

# Smart Cities as a Playground: the case of Crisis Training



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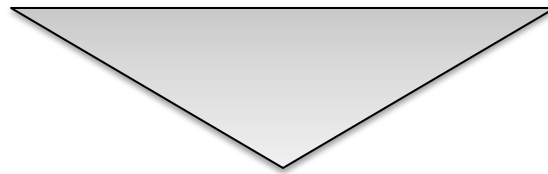
Norwegian University of Science and Technology

<http://teseolab.org/>

# Smart city learning...

- As highly situated in
  - Places
  - Communities
  - Ecologies of artifacts

Here and now



- Learning experiences are
  - Fluid
  - Hard to predict, control, replicate, ...

# Core role of reflection

- Retuning on past experience to learn
- It requires to address events, emotions, ideas

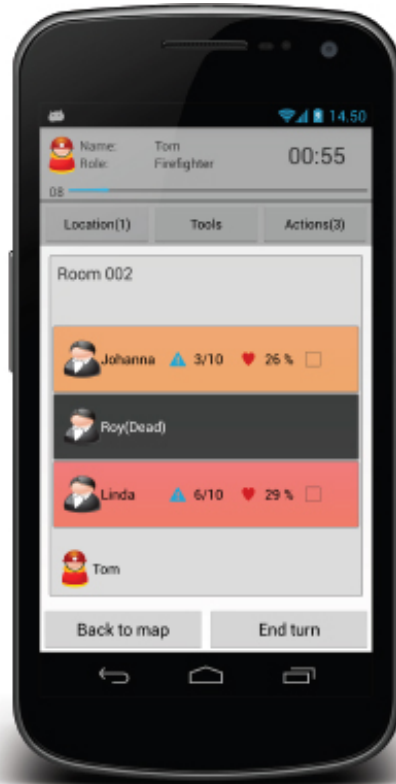
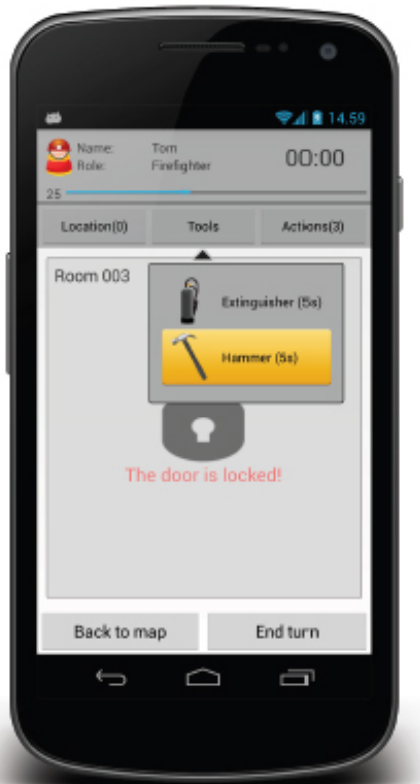


**How can we turn the city as  
a playground for training  
situations to:**

- enhance interaction**
- promote exploration and  
understanding of the urban  
space?**

**...**

# MoDo



*Cooperative mobile game.*

The missions inside the game are conceived to push local vs. global reasoning, problem dissection and making plans as dividing the game arena into zones and adding unpredictable events during the game which can create contrasting reasoning and priorities.

# Flooded

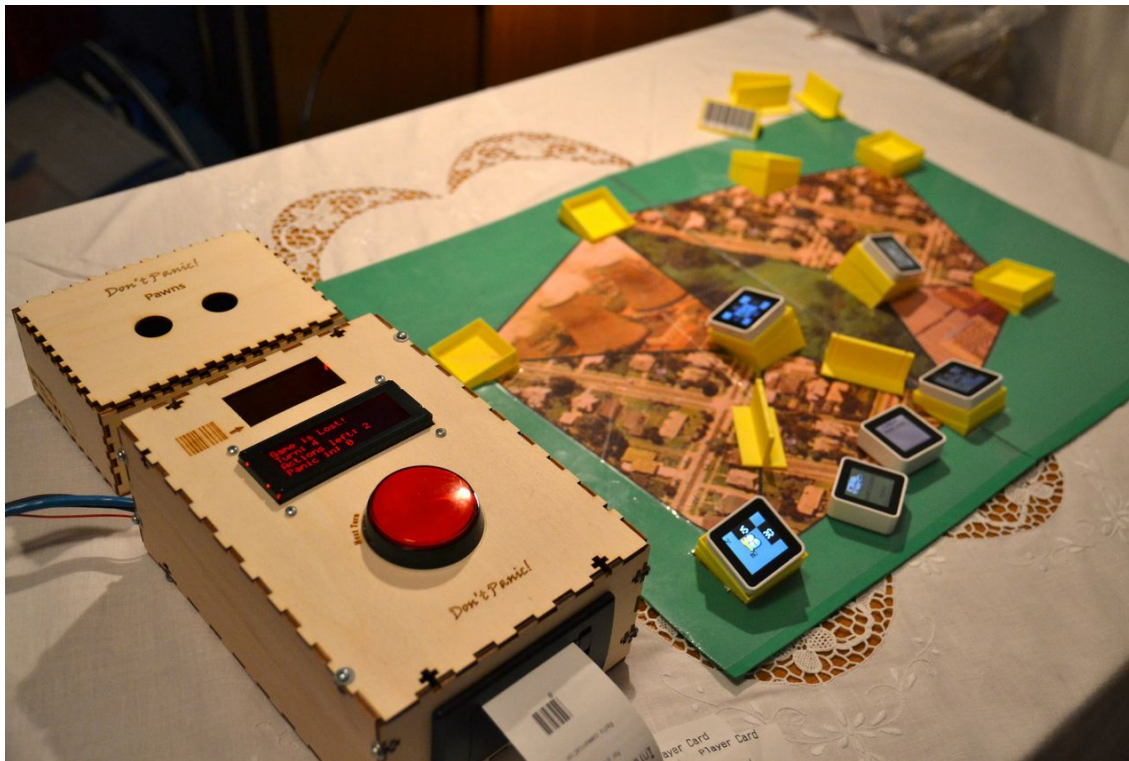


*Social location-based mobile game .*

The missions inside the game are conceived to promote citizens' flood preparedness. The game promotes flood awareness, especially in terms of increasing the player's knowledge of the local territory. In *Flooded* the players used each other's locations to decide where to go. Although this is not collaboration in the conventional sense, it is a form of instinctive coordination that can happen if the players are aware of each other's location.



# Don't Panic



*Cooperative board game.* The game is conceived to (i) add the fun element to training about stressful situations linked to panic management and (ii) teach skills such as communication styles, team management and coordination, time management, stress management and coping strategies.

# Open questions

**Learning.** which kind of learning elements are most suited for this kind of approach? (soft skills? Procedures?)

**ICT usage for pervasiveness.** How can the ICT infrastructure of a smart city and the data that are available about it be used to improve the game experiences? How to promote reflection during and after the game

**Social aspects.** How can we encourage spontaneous or directed social play in urban environments among adults?

**Space role.** How does the role for the augmented city changes once transformed in a playground for training? Is there a possibility that serious pervasive games will re-define the structure of collective places?



# *Thanks!*

