

Lunchbox seminar series

Gold Coast

How can urban planners 'Catch'em All'? An exploration of the nexus between augmented reality games and urban planning

Abstract:

Urban planners and designers have spent the last 50 years trying to activate unused public spaces, create walkable cities, and encourage sociability through urban design. Pokémon Go has succeeded, almost overnight, to entice people of all demographics in to the streets of cities around the world. In fact, many previously underutilised public spaces have suddenly become hot spots for all demographics, playing Pokémon Go and other similar augmented reality games (ARGs). While anecdotally, it seems, ARGs activate public spaces, increase community interactions, and facilitate exploration of urban spaces, little study has been done on the influence of ARGs on sense of place, or the way in which these games are influencing player engagement with the public spaces they are playing within. This presentation reports the findings of a survey of 994 Australian players. The research explores whether ARGs affect user needs being met in public spaces, and the implications of these findings for planning practitioners.

Biography:

Dr. Ruth Potts is a lecturer in regional and urban planning at Southern Cross University. Her research interests include urban design of public spaces, use of technology in cities, natural resource management, governance, and complex planning systems.



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Friday 21st April 2017
Gold Coast campus
Learning Commons
Seminar Room
G11 3.59
12:00-12:50 pm