

# Creating citizen connections in urban environments









How can we design for  
citizen connections in  
socially-mixed urban  
environments?

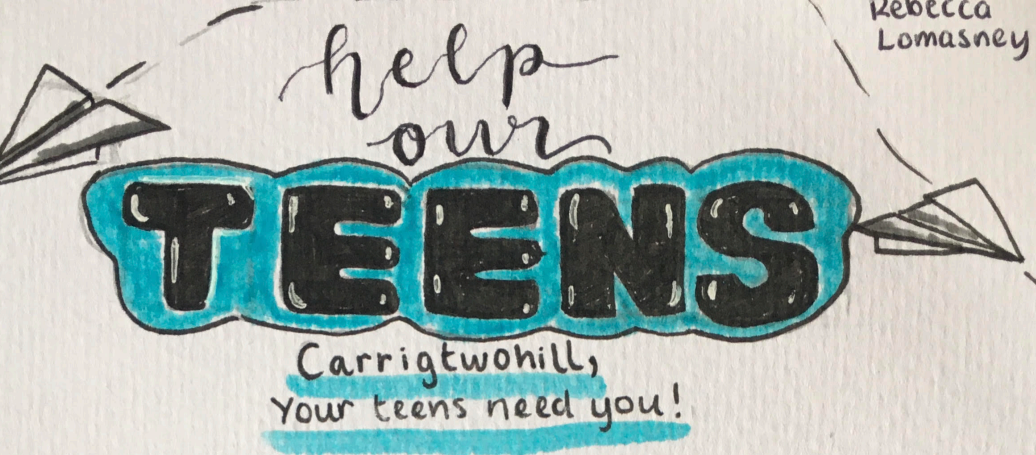
# Case 1: Requirements for information sharing

## Case 2: Location-based games



# Case 3: From stories to communities





The youths of Carrigtwohill have a lot to contribute to the community. We have lots of ideas for the future of the community, but at present, we have nowhere to share them. Our youth cafe is closed. We need your help to make a new space where all teens can go to feel welcomed, and to share new ideas.

can you help us?



## Case 4: Digital arts with teenagers



## Main insights so far

- Citizens have a need for information about their neighbourhood, but are reluctant to share what they know
- Stories and information should orchestrate reflection to create connections
- Hearing other people's experiences already opens up perspectives
- How to continue the discussion in the urban space?

# Thank you

## Contact

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## PUBLICATIONS:

### Case 1:

- **Geertje Slingerland**, Stephan Lukosch, Tina Comes, and Frances Brazier. 2019. Exploring Requirements for Joint Information Sharing in Neighbourhoods: Local Playgrounds in The Hague. ArtsIT2018 Proceedings, p. 306-315. DOI: [10.1007/978-3-030-06134-0\\_35](https://doi.org/10.1007/978-3-030-06134-0_35)
- **Geertje Slingerland**, Stephan Lukosch, Tina Comes, and Frances Brazier. 2020. Exploring design guidelines for fostering citizen engagement through information sharing: Local playgrounds in The Hague. EAI Endorsed Transactions on Serious Games: 1–19. DOI: [10.4108/eai.13-7-2018.162636](https://doi.org/10.4108/eai.13-7-2018.162636)

### Case 2:

- **Geertje Slingerland**, Stephan Lukosch, and Frances Brazier. 2020. Engaging Children to Co-create Outdoor Play Activities for Place-making. Proceedings of the 16th Participatory Design Conference 2020, 44–54. DOI: [10.1145/3385010.3385017](https://doi.org/10.1145/3385010.3385017)
- **Geertje Slingerland**, Xavier Fonseca, Stephan Lukosch, and Frances Brazier. 2020. Location-based challenges for playful neighbourhood exploration. Behaviour & Information Technology: 1–19. DOI: [10.1080/0144929X.2020.1829707](https://doi.org/10.1080/0144929X.2020.1829707)
- Xavier Fonseca, **Geertje Slingerland**, Stephan Lukosch, and Frances Brazier. 2021. Designing for Meaningful Social Interaction in Digital Serious Games. Entertainment Computing 36: 1–23. DOI: [10.1016/j.entcom.2020.100385](https://doi.org/10.1016/j.entcom.2020.100385)