

SERIOUS GAMING AS A METHOD FOR COLLABORATIVE DECISION MAKING

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AMBITIONS

CAMPUS



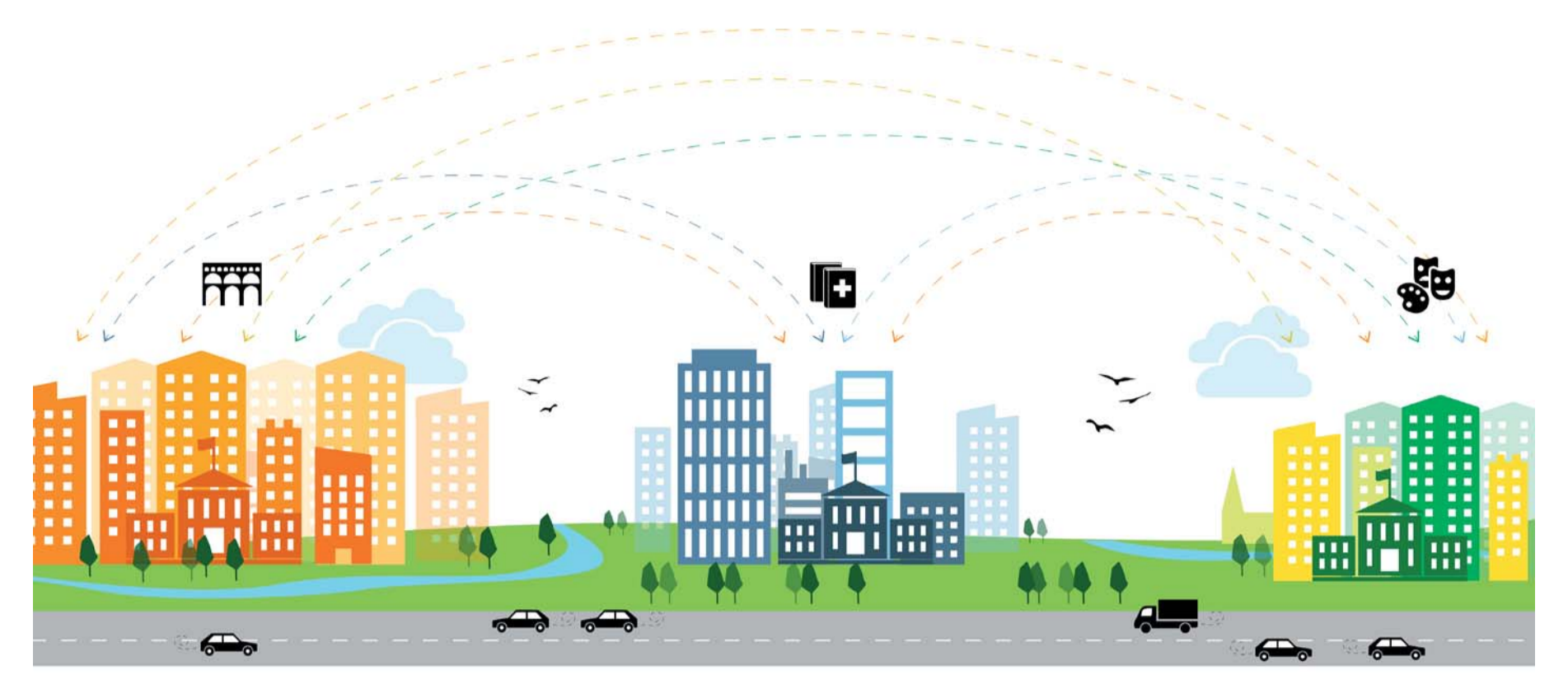
MAKING A LIVING CAMPUS:
NEW WORKING AND LEARNING ENVIRONMENT

CITY



INTEGRATE THE CAMPUS WITH THE CITY
BY NEW STATION REDEVELOPMENT

REGION



WIDER PROFILE
THROUGH COLLABORATION

PROCESS

ESTABLISHING A SUSTAINABLE KNOWLEDGE REGION REQUIRES A COMMUNICATIVE ATTITUDE

CAMPUS GAME

ROUND 1: LOCATING PROGRAM



ROUND 2: NEGOTIATING AND VOTING



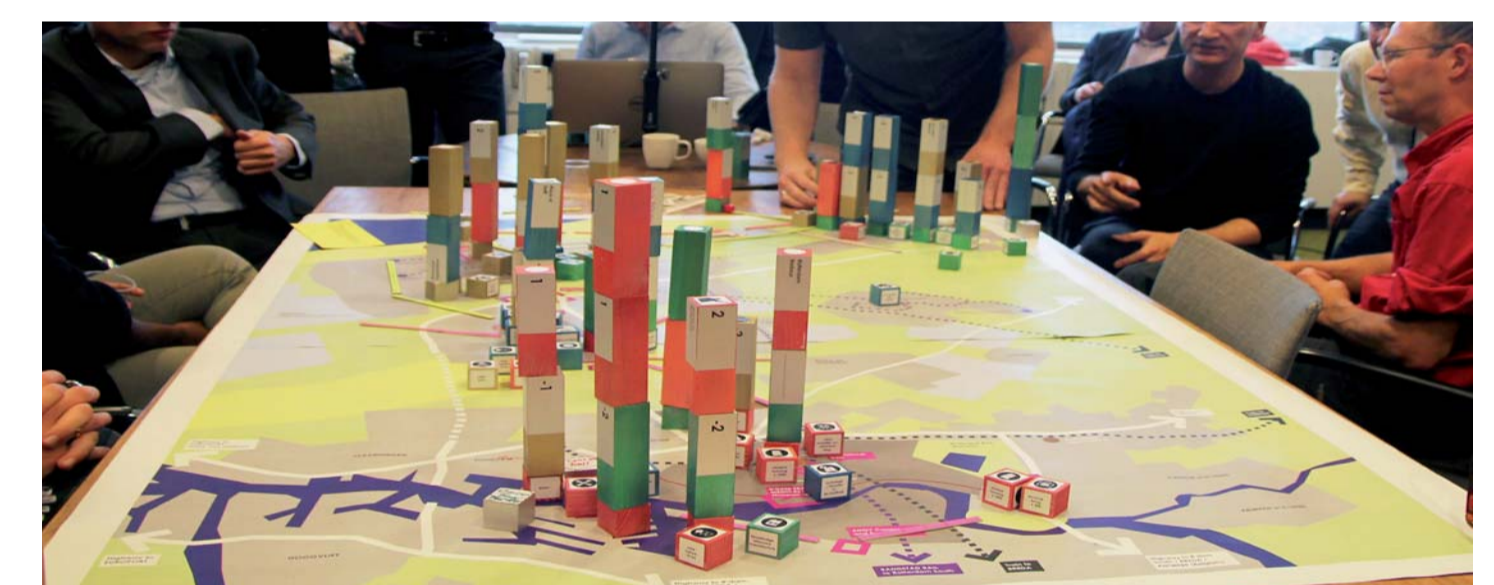
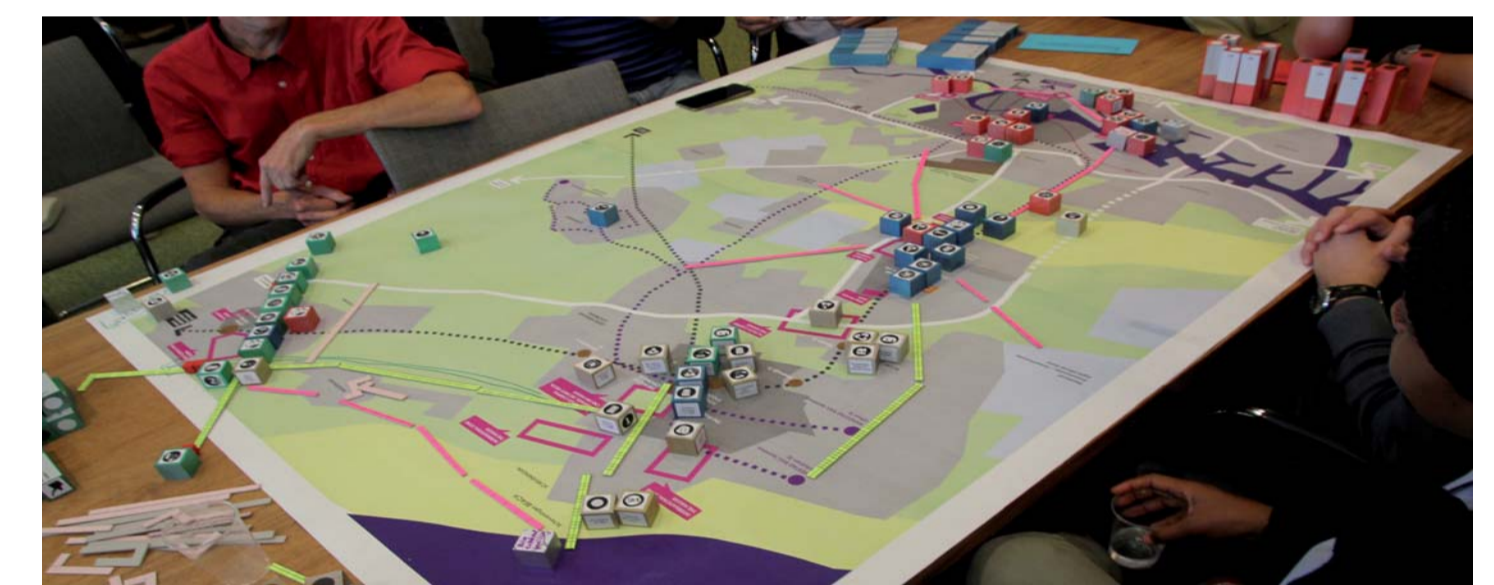
ROUND 3: IDENTIFYING SHARED AMBITIONS



CITY GAME



REGION GAME



SUMMARY

The living campus requires a communicative approach, as the university gets related to different stakeholders. The urban game is to stimulate the planning process, and come up with a most preferable ('winning') proposal for each of the three scales that are addressed: campus, city and region. The regional scale addresses the territory of The Hague,

Leiden, Delft and Rotterdam. The city scale with the territory of the city of Delft. The campus scale deals with the integrations of the TU Delft Campus. Every game is played by four teams, representing the main stakeholders. They define their own position by using the 'programmatic icons' that represent different physical

programs. By placing the icons on the board, and through that territorial positioning of the program, teams present their ideal vision. During a communication process, teams have set priorities and defended their concept using 'stakeholder powers'. This results in the identification of shared ambitions.

RESULTS

CAMPUS MAP

