
Knowledge Regions Challenge urban game RESULTS

50th ISOCARP Congress
Delft The Hague Workshop
“How to create a sustainable
knowledge region”
19th and 20th October 2015





**ISOCARP Delft - The Hague
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Workshop Hosts:

TU Delft, City of Delft, City of The Hague, and Delft Design



Workshop Method

Urban gaming is an explorative approach to urban planning, which uses gaming principles to understand and change built environment. This particular method translates elements from the digital and analogue games to the dynamics of planning, creating engaging city-building simulations to help make better policies, to generate new design ideas and to enhance communication between different stakeholders.

For the purpose of the 50th ISOCARP Congress Delft - The Hague Workshop with the theme "How to create a sustainable knowledge region", architect and serious games designer Milena Ivkovic (Blok74 Built Environment and Urban Gaming, Rotterdam, NL) created a gaming format (a "Challenge") based on the combination of analogue model-building (using custom-made gaming props) and the digital support (interactive application) to track down and verify the results. Using playfulness and competitiveness, the participants (players) created spatial and strategic solutions for the three levels of the sustainable knowledge region: Delft Campus, Delft City and Region Leiden – The Hague – Delft – Rotterdam.

The process of creating these solutions developed through the elaborated simulation, in which players took up the roles of the main existing actors in the present Campus, Delft City and Region situation. Each player was asked to visualise its role-defined development strategy (using game props) and to present it to the critical view of the other players and the general audience of the workshop. The feedback on the proposals was channelled through a voting process, which was essential to decide which strategy is the most acceptable for all the parties involved. All the stages of the simulation were recorded and displayed using digital support, giving instantly readable images of

the different spatial solutions, voting results, and in-depth planning analytics.

Urban gaming method enabled an open, eye-level communication, which is essential for the quality discussion between different experts in a workshop setting. The gaming sessions exposed the points of possible conflict between various stakeholders and at the same time recognized the possibilities for long-terms collaboration – the basics of the sustainable spatial development. The results of the workshop were concrete spatial and programmatic proposals for the development of the knowledge region, presented to the wider ISOCARP congress audience during the following 2-days sessions at the main Congress venue in Rotterdam.

A group of people, including two men in the foreground, are engaged in a strategic planning session. They are using a game that involves stacking colorful wooden blocks (red, green, blue, yellow, and white) on a large map of a city area. The man on the left is smiling and looking at the camera, while the man in the center is looking down at the blocks. The background shows other participants and a blurred indoor setting.

Strategic planning issues addressed by the gaming sessions

Delft Campus level

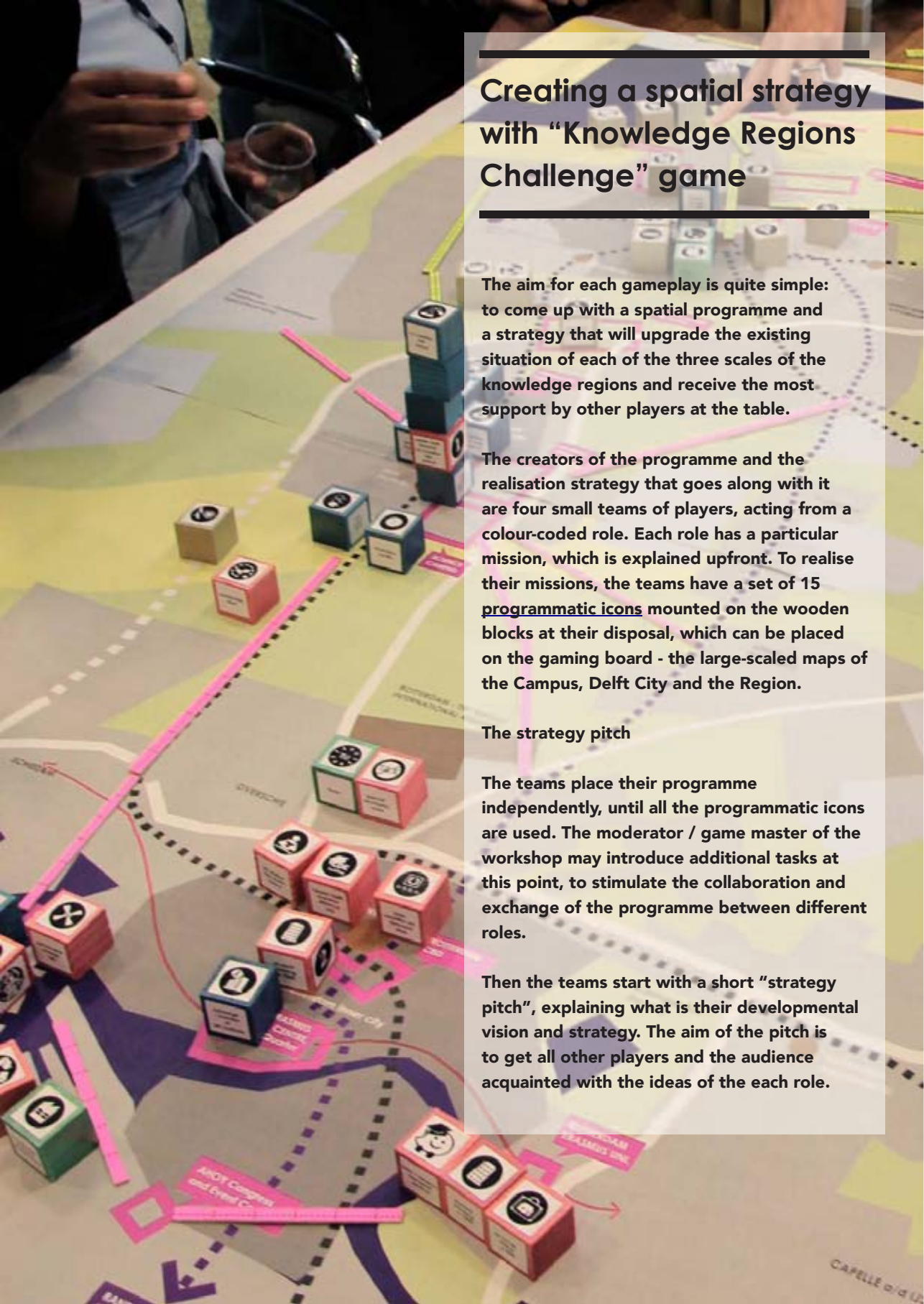
Stimulating the formation of the Living Campus concept, based on the premise that contemporary learning environment goes beyond the exclusiveness of the university buildings and mono-functional urbanism. The sustainable development of the campus lies in its re-connecting with the city of Delft, in more efficient usage and management of the buildings and public spaces, and in creating spatial conditions for tighter collaboration between the city, the academia and the knowledge-intensive businesses eager to find suitable productive environment. Not to be neglected – the significant population of students, teachers, researchers and professionals and making of the new programmatic formula's to meet their needs.

Delft City level

Utilizing and profiting from the redevelopment of the "New Delft" train station area. By improving the connectivity, the quality of station space and easiness to combine different modi of personal transport with the facilities at the TU Delft Campus, the whole city increases it's competitive edge in the wider knowledge region. Establishing the better links between the Campus and the City on every level – economical, cultural, physical – is the basics of the sustainable development and maintenance of the existing high profile Delft has as a knowledge city. This process is closely entwined with the citizens of Delft and their needs and views on the future development.

Regional level

The knowledge region between Leiden, The Hague, Delft and Rotterdam comprises on great variety of different academic institutions, research centers and knowledge-related businesses. To make this network even better and powerful, the named cities have to discover the potentials they already have (physical, political, environmental) and utilize them in collaboration with each other - a complex process that still has to find the right "operational mode" in the time to come. The harbour of Rotterdam, the concentration of engineering and design academia in Delft, the unique international/political position of The Hague and biosciences cluster in Leiden can profit from transitioning from the local urban scale to the wider regional one.



Creating a spatial strategy with “Knowledge Regions Challenge” game

The aim for each gameplay is quite simple: to come up with a spatial programme and a strategy that will upgrade the existing situation of each of the three scales of the knowledge regions and receive the most support by other players at the table.

The creators of the programme and the realisation strategy that goes along with it are four small teams of players, acting from a colour-coded role. Each role has a particular mission, which is explained upfront. To realise their missions, the teams have a set of 15 programmatic icons mounted on the wooden blocks at their disposal, which can be placed on the gaming board - the large-scaled maps of the Campus, Delft City and the Region.

The strategy pitch

The teams place their programme independently, until all the programmatic icons are used. The moderator / game master of the workshop may introduce additional tasks at this point, to stimulate the collaboration and exchange of the programme between different roles.

Then the teams start with a short “strategy pitch”, explaining what is their developmental vision and strategy. The aim of the pitch is to get all other players and the audience acquainted with the ideas of the each role.

The voting

After explaining their vision, the teams will get the chance to evaluate each other’s proposals by voting – supporting or opposing certain programmatic icons. The voting develops in two rounds, starting with giving the negative votes. In this way, the possible conflicts and points of strong disagreement are revealed. In the next round, the teams get the chance to react to the criticism they’ve received, by defending their own (or supporting someone else’s) programmes.

The votes are visualised by the stakeholder’s blocks, wooden gaming props to mark the supported or opposed icons. By materializing the votes in this way, the board game becomes a dynamic display of agreements and disagreements, a strong visual indicator on the developmental “hot spots”.

The winning team

The voting round is structured in such a way that there are more possibilities to give negative votes than positive. Certain programmatic icons will thus receive more negative response, meaning the programme is not accepted and will be removed from the board. The winning team is the one who managed to keep most of it’s programme – or, in other words, got the most validation from the other players. There is also a “deciding vote” – a special stakeholder block (usually reflecting the Mayor or other important

political figure) that can help push one of the proposals to become the winning one.

At the end of the game the winning proposal is declared by reviewing the digitally generated score sheets and analytics.

Final results

The “final design” of the sustainable knowledge campus, city or region comprises of all the icons that remained on the table. This unique “3D strategy sketch” serves as a visual starting point for the summary discussion, in which all the players draw conclusions about the conflicts, but also the possible collaborations and constructive ideas about how to develop sustainable knowledge campus, city or region. The discussion is supported by the digitally generated analytics of the gaming process, which give insights into building densities and programme structure. The analytics can also be followed “live” via projector / screen during the workshop.

The making of the game props

The “Knowledge Region Challenge” is simulation created exclusively for the purpose of the ISOCARP Delft – The Hague Workshop. The content of the programme and the quantities stated at some of the icons are generated by workshop theme director in collaboration with the workshop hosts, in order to mirror as much as possible the real needs, capacities and issues relevant for all the Knowledge Region scales.

The roles reflect the real “powers” in the process of creating sustainable knowledge region, and the stakeholders designated to each role reflect the political, cultural, economical or social network within their reach and influence. As the game will show, some of the stakeholders’ votes’ weight more than the others, giving the different, more realistic profile to each role and the rationale behind their decisions. For players not directly familiar with the context of Delft-The Hague, these game elements give the possibility to learn more about the political and economical backgrounds essential to urban development of the region.



Development of the application / game digital support in Belgrade, Serbia



Mobility



UBER taxi mobility-on-the demand stop : maybe replacing the short-distance PT in the future



inter-campus transport service: door-to-door mobility between different institutes, organized by students and for the students

New Impulses



tourist attraction: attracting visitors to continue from the historical Delft to the Campus



Leiden Delft Erasmus Alliance HQ - a new building for the new knowledge alliance



new landmark 120 m high: to distinguish the Campus

Campus

selected programme

Education



open air college - new use of public spaces



study spaces - in the existing buildings or in the public space

Culture



open air cultural event: the Campus Festival



mobile food cart: an infusion of international street-food culture



local product market: permanent or temporary, for lively public spaces at the Campus

Innovation



knowledge intensive manufacture: highly specific and skilled products



business incubator: to help realize ideas



expo: meet-and-greet the innovators and their knowledge

Management



faculty real estate sell: transforming the TU Delft property



exchange / transfer of the institute: finding locations outside of Delft, in some other knowledge city in the region



co-creation lab space: where different experts can combine their knowledge

Leisure



swimming pool: missing sport facility



senior living: appartements for the elderly



budget hotel: for the exchange students and lecturers



bi-local living: appartements for students, researchers and lecturers who divide their life and work between two international universities

New Lifestyles

Nature, Energy and Ecology



new water: to buffer for the increased rainfall



urban farming: bringing balance to the Campus environment



Mekelpark New Lake: a unique beach in the Campus



solar farm: energy for the whole Campus



new nature: trees to be planted



Eco-zone / Eco biotop: preservation area for specific nature

team roles and their network of stakeholders

Researchers and Lecturers

Library and Aula Management

Catering service company

Real-estate developers

swinging vote: Mayor of Delft

Housing Corporation

Alderman Education

Students' Council

Student Housing corporation

Students' Cultural Organisation

Knowledge Institutes

Leiden-Delft-Erasmus Alliance

Knowledge Intensive Businesses

Manufacturing cluster

Delft Municipality

swinging vote: Mayor of Delft

Housing Corporation

Alderman Education

Students' Council

Student Housing corporation

Students' Cultural Organisation

Student Population

swinging vote: Rector Magnificus

Executive Board TU Delft

TNO Research Institute

TOP Delft Knowledge platform and foundation

YES! Delft Startup incubator

swinging vote: Alderman Work and Income

Municipality Water Council

Municipality Ecology Advisors

Real-estate developers

swinging vote: Local politician

International MSc / PhD Students

Creative Industries

Mobility + Education



inter-campus transport service: door-to-door mobility between different institutes, organized by students and for the students



New Delft flex study spaces: use it in combination with the student Railways season ticket



Leiden Delft Erasmus Alliance HQ - a new building for the new knowledge alliance



new landmark 120 m high: new icon for Delft



flex workspaces : nearby New Delft and new station area

New Impulses

DelftCity
selected programme

Culture



open air cultural event: Delft Festival



Michelin * restaurant: new visitors attraction in Delft



local product market: permanent or temporary

Innovation



knowledge intensive manufacture: highly specific and skilled products



business incubator: to help realize ideas



special economic zone: tax reduction to locate your knowledge intensive business in the region

Management



re-use of empty buildings: better management of the available building stock

Leisure



recreation facility: in the open air

New Lifestyles



bi-local living: appartements for students, researchers and lecturers who divide their life and work between two international universities



new housing units



event centre: show and exchange your ideas



new water: to buffer for the increased rainfall



urban farming: facilitating small-scale citizens initiatives



sustainable energy lab: experiments with wind, sun, or bio-mass

Nature, Energy and Ecology

team roles and their network of stakeholders

swinging vote:
Mayor of Delft



Delft Municipality

Alderman Nature and Environment

Citizens and NGO organisations

Alderman Social Affairs

Housing Corporations

Mayor and aldermen
Council - College B&W

Real-estate developers

NS - Dutch Railways

Economy Motors



swinging vote:
Mayor of Delft

Alderman Culture and Sport

Alderman Work and Income

TNO Research Institute

Executive Board
TU Delft

Academia

Foreign students and lecturers

Alderman Education

Leiden-Delft-Erasmus Alliance

swinging vote:



Rector Magnificus

Leiden-Delft-Erasmus Alliance

Citizens of Delft

Citizens



swinging vote:
Local politician

Student Housing corporation

Crowdfunding Platforms

Manufacturing Cluster

Collaborative Opportunities



New Delft flex study spaces: use it in combination with the student Railways season ticket



Leiden Delft Erasmus Alliance HQ - a new building for the new knowledge alliance



expo: a place to show the knowledge cluster potentials of the wider region



flex works spaces : nearby New Delft and new station area



exchange / transfer of the institutes between major cities in the region



new research institute: to strenghten the knowledge position of the whole region



special economic zone: tax reduction to locate your knowledge intensive business in the region



knowledge intensive manufacture: highly specific and skilled products



Leiden - Delft - Erasmus co-creaiton lab space: place for collaborative product development



re-use of empty buildings and terrein: match-making between offer and demand in the region

Nature, Energy and Ecology



sustainable farm: lab for sustainable agriculture



solar farm: energy for the whole region



sustainable energy lab: experiments with wind, sun, or bio-mass

Housing



student housing



new commercial housing units

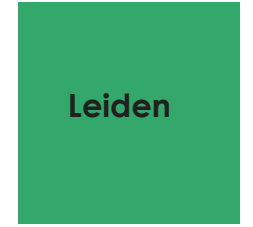
team roles and their network of stakeholders



swinging vote:
Mayor of Leiden

Bio- Science Park Leiden

Alderman Housing and Living



Medical Cluster Leiden

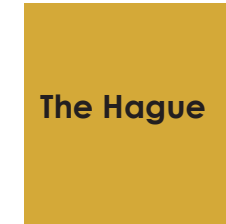
Student Housing corporation

Leiden-Delft-Erasmus Alliance

Leiden / The Hague Education Alliance

International Institutes

International Researchers



swinging vote:
Mayor of The Hague

High-tech Business Cluster The Hague

Green Energy Businesses

swinging vote:
Mayor of Delft



Leiden-Delft-Erasmus Alliance

TU Delft



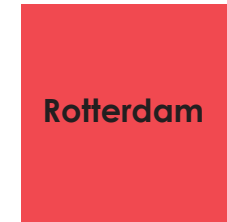
YES! Delft Startup Incubator Platform

Students, researchers and lecturers

Creative Industries

Leiden-Delft-Erasmus Alliance

AHOY Congress Center



Erasmus University

Rotterdam Harbour



swinging vote:
Mayor of Rotterdam

Workshop day-by-day

19th October

Game 1, Delft Campus

Gameplay Introduction

TU Delft belongs to a very top of the world's technical universities. At the same time, it faces new times – and a changing role it has in the city of Delft and the region. The Education-Only Campus concept of the old days has to transform to a Living Campus model, more integrated, mixed-use structure that can answer to the challenges of new economy, lifestyles and politics.

Role missions

Knowledge Institutes

You are the representative of the TU Delft Knowledge Institutes, and have to think about the strategies on how to introduce new programmes to the Campus area and diversify the existing ones. Take into account the vicinity of the new Delft Station, the possibility to transform existing buildings, and the expanding of the Technopolis.

Knowledge Intensive Businesses

Before the Living Campus, all the businesses and business-related research were located on their own “island” in the Campus. Now look for the new solutions to intensify the connections between the academia, the up-and-coming start-up's and traditional manufacturing sector.

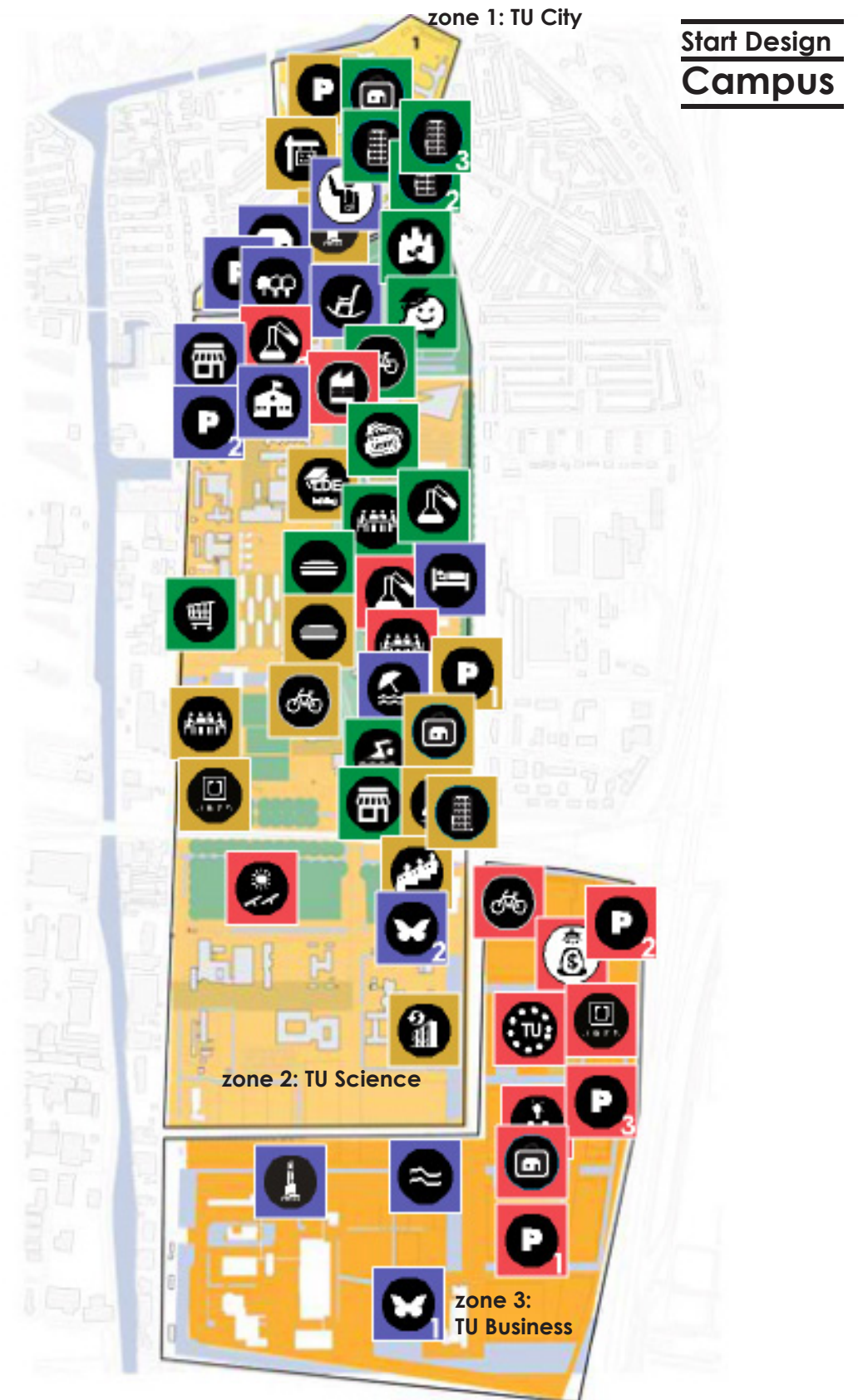
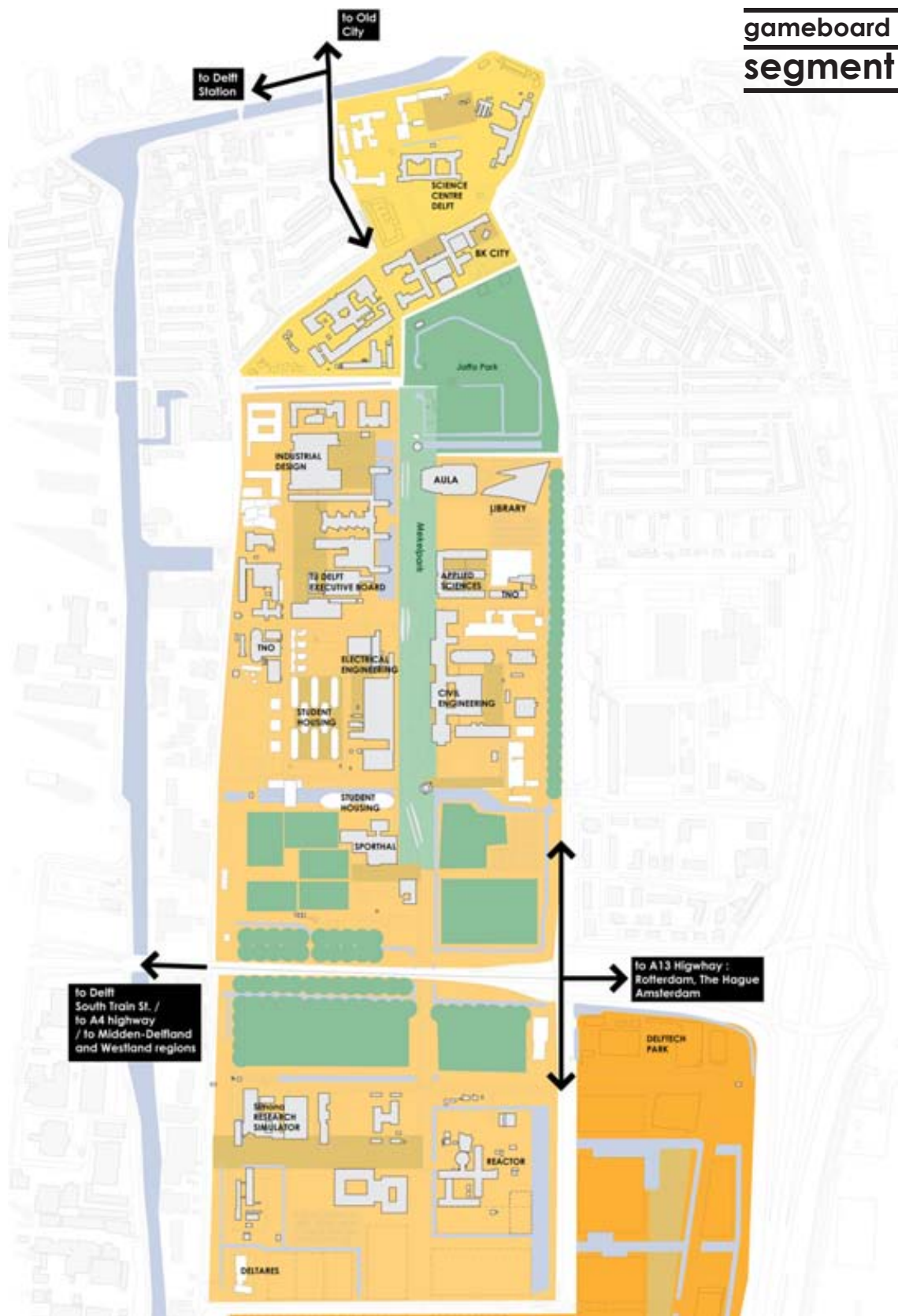
Delft Municipality

Campus wants to transform and grow, closer to the city, and closer to the potential new students, educators and businesses. Can you keep up with the speed of transformation and still preserve what is important on the municipal level – such as natural environment, sustainable water management and enough living space for all the citizens?

Student Population

The biggest population of the Campus needs to be heard. It is not only the living accommodations that are needed – there are new forms of studying, commuting and socializing. Fill in the unforeseen gaps of traditional approaches to campus formula's.

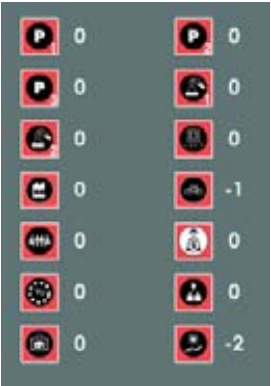
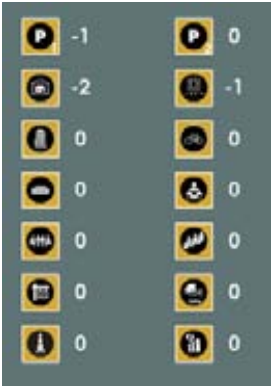
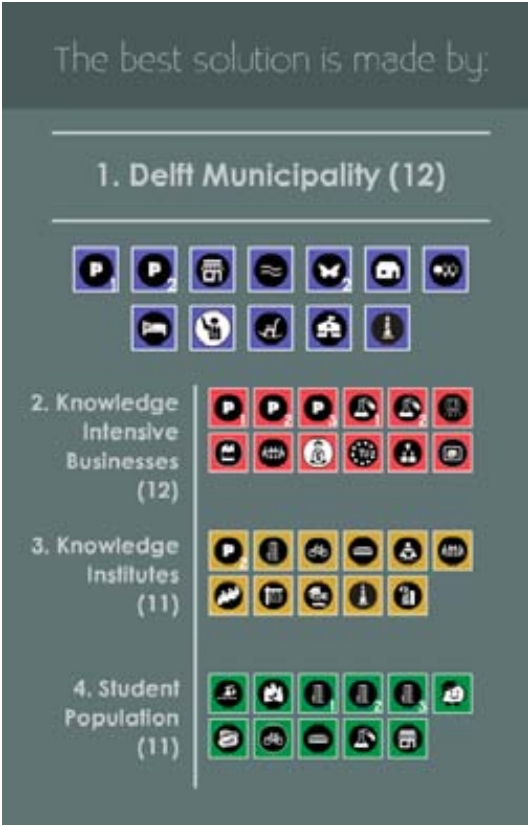




Received votes

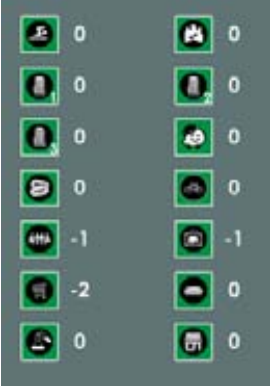
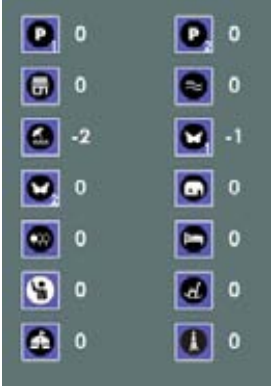
Knowledge Institutes

Knowledge Intensive
Businesses

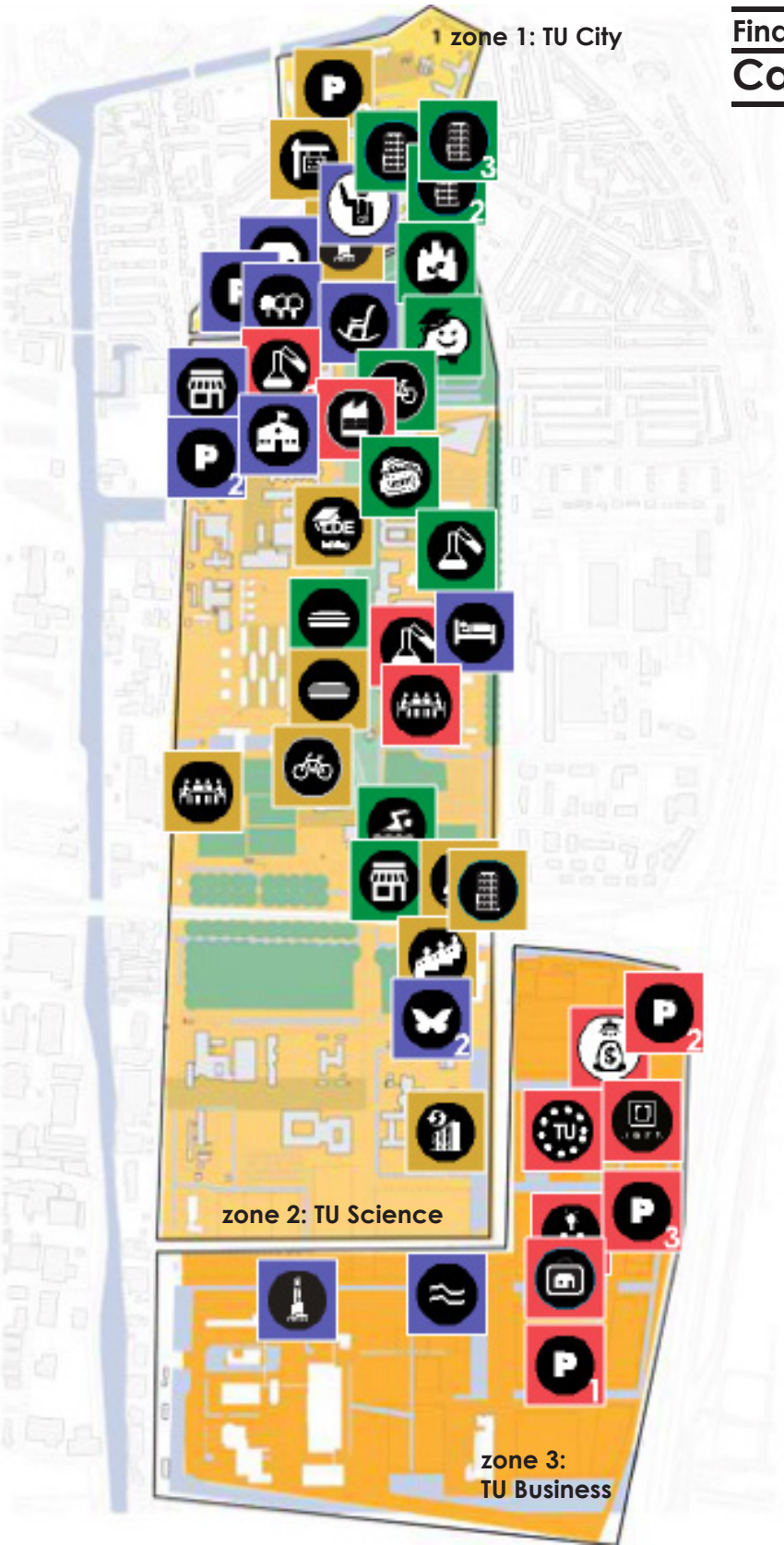


Delft Municipality

Student Population

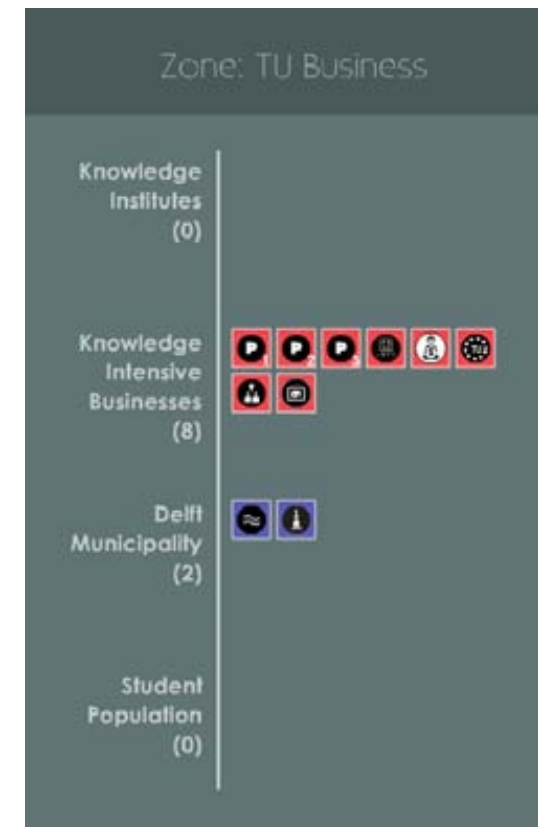
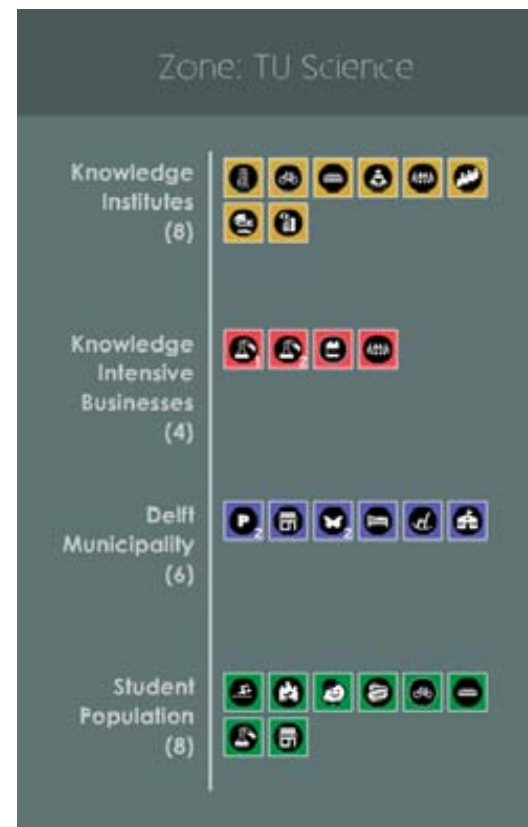
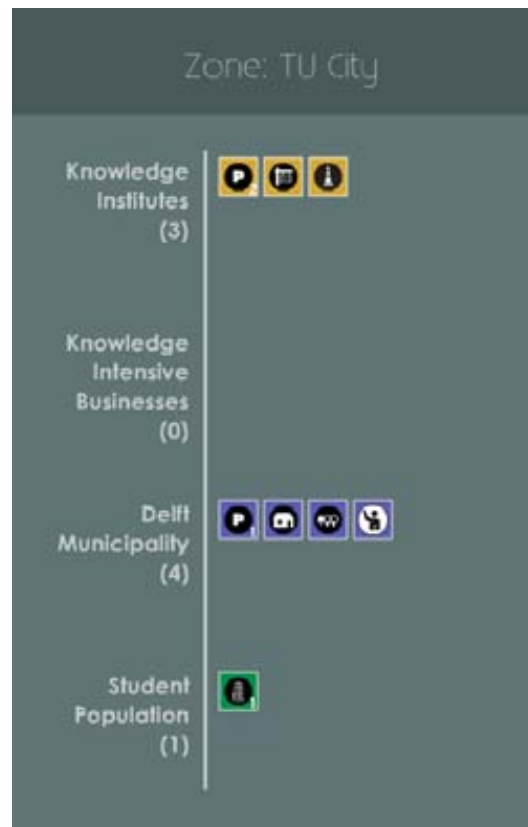


application screen shots



Programme summaries per zone

application screen shots



- parking places: 100
- students housing: 300 units
- new nature: 100 trees
- housing: 300 units
- faculty real-estate sell
- new landmark building - 120m high
- tourist attraction

- parking places: 50
- students housing: 300 units
- bike parking places: 600
- study spaces: 200 tables
- flex work spaces: 100 tables
- senior living: 200 units
- mobile food carts: 2 x
- open-air auditorium: 1 x
- Leiden Delft Erasmus Alliance HQ building: 1 x
- exchange/transfer of an institute: 1 x
- co-creation labs: 3 x
- knowledge intensive manufacture: 1 x
- local product market: 2 x
- ECO biotop / restricted area: 1 x
- budget hotel: 1 x
- higher education school building: 1 x
- swimming pool: 1 x
- urban farming lot: 1 x
- UBER mobility-on-demand stop: 1 x
- open air cultural event: 1 x

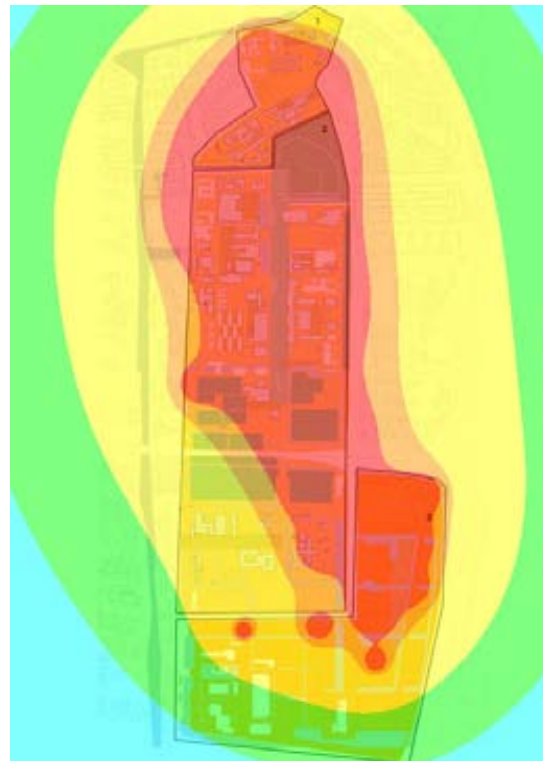
- parking places: 150
- bi-local living: 50 units
- new water: 1,5 ha
- UBER mobility-on-demand stop: 1 x
- business incubator: 1 x
- expo: 1 x

The common thread that weaved the elements of the final design design was the players' strong intention to fill the void created by the original Modernistic concept of the Campus. Although it has a very strong position already in the region, the Campus is underutilized when it comes to being a place of functions other than only academia and knowledge production. Proximity to the station area is by far the most important developmental spark for the Campus. The northern part (named the "TU City") should retain its distinct identity (dominated by the BK City historical building) and further integrated with the environment. Fundamental to this integration is scale and identity. TU City development should "feel" like it belongs to the urban tissue of Delft.

The "TU Science" part of the Campus, where all the major faculties and institutes are located, should further develop the central axis around the existing Mekel Park. This axis is to ensure that the new programme will strengthen the link between the existing educational programme and the "Living Campus" mixed-use concept – with more cultural, commercial and housing functions.

For the most southern part of the Campus, the "TU Business", players proposed a phased development. The existing buildings are kept as a framework and used as the "pioneers" of the knowledge oriented business. The area also still has the potential to develop substantial portions of nature and open water, needed for better micro climate management.

Built-up Densities



19th October

Game 2, Delft City

Gameplay Introduction

Delft is a knowledge city. Much of its economical development is linked with the development of the TU Delft Campus, the nearby Technopolis business park and the New Delft station area redevelopment.

In the Delft City Game, we will explore the best spatial strategies to combine these powerful processes in the city. Although there is already a significant synergy between the major roles involved, there are also issues of disagreement and potential conflict, as well as a field of unexplored possibilities and collaboration ideas.

Role missions

Academia

You are the representative of the several major institutes, research centra and faculties located in the TU Delft Campus.

The Campus is just minutes away from the New Delft redevelopment area. Use that fact to develop a programme that will benefit not only the Campus, it's employees and students, but also the Technopolis.

Delft Municipality

The city will prosper with the New Delft development and the intensification of the area surrounding the new train station. Not only the Campus and the businesses in Delft will benefit, but also the citizens of the municipality. Use

your influence to secure the quality of life, make sure that living and working environment gets upgrade, and that Delft becomes even more attractive to visitors.

Citizens of Delft

There are a lot of changes going on in the city. Delft aims to become the knowledge centre of the whole of Netherlands. But will there still be place enough for everyday life?

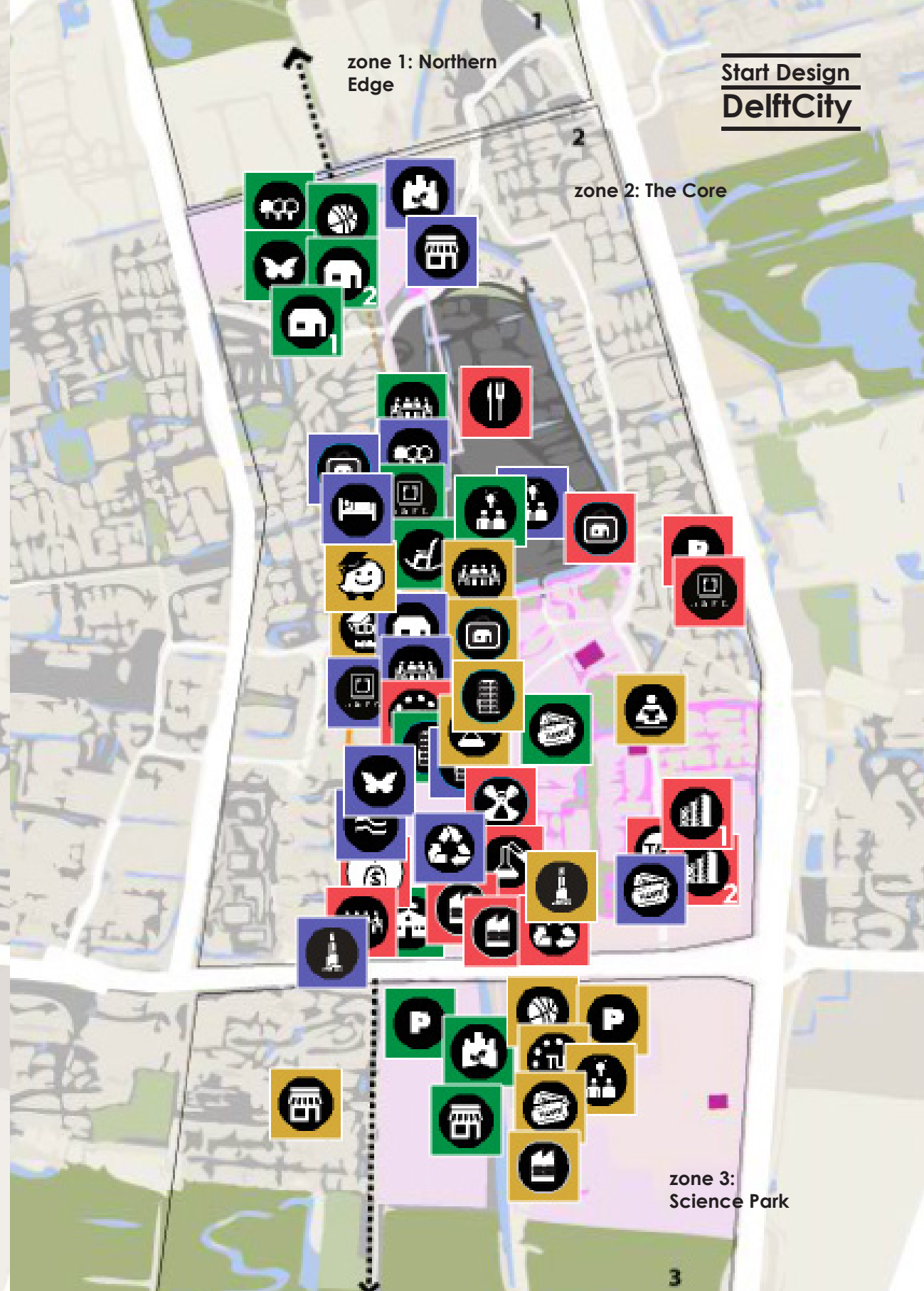
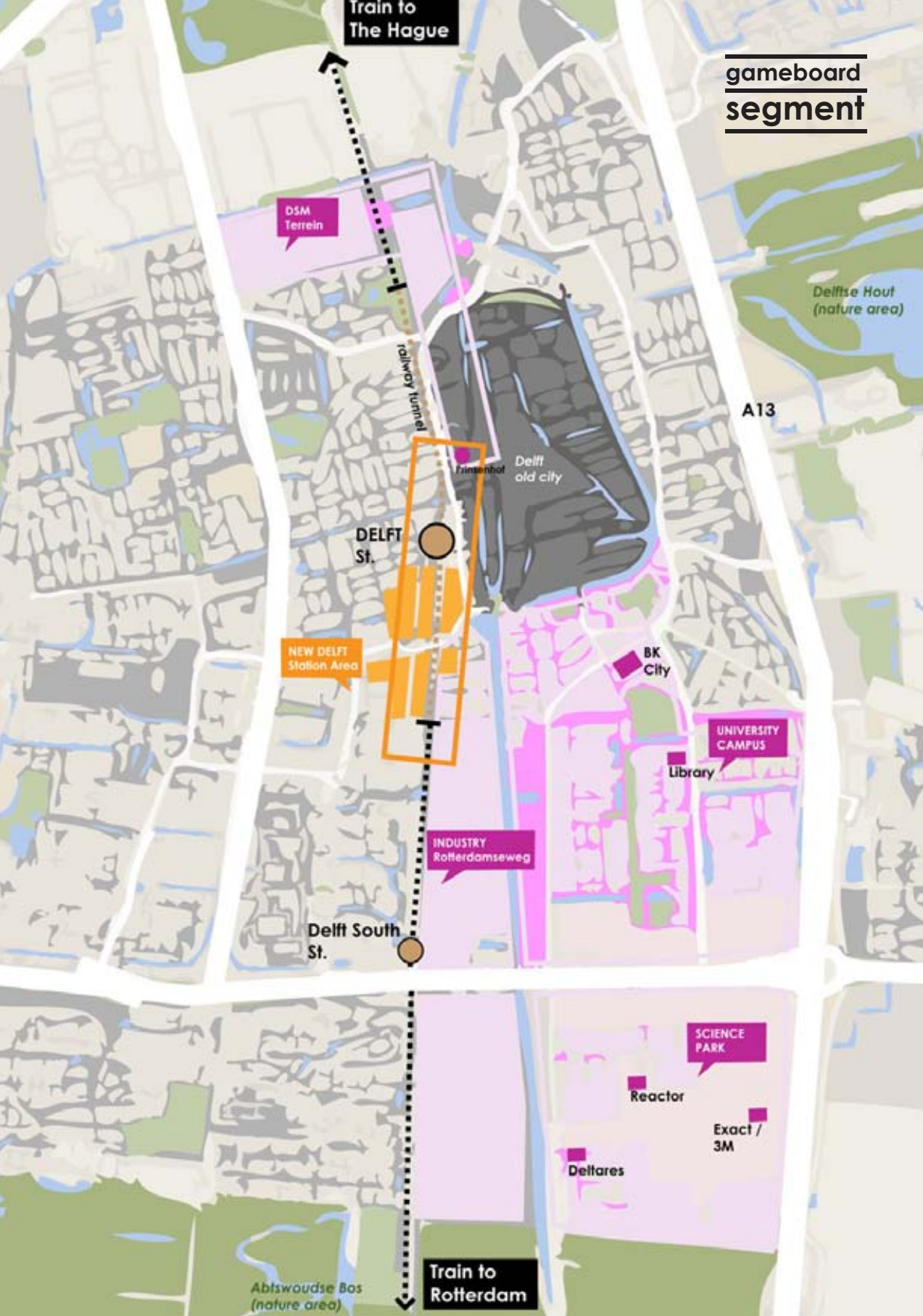
You are the advocate for the citizens of Delft initiatives and needs!

Economy Motors

You are the representative of several outstanding businesses and innovation motors of Delft.

The station area has got a complete makeover, and several locations nearby will be redeveloped. Grab the chance to fill in the gaps, and define a perfect combination of programme that will boost the "knowledge-based services and manufacturing" and overall economy of Delft.





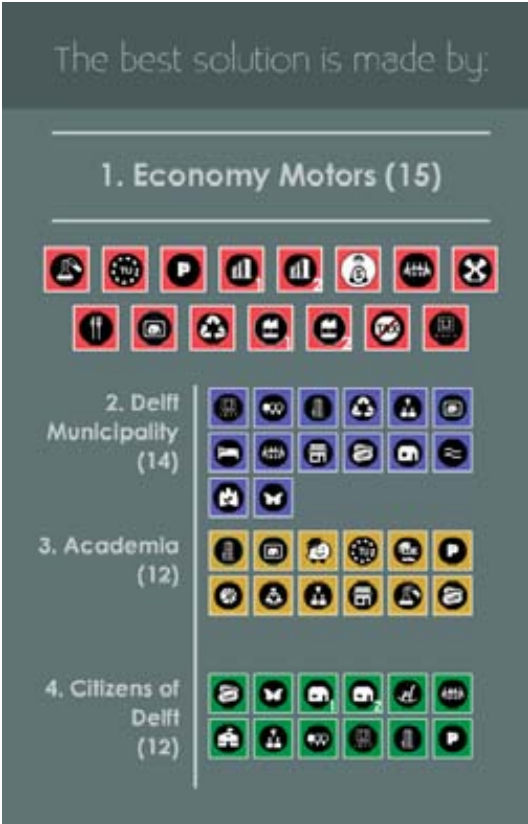
collaborative and competitive

decision making

Received votes

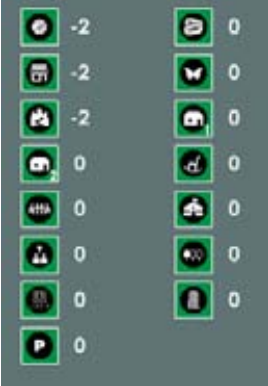
Academia

Economy Motors



Delft Municipality

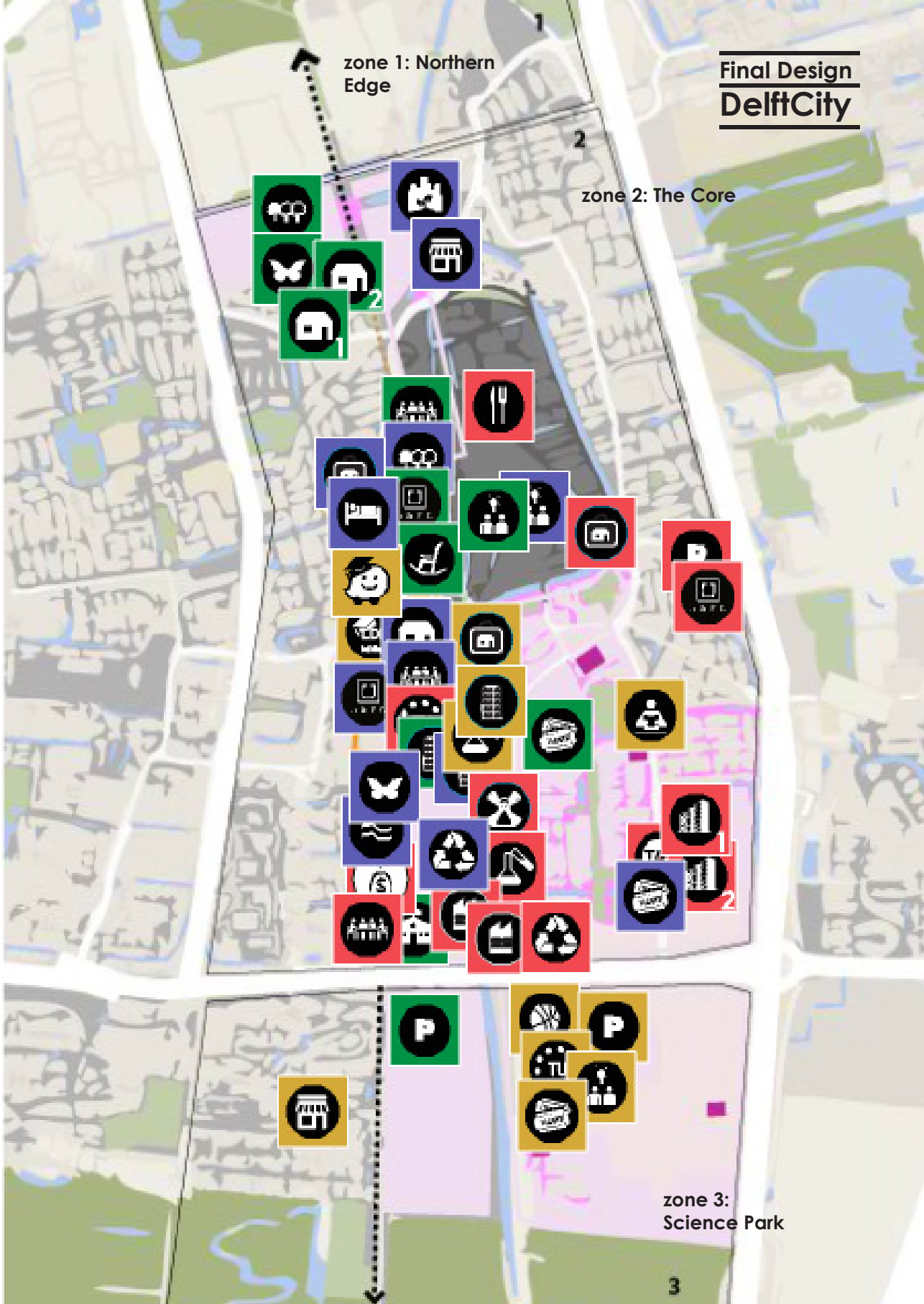
Citizens of Delft



application screen shots

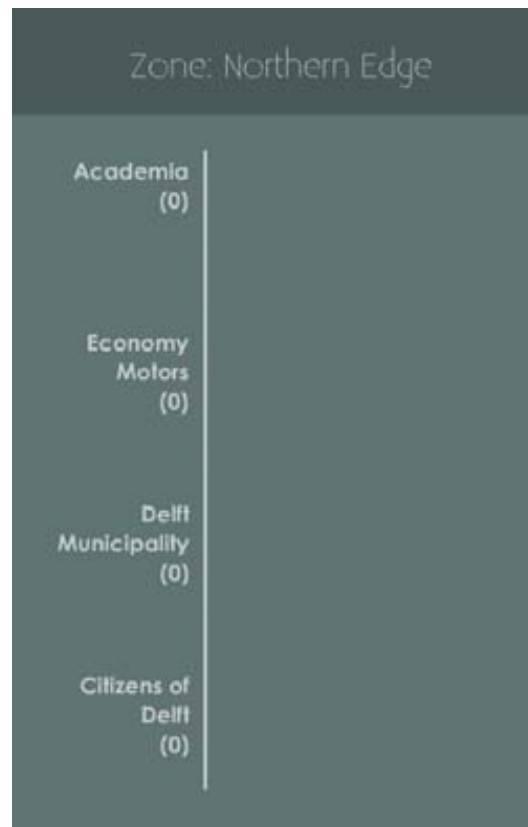
Final Design

DelftCity

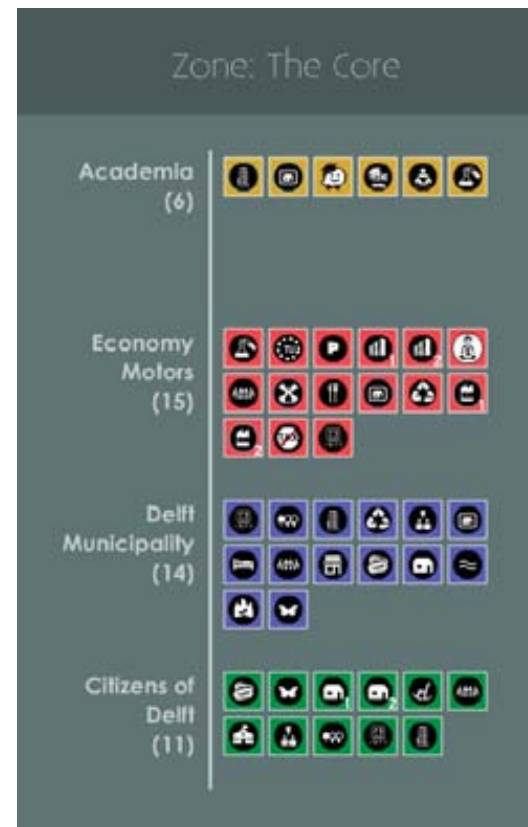


Programme summaries per zone

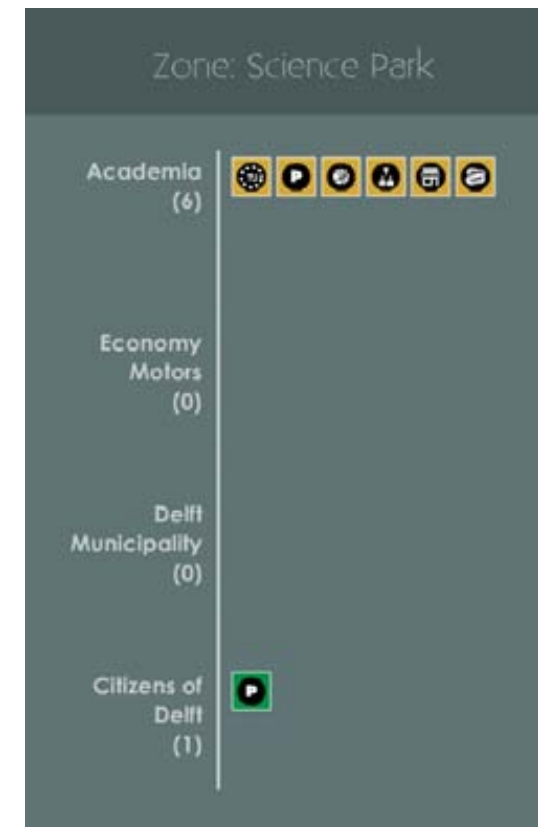
application screen shots



< no programme designed >



- parking places: 100
- students housing: 3000 units
- short stay / bi-local: 150 units
- housing: 1500 units
- new water: 1 ha
- new nature / park: 4 ha
- inter-campus transport service 1 x
- Leiden Delft Erasmus Alliance HQ building 1 x
- New Delft flex study place 1 unit
- co-creation labs 2 x
- expo 1 x
- new research institutes 2 x
- business incubator 1 x
- flex works space 3 units
- sustainable energy lab 1 x
- new restaurant 1 x
- re-use of empty building 2 x
- knowledge intensive manufactures 2 x
- special economic zone 1 x
- UBER mobility on demand stop 2 x
- event centres 2 x
- hotel 1 x
- local product market 1 x
- open air cultural events 2 x
- urban farming lot 1 x
- ECO biotop / restricted areas 2 x
- senior housing 1 x
- school cluster 1 x

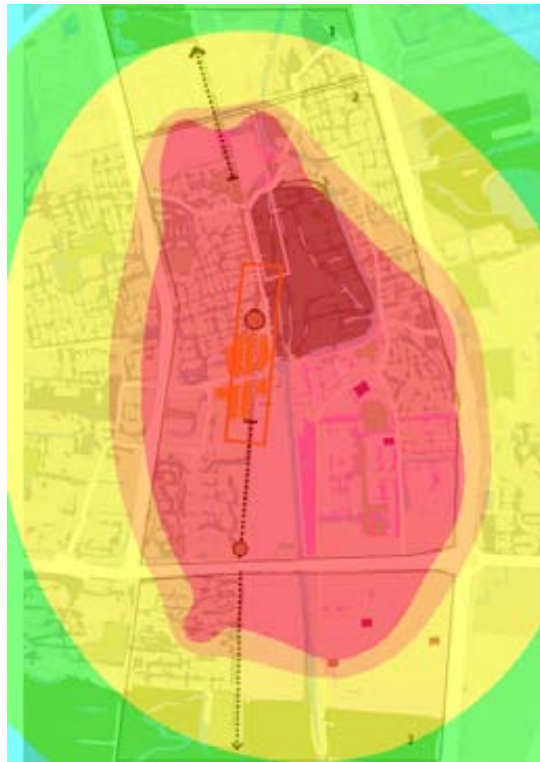


- parking places: 200
- expo 1 x
- recreation facility 1 x
- event centre 1 x
- local product market 1 x
- open air cultural events 1 x

On the Delft City level, the players were very vocal about the types of the development around the New Delft area that would benefit the intensifying of the knowledge-related economy. A lot of new opportunities were created in the "Core" area, in combination with new ways of mobility and several citizens' initiatives.

One of the consensual points among all the stakeholders was re-development of the remains of the industrial terrain to accommodate more diverse housing types. The final design placed the emphasis of new programme along the Schie canal and the railway line, bringing up the concept of "railway corridor as the lifeline of knowledge region" to the light.

Built-up Densities



20th

October

Game 3, Region DtheH

Gameplay Introduction

The relation between Rotterdam, Delft, The Hague and Leiden is to become more complicated – they all aim to gain wider international and national profile through collaboration as the knowledge region. How is this collaboration possible? How can the cities pool their assets together? Or are there still some competitive issues which can not be solved so easily?

Role missions

Rotterdam

Next to the Erasmus University, the city has developed a unique mixture of it's "industries", transitioning slowly from the traditional harbour, transport and manufacturing activities to innovation, knowledge-based services and creative production. Can you find right programmatic formula's to further intensify this diversification?

Delft

With the new station development, and an internationally well-known technical university, but with limited space to expand, Delft seeks to find new ways of keeping up the profile. Find a way to position all the spatial demands and environmental improvements within the existing frameworks.

The Hague

Known for its unique location at the North Sea, The Hague has a lot of potential to offer within the network of the knowledge region cities. Discover and visualise those potentials, by using the international profile of the city and the excellent infrastructural connections it has?

Leiden

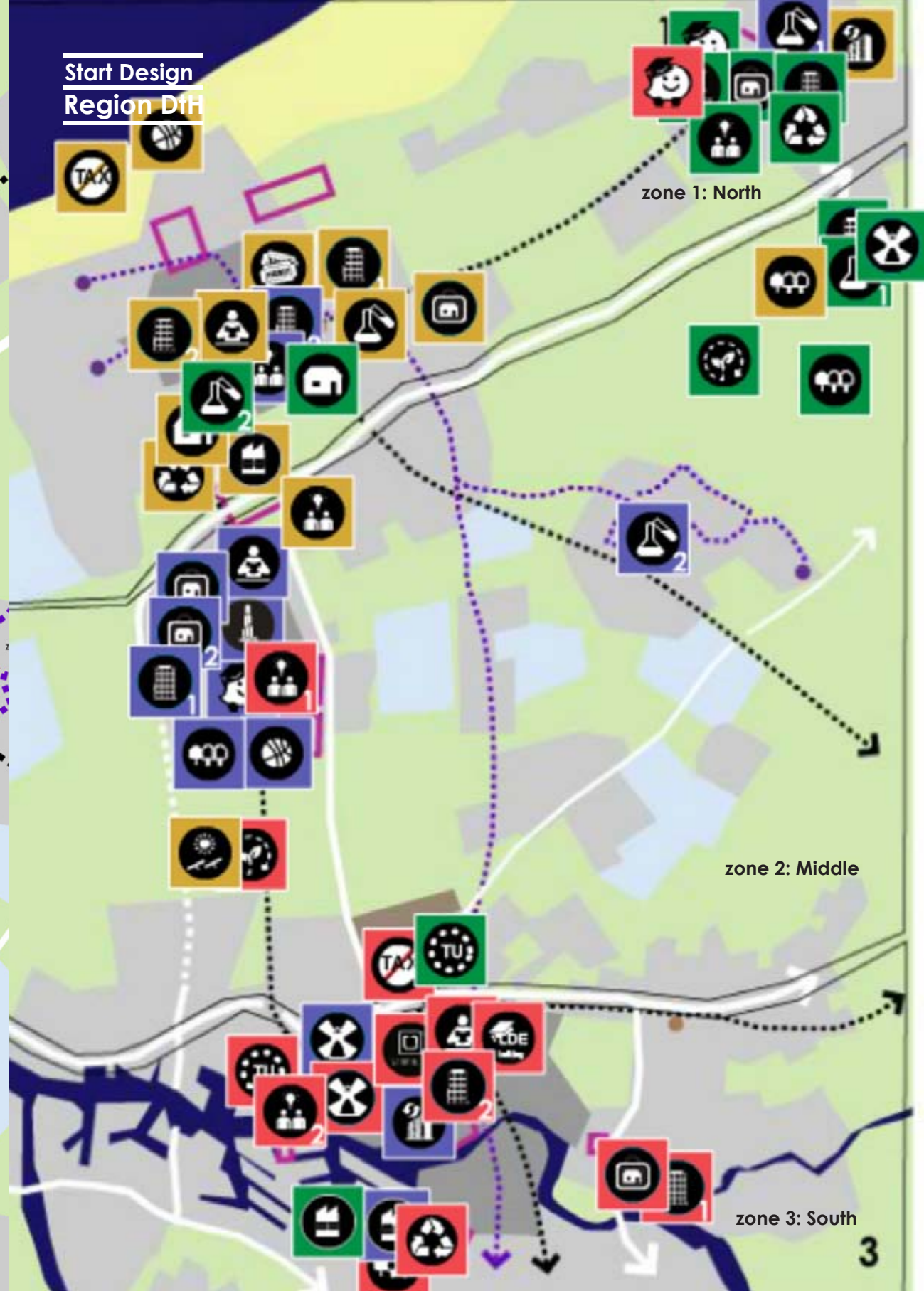
The city is well-known for its centuries old university, still very much located in the historical centre and in the smaller campuses in the nearby vicinity. Can Leiden overcome its rather distant position from Delft and Rotterdam, and intensify it's academic relations with The Hague?



gameboard segment



Start Design Region DiH



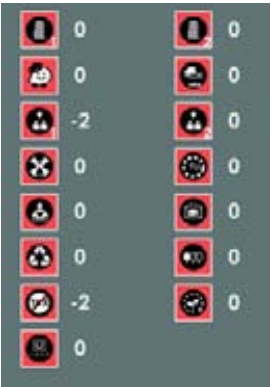
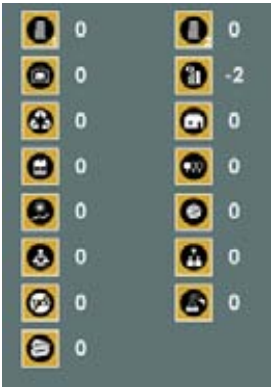
collaborative and competitive

decision making

Received votes

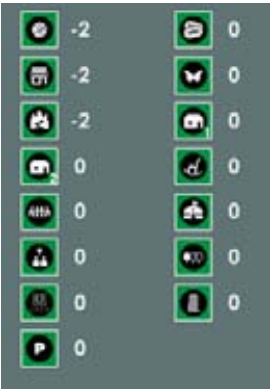
The Hague

Rotterdam



Delft

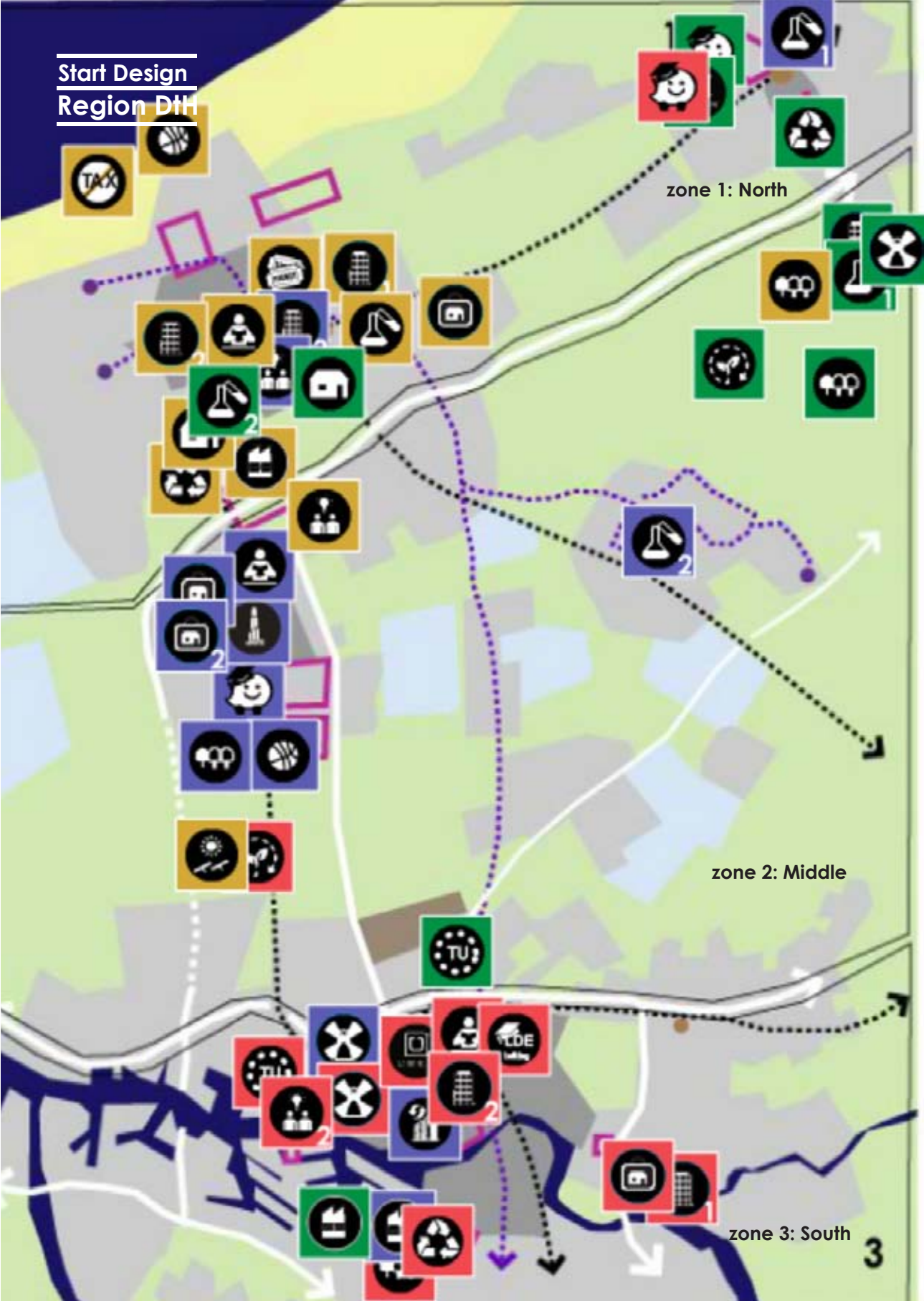
Leiden



application screen shots

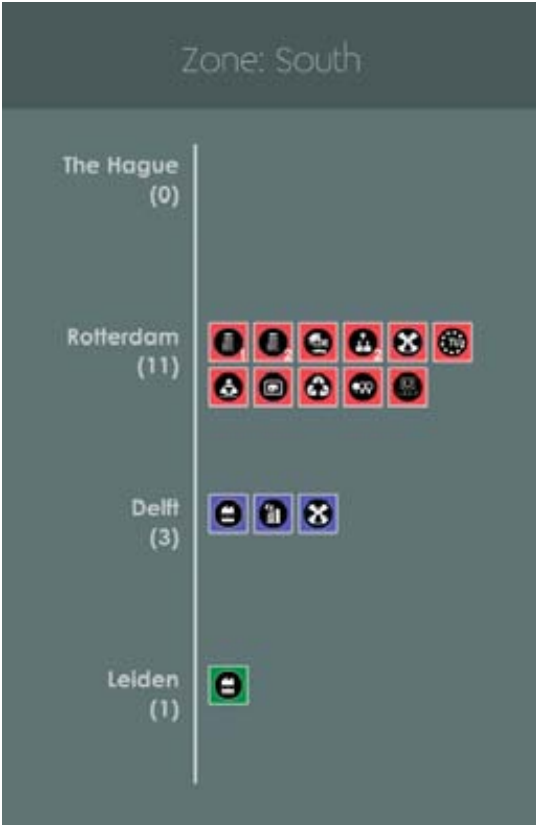
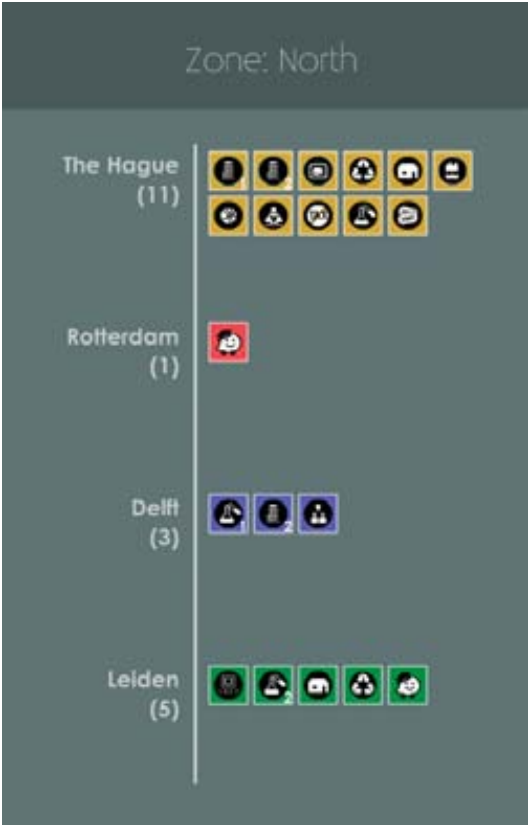
Start Design

Region DTH



Programme summaries per zone

application screen shots



Built-up Densities



- housing: 4000 units
- students housing: 3000 units
- short stay/bi-local living: 200 units
- re-use of empty terrain /buildings 2 x
- knowledge intensive manufacture 1 x
- recreation facility 1 x
- NS station flex study spaces 1 unit
- special economic zone 1 x
- Leiden Delft Erasmus co-creation labs 3 x
- open air cultural event 1 x
- inter-campus transport service 2 x
- innovation incubator 1 unit
- UBER mobility on demand stop 1 x

- students housing: 1000 units
- short stay/bi-local living: 400 units
- new nature: 30 ha
- solar farm 1 x
- innovation incubator 1 unit
- sustainable farm 2 x
- Leiden Delft Erasmus co-creation labs 2 x
- re-use of empty terrain /buildings 1 x
- new landmark building 120 m high 1 x
- expo 1 x

- students housing: 2000 units
- short stay/bi-local living: 200 units
- new nature 10 ha
- Leiden Delft Erasmus Alliance HQ building 1 x
- innovation incubator 1 unit
- re-use of empty terrain /buildings 1 x
- sustainable energy facility 2 x
- expo 1 x
- NS station flex study spaces 1 unit
- UBER mobility on demand stop 1 x
- knowledge intensive manufacture 2 x
- exchange / transfer of an institute 1 x

The key results of the Region urban gaming simulation are the establishment of the consensus points between the knowledge region cities. These points established the boundaries to be used to ensure the realisation of a common, sustainable knowledge region, as well as to create a concept plan that is responsive to the many opportunities and constraints. The heated up discussion was outlining what and where key programmes should be located and how the access and infrastructure should be provided.

Conclusions

As the two inspirational workshop days have shown, urban gaming is a useful simulation tool for developing urban strategies and increasing the creative momentum between different parties involved in the planning process. For the participants of the workshop, (both the local planning professionals - from Delft, The Hague and Leiden - and the international group of consultants, planners and civil servants), this tool enabled a new perspective on the discipline of urban planning. It also provided a framework for investigating the question of the knowledge region Delft – The Hague.

The gaming workshop gave the participants a strong feeling of involvement in an open process. This outcome was confirmed during the preparatory sessions which theme director Milena Ivkovic held at TU Delft, de Delft Municipality and the Hague Municipality during June and September 2015. In the context of the ISOCARP Congress, the gaming workshop gave international participants the opportunity to understand more of the underlying currents behind the making and sustaining a knowledge region: who is involved in the process, why certain decisions are being made and how different standpoints are incorporated into the strategic plan. It was a mutually exciting experience, which helped to build momentum and interest in the communication and co-creation as factors of successful spatial planning. This outcome was also illustrated with the Workshop Poster displayed at the Congress Main Venue in Rotterdam.

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

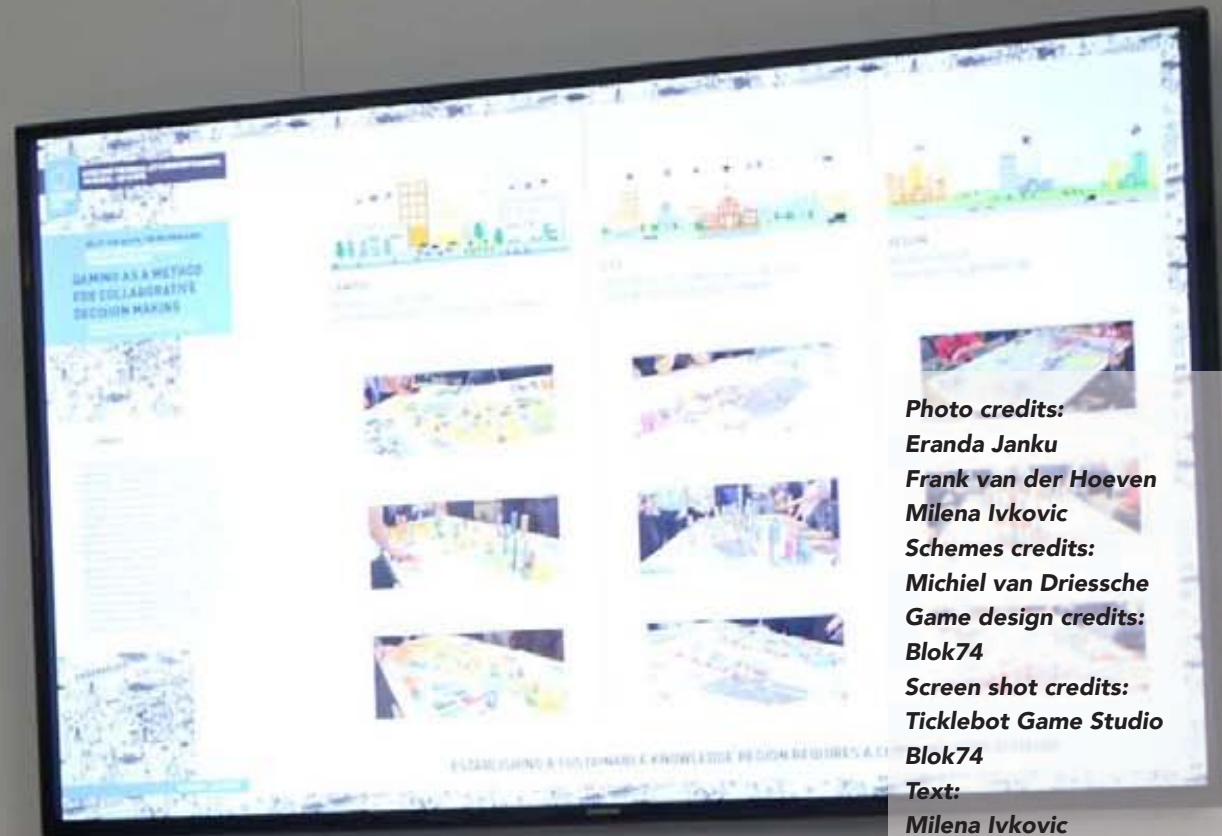


Photo credits:

Eranda Janku

Frank van der Hoeven

Milena Ivkovic

Schemes credits:

Michiel van Driessche

Game design credits:

Blok74

Screen shot credits:

Ticklebot Game Studio

Blok74

Text:

Milena Ivkovic

Digital application and game support:

Ticklebot Game Studio

Rotterdam, november 2015

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