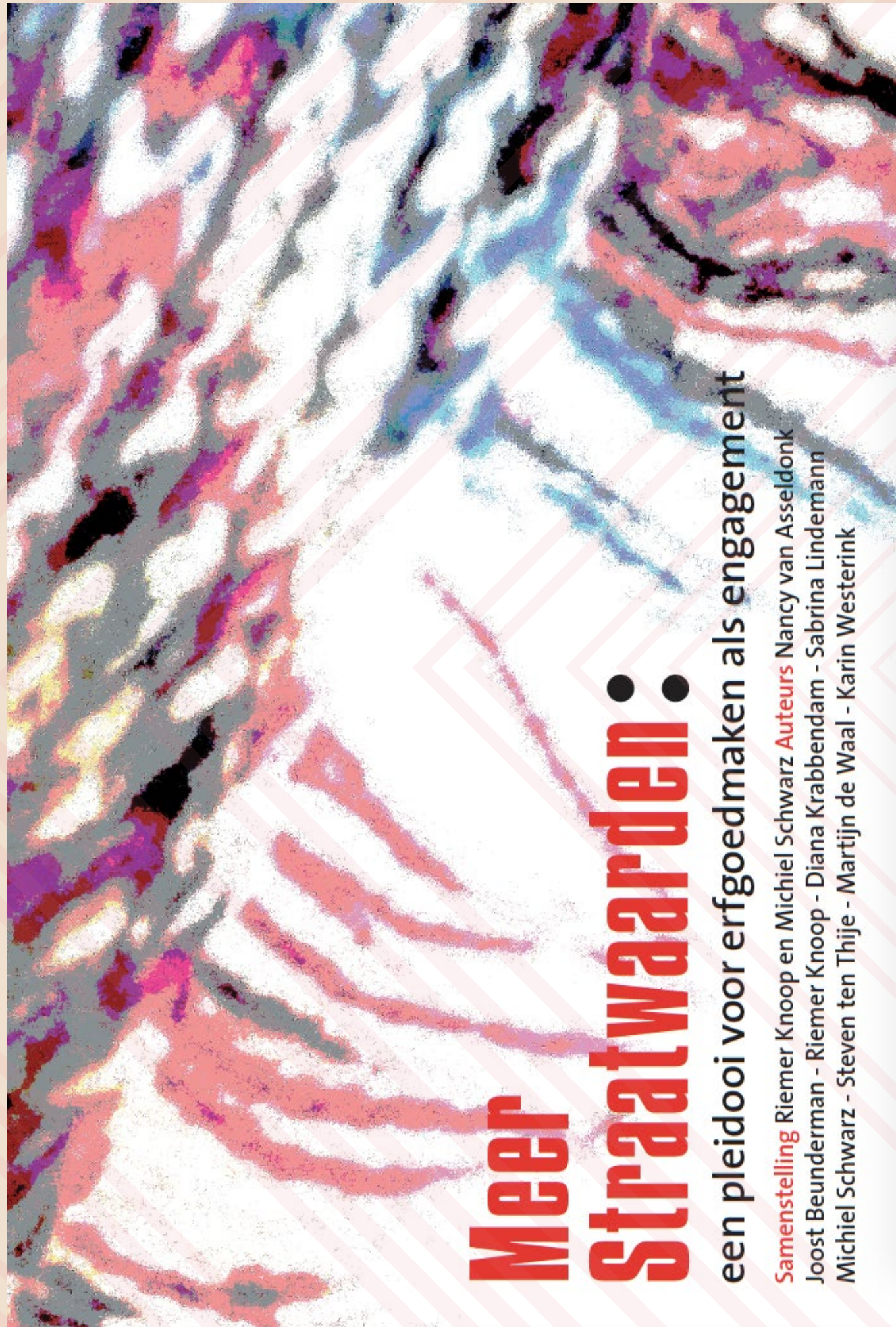
PROJECT LEAD Lectorate Bouwtransformatie Amsterdam University of Applied Sciences (Frank Suurenbroek)

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?

CIVIC IxD 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.

CIVIC IxD 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?

CIVIC IxD 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

## Education



## >> Contributions to Education

Civic Interaction Design & FDMCI'S LEARNING COMMUNITIES	Connecting Cinemas & MASTER DIGITAL DESIGN	Anders Bouwer teacher @ HBO-ICT BACHELOR THESIS INTERVISION	Angella Mackey taught @ MASTER DIGITAL DESIGN
The Learning Communities of the Faculty of Digital Media and Creative Industry are a new form of collaboration between education, research and external partners. Civic IxD is part of the LCs: <b>UrbanIxD, Storytelling and Critical Making / Research Through Design.</b>	The Connecting Cinema's has resulted in assignments for the students at the MDD, <b>developing two prototypes</b>	Anders Bouwer was a <b>teacher for three Bachelor HBO-ICT thesis intervision groups</b> in the 2019/20 and 2020/21 academic years.	Angella Mackey taught the course <b>Design Processes at the M.Sc. Program in Digital Design</b> in the 2019/20 and 2020/21 academic years.
Media Architecture Biennale (MAB) & EDUCATIONAL INSTITUTIONS	Circulate Project WITH STUDENTS AT CMD	Martijn de Waal and Gabriele Ferri CO-ORGANIZED MAB-MDD MEETUPS	Tamara Pinos Cisneros' projects @ DIGITAL SOCIETY SCHOOL AND CMD
The MAB sparked an exploration between the <b>Master Digital Design</b> , the <b>Sandberg Institute</b> and the <b>Amsterdam University of the Arts</b> to collaborate in the development of educational tracks. Resulting in a Winter School (January 2020), in collaboration with Archis/Volume, and later a joint Master Studio (February-June 2020).	The <b>Circulate</b> project has resulted in assignments for the students at CMD, one project became a <b>nominee for CMD's Golden Dot Award.</b>	With the Master Digital Design, Martijn de Waal and Gabriele ferri <b>co-organized a MAB-MDD meetup.</b> Guest were Sebastian Quack and Nina Westerdahl (Independent game designers, February 27 2020). <b>The meetups attracted around 50-80 visitors each.</b>	As part of the <b>Toys4Therapy PhD research by Tamara Pinos Cisneros</b> , two projects were developed: <i>Happy Thinkers</i> , by three trainees at the <b>Digital Society School</b> in the Track Digital to Physical and <i>Playful Hands</i> , by three students of the <b>Minor Design User Research at CMD.</b>
4D Citymaking Project ON DISPLAY AT ARCAM	Anders Bouwer supervised students FROM HBO-ICT BACHELOR PROGRAMME	Gabriele Ferri as senior lecturer @ URBAN IxD LEARNING COMMUNITY	Gabriele Ferri AS HEAD OF PROGRAMME @ MDD
The <b>4D Citymaking</b> project has resulted in <b>assignments for students at CMD</b> as well as within the MDD. The <b>MDD students developed a prototype</b> that has been on display at an <b>exhibition at ARCAM.</b>	Anders Bouwer <b>supervised six Bachelor projects by students in the HBO-ICT programme</b> from January until August 2020, and served as examiner for another.	Gabriele Ferri has <b>served as senior lecturer for the Learning Community in Urban Interaction Design</b> from January 2020 to July 2020.	Gabriele Ferri has served as <b>head of program for the M.Sc. Programme in Digital Design</b> from July 2020.
4D Citymaking Project NEW COMMUNITY OF PRACTICE	Anders Bouwer taught course @ HBO-ICT BACHELOR PROGRAMME	Gabriele Ferri taught courses @ MASTER DIGITAL DESIGN	Mirjam Vosmeer collaborates WITH IJSFONTEIN AND MDD
Around the 4D Citymaking project we have organized a <b>community of practice</b> with <b>docent-onderzoekers</b> from UGSI, UT and AMSIB	Anders Bouwer has taught the course <b>Designing Mobile Experiences in the Mobile Development Theme Semester</b> for the HBO-ICT Bachelor programme in the 2020/21 academic year.	Gabriele Ferri has <b>taught the courses Design Ethics and Design Futures at the M.Sc. Program in Digital Design</b> in the 2019/20 and 2020/21 academic years.	Mirjam Vosmeer set up a collaborative project with industry partner IJsfontein and students from the M.Sc. Program in Digital Design, within the research project <i>VR for Diversity.</i>



>> Contributions to Education

Mirjam Vosmeer co-developed  
MINOR IMMERSIVE ENVIRONMENTS

Mirjam Vosmeer has been part of the team of **developers and lecturers of the new Minor Immersive Environments**, at the educational department **Communication and Multimedia Design (CMD)**.

Mirjam Vosmeer coached  
BACHELOR STUDENTS @ CMD

Mirjam Vosmeer has **coached 8 bachelor students** at the educational department **Communication and Multimedia Design** with their final graduation project.

Mirjam Vosmeer part of the  
MINOR APPLIED GAME DESIGN @ CMD

Mirjam Vosmeer has been part of the team of the **Minor Applied Game Design** at the educational department **Communication and Multimedia Design**

Mirjam Vosmeer coached stu-  
dents @ MINOR DESIGN USER RESEARCH

Mirjam Vosmeer has **coached a team of three students on a VR project** at the Minor Design User Research at CMD.

Marije ten Brink developed  
MINOR DESIGNING USER RESEARCH

Marije ten Brink has initiated, **developed and organised the minor program Designing User Research** for the second time in 2020-2021, for 3rd year bachelor students, in close cooperation with researchers from the FDMCI Lectorates.

Angella Mackey taught  
@ TWO INSTITUTIONS IN SPAIN

Angella Mackey has **taught the week-long course “Living with Your Own Ideas”** to students at the Master in Emergent Design Futures (MDEF) at **Institute for Advanced Architecture of Catalonia (IAAC)** and **Elisava Barcelona School of Design and Engineering (ELISAVA)**, in November 2020.

Marije ten Brink taught course  
IN DATAVISUALISATION @ CMD

Marije ten Brink has **taught the 4-weeks intensive course** on research in the semester program **Datavisualisation at CMD Amsterdam**.

Marije ten Brink coached  
BACHELOR STUDENTS @ CMD

Marije ten Brink has **coached 3 bachelor students** at the educational department **Communication and Multimedia Design** with their final graduation project.





# 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>

## >> Lectures & Workshops

- January 14, Martijn de Waal gave invited presentation at Groelinks Wetenschappelijk Bureau about the Platformsamenleving
- January 23, Martijn de Waal gave a Public Lecture **Promises Promises Tech Reality Check** at Winter School, HvA Amsterdam
- February 11, Anders Bouwer was invited to present a **workshop** on Games and Gamification in Education, as part of a morning program about Smart Education at the Faculty of Education.
- March 12, Martijn de Waal was a Keynote In Need of Public Space. Where We Meet: Analogies of Urban Life and Digital Life LPR Forum Medienzukunft Frankfurt. [http://www.lpr-forum-medienzukunft.de/index.php?article\\_id=323](http://www.lpr-forum-medienzukunft.de/index.php?article_id=323)
- April 22, Martijn de Waal was a panelist in the **Architecture Now Livecast** at Pakhuis de Zwijger designing the 1.5 MTR Society <https://dezwijger.nl/programma/designing-the-15-mtr-society/?flush=true&fbclid=IwAR1pYJQSSoMSL91zRNXUcc6eohMLhHOnfkPFAXnSeK---z8IEB2SiubLVRI>
- May 8, Gabriele Ferri was invited for a **remote guest-lecture** titled "The Future is Unwritten" at Polis University, Tirana, Albania.
- June 2, Martijn de Waal presented the program-line 'Designing for the 1,5 meter society' in a presentation of the **This is not a Simulation**-programme, an initiative of the Dutch Design Foundation, the Federatie Creative Industrie and the Creative Industries Fund NL. <https://dezwijger.nl/programma/this-is-not-a-simulation>
- June 11, Martijn de Waal was a panelist in Miriam Rasch's **online book presentation** about her new publication **Fric tie. Ethiek in tijden van Dataïsme**. Livecast Pakhuis de Zwijger <https://dezwijger.nl/programma/dataisme-is-de-wereld-te-vangen-in-data>
- July 7, Gabriele Ferri and Inte Gloerich gave an **online presentation** titled "Alternatives for the unbanked: Lessons learned from payment kiosks" at the DIS 2020 workshop "Designing the Futures of Money and FinTech".
- July 9, Gabriele Ferri was **panelist for a livecast** titled "Speculative future scenarios", organized by the Milan chapter of the Speculative Futures association.
- October 9, Martijn de Waal was **Invited Keynote The Hackable City** Tirana Design Week (Tirana Albania).
- November 4, Martijn de Waal was **Invited lunch talk at Carlo Ratti Associati** (Architecture Office Turin, London, New York) via livecast.
- Nov 9, Mirjam Vosmeer was an **invited speaker, presenting a half day tutorial Storytelling for Virtual Reality** at the virtual ISMAR conference.
- Nov 20, Angella Mackey was invited for an **online presentation and discussion** on the topic of how she uses Research through Design in her work at Delft University, for the Connected Everyday Lab research group of Elisa Giaccardi.

## >> Events

January 23–26, **MAB Winter School Promises Promises**, organized in collaboration with Archis/Volume and Stephan Petterman. Attracted 25 participants, from around the world, including HvA students & teachers

January 30, with the **Trust in Play** project, Martijn de Waal and Gabriele Ferri co-organized a **livecast** titled *Playful Cities: Dramaturgies for Active Public Spaces* with Sigrid Merx, Michiel de Lange, Sara Daniel and Eva Pel.

February 19, Riemer van Rozen and Anders Bouwer organized a **mini-symposium about Live Game Design at Hotel Casa**, around the defense of van Rozen's PhD "Languages of Games and Play", including talks by professor Jim Whitehead (University of California, Santa Cruz), professor Hans Vangheluwe (University of Antwerp), Joris Dormans (assistant professor at Leiden University, head of Ludomotion and founder and advisor of Machinations.io), associate professor Rafael Bidarra (TU Delft), and professor Tijs van der Storm (University of Groningen and CWI).

February 27, with the Master Digital Design and the Trust in Play project, Martijn de Waal and Gabriele Ferri co-organized a **MAB-MDD meetup** titled *Do Designers Play? A Conversation on Games, People, Cities, and Technology* with Nina Westerdahl and Sebastian Quack.

July 20–24, Inte Gloerich and Gabriele Ferri organized an **online workshop** titled *The Underdistanced at the Hackers & Designers Summer Academy 2020* [https://hackersanddesigners.nl/s/Events/p/The\\_Underdistanced](https://hackersanddesigners.nl/s/Events/p/The_Underdistanced)

September 10, with the Pakhuis de Zwijger, Martijn de Waal moderated and co-organized with Frank Suurenbroek and Morgana Braga a **livecast** titled *Media Architecture Today, for Tomorrow's Cities* as part of the **Media Architecture Biennale Programme**. The invited speakers were: Nanna Verhoeff; Frank Suurenbroek; Dave Colangelo, and Filippo Lodi.

September 24, with the Pakhuis de Zwijger, Martijn de Waal and Gabriele Ferri co-organized a **livecast** titled *Trust in Play*. The trainees, Giulia Gualtieri, Gavin Wood, Tomo Kihara, Lily Higgins, Ioana Lupascu, Vitor Freire, Viviana Cordero, and Olina Terzi, presented the games that they developed during the Trust in Play project.

October 1, with the Pakhuis de Zwijger, Martijn de Waal organized and moderated a **livecast** titled *Futures Implied: How Media Architecture Shapes our Cities* as part of the **Media Architecture Biennale Programme**. The invited speakers were: Stephan Petermann, Marília Pasculli, Marcus Foth, Glenda Caldwell, and Katharine S. Willis.

November 4–5 Mirjam Vosmeer was an invited speaker at the **VR Days Europe**, presenting her new research project VR for Diversity at the Vision & Impact Hybrid Conference and a panelist at the VR in Education session.

November 5, Anders Bouwer was featured as one of the speakers in the video **presentation of the Smart Education Lab** during the launch of the AUAS Expertise Centre Applied Artificial Intelligence. <https://www.youtube.com/watch?v=yVSnjiWbEBs>

November 5, **Kick-off meeting** of the project *From Prevention to Resilience*, Martijn de Waal, Frank Suurenbroek, Wouter Meys and Giulia Gualtieri welcomed and introduced the partners to the project content and plan.

November 16, Anders Bouwer was part of the organization committee for a **networking day with 11 Dutch EdTech Startup companies**, in the context of the Dutch 'Versnellingsplan Onderwijsinnovatie met ICT' (Accelerating educational innovation with ICT), organized by the AUAS Smart Education Lab and Digital Society School.

04

Contributions

to the

Academic

Field



## >> Academic Publications

- Brodersen Hansen, Nicolai, Gwen Klerks, Maria Menendez, Laura Maye, Angelika Strohmayer, Martijn de Waal, and Ben Schouten. 2020. "Making Civic Initiatives Last: Ecosystems, Technologies, Approaches and Challenges." In DIS '20: Proceedings of the 2019 on Designing Interactive Systems Conference, edited by Ron Wakkary and Kristina Andersen.
- Cila, N., Ferri, G., de Waal, M., Gloerich, I., Karpinski, T. (2020) "The Blockchain and the Commons: Dilemmas in the Design of Local Platforms". In CHI '20: Proceedings of the 2020 *CHI Conference on Human Factors in Computing Systems*. ACM, New York, USA. 97–111.
- Ferri, G., Gloerich, I. (2020) "Take root among the stars: if Octavia Butler wrote design fiction." *ACM Interactions* 27/1: 22–23.
- Ferri, G., Thibault, M., Veenkamp, J. (2020) "Co-creation and Participation for Designing Sustainable Playable Cities". In Leorke, D., Owens, M. (Eds.) *Games and Play in the Creative, Smart and Ecological City*. Routledge, New York, USA.
- Gloerich, I., de Waal, M., Ferri, G., Cila, N., Karpinski, T., (2020) "The City as a Licence. Implications of Blockchain and distributed ledgers for urban governance". *Frontiers in Sustainable Cities*.
- Horst, ter, C., Kubbe, L., van de Rotten, B., Peters, K., Bouwer, A. & Bredeweg, B. (2020). An explorative study investigating the impact of focused math exercises. In Proceedings of EC-TEL 2020, the 15th annual European Conference on Technology-Enhanced Learning (EC-TEL) Heidelberg, Germany, 14–18 September 2020.
- Kors, M., van der Spek, E., Bopp, J., Millenaar, K., van Teutem, R., Ferri, G., Schouten, B. (2020) "The Curious Case of the Transdiegetic Cow, or a Mission to Foster Other-Oriented Empathy Through Virtual Reality". In *CHI '20: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. ACM, New York, USA. 1–13.
- Mackey, A., Wakkary, R., Wensveen, S., Hupfeld, A., & Tomico, O. (2020). Alternative Presents for Dynamic Fabric. In DIS'20: *Proceedings of the 2020 ACM Designing Interactive Systems Conference*, 351–364.
- Palha, S., Bouwer, A., Bredeweg, B., & Keulen, S. (2020). Self-construction and Interactive Simulations to Support the Learning of Drawing Graphs and Reasoning in Mathematics. In Proceedings of ITS 2020, International Conference on Intelligent Tutoring Systems. Athens, Greece, 8–12 June, 2020. Springer, Cham, pp. 364–370.

- Perna, V., Ferri, G. (2020) "In and out domains: Playful principles to inform urban solutions; a dialogue between architects and game scholars". In Academic Mindtrek '20: *Proceedings of the 23rd International Conference on Academic Mindtrek*. ACM, New York, USA. 83–91.
- Pinos Cisneros, T., Kröse, B., Schouten, B., & Ludden, G. *Hand Rehabilitation For Children With Cerebral Palsy: From Clinical Settings To Home Environment*. Editors: Kirsty Christer, Claire Craig & Paul Chamberlain, 65.
- Rozen, van, R. (2020). Languages of Games and Play: A Systematic Mapping Study. *ACM Computing Surveys (CSUR)*, 53(6), 1–37. DOI: 10.1145/3412843. URL: <https://vrozen.github.io/LoGaP/>
- Rozen, van, R. (2020). "Languages of Games and Play: Automating Game Design & Enabling Live Programming". PhD thesis. University of Amsterdam, Feb. 2020. URL: <https://hdl.handle.net/11245.1/5b899657-b786-46e0-815b-be669f002514>
- Thibault, Mattia, Artur Vasconcelos Cordeiro, and Martijn de Waal. 2020. "Urban Play and Data Visualization." In *Proceedings of the 2020 DiGRA International Conference*. Tampere.
- Waal, Martijn de, Michiel de Lange, and Matthijs Bouw. 2020. "The Hackable City: Exploring Collaborative Citymaking in a Network Society." In *The Routledge Companion to Smart Cities*, edited by Katharine Willis and Alessandro Aurigi. New York: Routledge.
- Waal, Martijn de, Frank Suurenbroek, and Ivan Nio. 2020. "Responsive Public Spaces: Five Mechanisms for the Design of Public Space in the Era of Networked Urbanism." In *Shaping Smart for Better Cities*, edited by Alessandro Aurigi and Nancy Odendaal, 33–54. London: Academic Press.



## >> External Promovendi, PhD and other committees

Anders Bouwer was part of the graduation presentation critics committee for the MSc in Media Technology project “*Effects of Robot Body Movements on the Adoption of the Intentional Stance*” by Marianne Bossema, at Leiden University, on August 28, 2020.

Martijn de Waal is co-promotor for Wouter Janssen (Hogeschool van Amsterdam / Utrecht University), *Reviving Political Unity: Online Platforms and Democratic Deliberation*. funded through FDMCI Promotieregeling. 2020-2024.

Martijn de Waal was part of the Examination Committee of Teodora Constantinescu PhD *Playing with Urban Complexities. Reflections on Spatial Knowledge Production, Capabilities and Gamified Participatory Artefacts in a Capacity Building Process* (Universiteit Hasselt). PhD Defence July 2020.

Martijn de Waal as a **Management Committee Member** EU COST Sharing is Caring (2017-2021).

Martijn de Waal as **Organizer / General Chair** Media Architecture Biennale 2020 (Amsterdam)



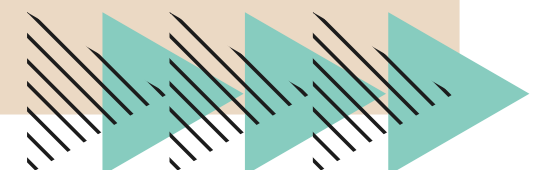
# 05

## Collabora- tions



## >> Collaborations within AUAS

with FACULTY OF TECHNOLOGY	with FACULTY OF APPLIED SOCIAL SCIENCES AND LAW	with DIGITAL SOCIETY SCHOOL	with LECTORATE DIGITAL LIFE AND DIGITAL SOCIETY SCHOOL
<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 2021.</p>	<p>Lector Arnt Mein and Martijn de Waal 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.</p>	<p>Martijn de Waal involved Digital Life and the DSS in an externally funded project on Futuring Health Care, assigned by CTO Amsterdam and Zilveren Kruis.</p>
with SMART CITY ACADEMY	with LECTORATE RESPONSIBLE IT	with 5 LECTORATES IN THE FACULTY OF DMCI	with C.E. URBAN GOVERNANCE AND SOCIAL INNOVATION
<p>Martijn de Waal is part of the Smart City Academy, a network of HvA lectoren in various faculties that do <b>research on smart cities</b> (a.o. Ingrid Wakee, Willem van Winden, Stan Majoor, Inge Oskam). I have contributed to the design of an inter-faculty minor of Smart Cities.</p>	<p>With Lectorate Responsible IT we co-developed a <b>Raak Publiek proposal</b> on Government as a Platform.</p>	<p>The <b>Raak MKB-research project</b> is a collaboration between 5 lectorates in the faculty of DMCI (Civic Interaction Design; Digital Life; Network Cultures; Urban Analytics; Visual Methodologies).</p>	<p>With the <b>Center of Expertise Urban Governance and Social Innovation</b> we are running a project on 4D Citymaking.</p>
with CENTER OF EXPERTISE URBAN TECHNOLOGY	with MASTER DIGITAL DESIGN	with FACULTY OF EDUCATION	with EXPERTISE CENTRE APPLIED ARTIFICIAL INTELLIGENCE
<p>With the Center of Expertise Urban Technology, we are part of a <b>Sprong-proposal on The Circular Economy</b>.</p>	<p>Pamela Nelson and Katy Barnard form a bridge between Civic Interaction Design and the Master Digital Design by <b>coaching Master student projects with a research through design approach</b>. Eight student teams worked on projects related to "4D City Making: Interactive City Models", "Connecting Cinemas" and "From Prevention to Resilience: Designing Public Spaces in Times of Pandemics".</p>	<p>Anders Bouwer is involved as a researcher/advisor in the <b>Erasmus+ project GAME based learning in MAThematics (GAMMA)</b>, led by dr. Sonia Abrantes Garcez Palha, the Smart Education project Computational Thinking led by Sharon Calor, the Smart Education project Amsterdamse Leer-Kracht-Lijn led by Mieke Roos, and the Raak-Publiek project Minds-On led by Lector Bert Bredeweg.</p>	<p>Anders Bouwer is representing the Smart Education Lab within the Expertise Centre of Applied Artificial Intelligence (ECAAI), and coordinating a course on AI in Education for teachers of the Faculty of Education.</p>





## >> Collaborations outside AUAS

with MEDIA ARCHITECTURE BIENNALE'S PARTNERS	with AMSTERDAM ARCHITECTURE CENTER (ARCAM)
In the context of the Media Architecture Biennale several partnerships have been formed, amongst others with <b>Pakhuis de Zwijger, Marineterrein Amsterdam, NEMO, ARCAM, Archis/Volume, AHK, ARIAS, Universiteit Utrecht.</b>	Arcam has invited Martijn de Waal to act as an <b>external curator on behalf of the HvA</b> for their new 4 year activity (2021-2025). The idea is that in this period, each year, together with HvA colleagues and students we will organize an exhibition / event.
with AMS	with CREATIVE INDUSTRY PARTNERS
With AMS, we are developing 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	Martijn de Waal was part of a 'redactieraad' initiated by the <b>Creative Industries Fund NL, Dutch Design Foundation and Federatie Creatieve Industrie</b> to develop a programme around the Covid-19 societal challenge from the perspective of the Creative Industries.
with NORTHUMBRIA	with THE NEW INSTITUTE
Since 2018 we have worked together with Northumbria around the theme of civic blockchain in a <b>series of workshops</b> . In the spring of 2020 we received a small grant to continue this collaboration.	The New Institute invited Martijn de Waal to travel with them to the Architecture Biennale of Shenzhen, to review their contribution in the context of the Eyes of the City-exhibition, leading to a publication in Spring 2021.
with MARINETERREIN	with NEMO
Martijn de Waal joined the Marineterrein in their network of living lab and data-experiments, joining their meetings.	Martijn de Waal consulted the curatorial team of NEMO for their upcoming DATA exhibition.

## >> Networks & Visits

ANDERS BOUWER
Within the <b>Nederlandse AI Coalitie</b> (Dutch AI Coalition), Anders Bouwer is active as a member of the working group on AI in Education.
Within the <b>Versnellingsplan Onderwijsinnovatie met ICT</b> (Acceleration plan for educational innovation with ICT), a collaboration by the Dutch Vereniging van Universiteiten, Vereniging Hogescholen and SURF, Anders Bouwer is a member of the EdTech zone team for the Faculty Digital Media and Creative Industries.
MARTIJN DE WAAL
Chair of the <b>Digital Culture committee at the Creative Industries Fund NL</b> 2018-2020.
Board member of the <b>Pauwhoffonds</b> , a fund that subsidized cross disciplinary projects in the fields of art & science.
Member of the board of advisors for the <b>Urban Media Academy</b> .
Film reviewer for the <b>Architecture Film Festival</b> .
MIRJAM VOSMEER
Mirjam Vosmeer is part of the PhD committee at <b>Centre of Excellence in Film and Interactive Media Arts</b> , Norway



## >> Visiting Scholars @ Civic Interaction Design and 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.

### >> 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.

### >> 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.

### >> Isavella-dimitra Karouti

visited as a trainee in an Erasmus+ Student Mobility for Traineeships programme from the Hellenic Open University. She contributed to Trust in Play as a research assistant.

### >> 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.





06

Civic IxD

in the Media

## >> Civic IxD 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>

### JULY

NRC Handelsblad cites The Platform Society in an article about platformization in education <https://www.nrc.nl/nieuws/2020/07/19/techreuzen-willen-de-school-hervormen-a4006368>

### JUNE

Article in *Emerge* about computer games for museum the Hermitage, made by students of the Minor Applied Game Design, coached by Mirjam Vosmeer <https://www.emerge.nl/wire/hvastudenten-ontwikkelen-games-hermitage-amsterdam>

### MAY

The Platform Society was reviewed in the Nordic Journal of Science and Technology Studies <https://www.ntnu.no/ojs/index.php/njsts/article/view/3585>

### FEBRUARY

**UN Urbinat** mentions Martijn de Waal's work in the article Finding inspiration from an Austrian initiative to co-develop Parklets <https://urbinat.eu/articles/blogpost-finding-inspiration-from-an-austrian-initiative-to-co-develop-parklets/>

Article in *Emerge* on a student graduation project named FemAlert, coached by Mirjam Vosmeer <https://www.emerge.nl/wire/hvastudente-ontwerpt-app-lastiggevallen-vrouwen>

Article in het Parool on sexual street harassment against women in Amsterdam, featuring a student graduation project named FemAlert, coached by Mirjam Vosmeer <https://www.parool.nl/nieuws/kritiek-op-campagne-sstraatintimidatie-halsema-echte-probleem-wordt-niet-aangepakt~bba9f060/>

### NOT DATED

The Library of Gent mentions The City as Interface on its 'keuzelijst slimme stad' <https://stad.gent/bibliotheek/dossiers/gent-en-de-wereld/mobiliteit-slim-en-groen>

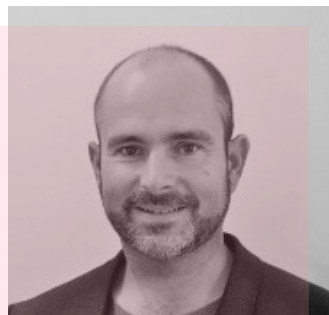




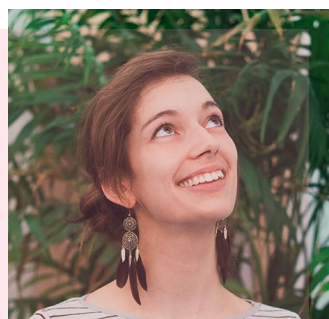
07

People





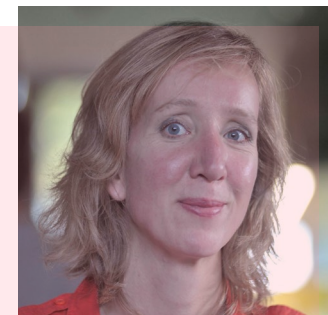
>> **Martijn de Waal** is a lector (professor) leading the research group of Civic Interaction Design. He has a background in journalism, media studies and practical philosophy, and is now exploring the connection between these disciplines and the field of design. Martijn holds a PhD from the University 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).



>> **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 Civic IxD 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 is 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 to design technologies supporting reflective interactions in education based on self-made photos. The term reflective interactions emphasises the social and active character of sharing and discussing photos as well as creating photo-maps with each other. Her interest in the topic 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.

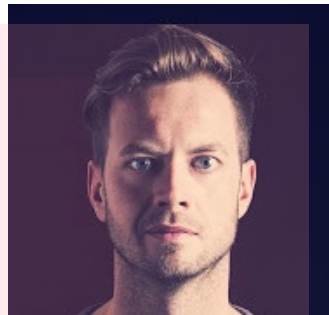


>> **Gabriele Ferri** is a senior researcher at Play & Civic Media, as well as senior lecturer leading the learning community in Urban Interaction Design. From 2017 to 2020, he co-coordinated the M.Sc. program in Digital Design at the Amsterdam University of Applied Sciences, and taught Design Ethics 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.

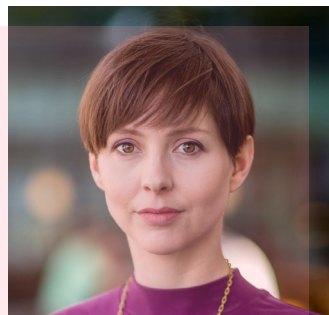




>> **Mirjam Vosmeer** is a senior researcher at P&CM. She holds a Masters degree in the field of psychology and a PhD degree from the University of Amsterdam, focusing on Videogames & Gender. She has worked as a professional script writer and editor for Dutch soap operas and short telefilms. Mirjam received 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.



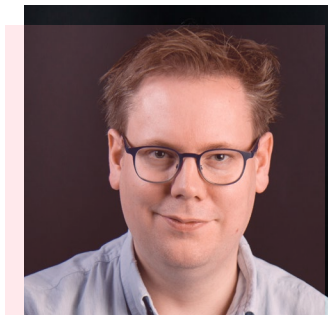
>> **Wouter Janssen** has been a lecturer at Creative Business (formerly Media, information and Communication) at Amsterdam University of Applied Sciences for eight years. He studied Journalism (Windesheim) and Philosophy (Utrecht University) and teaches courses on journalism and media & society. Wouter 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.



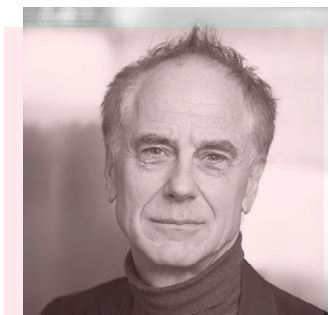
>> **Angella Mackey** is a Canadian designer and design researcher with a background in media art and fashion. She has practised in the field of wearable technology and functional garments for ten years in a wide range of industries, including medical to commercial space travel. She is currently finishing 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 Civic Interaction Design 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.



>> **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, he 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.



>> **Wouter Meys** is a program manager who is passionate about developing new projects and working on projects which aim to provide solutions for societal issues. He does this by setting up and managing projects which combine research, industry and education. His goal is to develop and set up innovative projects that have a lasting impact on society. Wouter holds a bachelor's degree in electrical engineering and a master's degree in information science. His career at the HvA started as a researcher in open data and citizen empowerment. Wouter has worked in several lectorates and at the Digital Society School as a (program) manager.



>> **Morgana Braga** is the Communications Manager at MAB20 and at Civic IxD. She has a multidisciplinary background in architecture/urbanism, arts/culture. She holds a MA degree in Arts & Culture from Maastricht University, where she was awarded the Holland-High Potential Scholarship. She also holds a BSc. in Architecture and Urbanism from the Universidade Federal de Pernambuco. Before joining Civic IxD, she worked as an art exhibition designer for museums and art production companies. She also has experience working for arts & culture projects – as a curator and audience researcher.



>> **Giulia Gualtieri** is an architect, urban planner and researcher, specialized in community-driven development and participatory design. She holds an MSc in Urban Management and Development, and she is involved in diverse projects from urban co-creation with and for vulnerable communities to placemaking actions to foster public space culture. Giulia is a partner at Huasipichanga, a transdisciplinary collective focused on participatory practices and co-creation methodologies for inclusive and sustainable urban development; and she is currently junior researcher in the Civic IxD research group, in the project 'From Prevention to Resilience: Designing Public Spaces in Times of Pandemics'.



>> **Pamela Nelson** is a maker, designer and researcher with a background in textile design and digital design. Before joining the HvA Pamela worked in the textile industry as art worker and designer in both Ireland and New York. She holds an MSc in Digital Design from the Amsterdam University of Applied Sciences and a BDes in Textile Design at the National College of Art and Design, Ireland. At Play & Civic Media she is currently working on the 4D Citymaking project and the Connecting Cinemas project. Next to working as a design researcher, Pamela is also a teaching assistant at the Master Digital Design.



>> **Katy Barnard** is a visual media creator and researcher. Her main interests lie in the social, political and psychological impacts of technology and social media. Additionally, she is a huge proponent of sustainability, specifically the areas of zero-waste living and circular products. Before joining Civic IxD, Katy has worked as a photographer, designer and marketer both in her home country of the United States and here in Amsterdam. She holds an MSc in Digital Design from the Amsterdam University of Applied Sciences and a BS in Graphic Communication from the California Polytechnic State University in San Luis Obispo.



# Colophon

Civic Interaction Design is an interdisciplinary research group at the Amsterdam University of Applied sciences that manages research and education programs in the fields of playful interaction, virtual reality and civic media. Researchers in our group explore both the design process of these new technologies, as well as their application and societal impact.

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.

## >> **Civic Interaction Design**

Amsterdam University of Applied Sciences  
[www.amsterdamuas.com](http://www.amsterdamuas.com)

## >> **Website & Newsletter**

[www.civicinteractiondesign.com](http://www.civicinteractiondesign.com)

## >> **Contact**

[info@civicixd.nl](mailto:info@civicixd.nl)

## >> **Civic Interaction Design Visual Identity**

Studio BLT  
[www.studiobl.nl](http://www.studiobl.nl)

## >> **Photo Credits**

Shutterstock (p.14)

Mediamatic (p.14)

Mirjam Vosmeer, VR for Diversity (p.16)

4D Citymaking, Master Digital Design students (p.18)

Art by Us, a project by Master Digital Design students (p.20)

CineCube, a project by Master Digital Design students (p.20)

Media Architecture Biennale (MAB20), Photos: Menno van der Veen (p.28)

Smart Cities? Public Code! (p.38)

The Hackable City, Tara Karpinski (p.50)

