

GREEN SKILLS FOR CITIES

TfT DESIGN GAME:

Aims & Rules

Developed by UNIGE

CONTENTS

INTRODUCTION	3
MAIN AIMS	3
RULES	3
SITE FOR DESIGN GAME	4
RESOURCES AVAILABLE FOR SETTING UP THE GAME	4
MATERIAL PROVIDED TO PARTICIPANTS	4
GROUPS	4
CONSULTANTS AND JURY	5
STEPS	5
CREDITS	6

1. INTRODUCTION

Green Skills for Cities is a project developed by Vienna University of Economics and Business -WU- (Austria), Institute for Advanced Architecture of Catalonia -IAAC- (Spain), Università Degli Studi Di Genova -UNIGE- (Italy), and ALDA (France) and co-funded by the Erasmus+ Programme of the European Union.

The Design Game was developed by UNIGE for the ECOLOPES project and was implemented for Training for Trainers as part of the Green Skills for Cities Project. The methodology previously developed was adopted with modifications to take into account the different disciplines within the G4C project, in particular, the business perspective. This allowed us to test and implement the knowledge acquired from the Training for Trainers material and test out a methodology that could be used with the students during the long-term and short-term programmes. Below you will find the information for the Design Game implemented within the G4C project.

2. MAIN AIMS

- This workshop should provide a base for communication between the different disciplines;
- Outcomes should allow us to have a more concrete idea of what the students could do;
- Define what is important from the different disciplines' points of view.

3. RULES

- Define design objectives (including economic perspective and participation) for the site selected, in relation to SDGs and ecosystem services;
- Sketch possible design solutions starting from design objectives;
- All groups will focus on a site in Genoa, piazza Sarzano.

4. SITE FOR DESIGN GAME

A site should be chosen that is accessible and within reach of the facilities where the design game will take place. This will allow the participants to visit the site and interview its users.

G4C partners decided to work on an outdoor public space - Piazza Sarzano. Drawings of the site are to be provided. The dotted red lines in the drawing provided, outline the space which can be occupied by NbS.



5. RESOURCES AVAILABLE FOR SETTING UP THE GAME

- Tft Design Game_ Aims and Rules
- Guiding Questions from each discipline
- Pitch Training Material
- Outputs from the G4C Design Game

6. MATERIAL PROVIDED TO PARTICIPANTS

- Drawings (map of the area) of the site
- Pen, pencil, paper, transparent paper

7. GROUPS

Each group is made up of different professional figures, to have a mix of skills useful for the project (skills in botany, technology, architecture, and design).

In the case of the G4C Consortium:

1. 1 component of IAAC (design), 2 components of UNIGE–DAD (architecture/technology), 1 component of UNIGE-DISTAV (botany)
2. 2 components of IAAC (design), 1 component of UNIGE–DAD (architecture/technology), 1 component of UNIGE-DISTAV (botany)

8. CONSULTANTS AND JURY

To integrate the business and participatory design perspective into the Design Game, ALDA and WU members participate as consultants, before forming part of the jury.

The jury forms the G4C municipality and consists of:

BUSINESS (WU): 1 person

PARTICIPATION (ALDA): 1 person

ARCHITECTURE/NbS (UNIGE): 1 person

7. STEPS

Design game, onsite visit and interviews, 10:00 - 11:00

1. Presentation of aims and rules, 5 minutes
2. Single groups, 25 minutes

Each group should identify at least 5 design objectives (with the consultants of WU and ALDA spending 15 min + 15 min with the single groups + identification of interview questions).

3. Single groups, 30 minutes

Onsite visit and interviews with the users.

Definition of design objectives, 11:30 - 13:00

4. All groups, 30 minutes

General discussion to exchange the results in order to build a map of objectives (summarize and connect, etc.);

5. Single groups, 60 minutes

Preliminary discussion on design strategies and solutions in relation to some of the design objectives (also identified by other groups);

Definition of design strategies, 14:00 - 16:00

6. Single groups, 120 minutes

Each group drafts possible design solutions (site specific) in relation to the defined design objectives (some or all), decide on one solution and draft a customer value proposition and relation with the public body for the selected solution (composed by the jury members).

Conclusions, 16:30 - 18:00

7. All groups, 20 minutes

Pitch training – WU

Preliminary training in how to make a pitch.

8. Single groups, 20 minutes

Pitch preparation (1 min)

Preparation of a 3-minute pitch to be presented to the jury.

9. All groups, 50 minutes – consultants as moderators

Final discussion with the jury evaluation: presentation of designs by the two groups, questioning and competition.

8. CREDITS



This methodology was developed and tested within the "ECOLOPES ECOlogical building enveLOPES: a game-changing design approach for regenerative urban ecosystems" project, a FET Open – H2020. This project promotes communication between different disciplines, as the project involves ecologists and architects, and serves to understand what contribution can be made by the different disciplines and verify the knowledge of each discipline on a specific theme.