

Mod City. Transmedia projects for a sustainable and playful urbanism (work plan)



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Abstract

“Mod City” intertwines concepts of “smart”, “ludic” and “hackable” cities. Proposes a new conceptual framework for urban challenges, in which “mod”ification becomes part of the process of community co-creation with a view to integration and socioenvironmental sustainability. The term “mod” appears in the culture of computing, digital and games, and advocates a desire for collaboration and sharing; conveyed in this project via gamification, enhancing social equity, positive interdependence, agency and confrontation of ideas.

Transdisciplinary to the fields of Art, Science and Technology, this arts and design based-research project focuses on the collective identification of urban sustainability problems and their subsequent resolution, with the co-creation of playful instruments that converge digital and analog. This experimental research in Portugal, contemplates an in-depth critical reflection on the use of civic media in the co-created process of a sustainable urbanism.

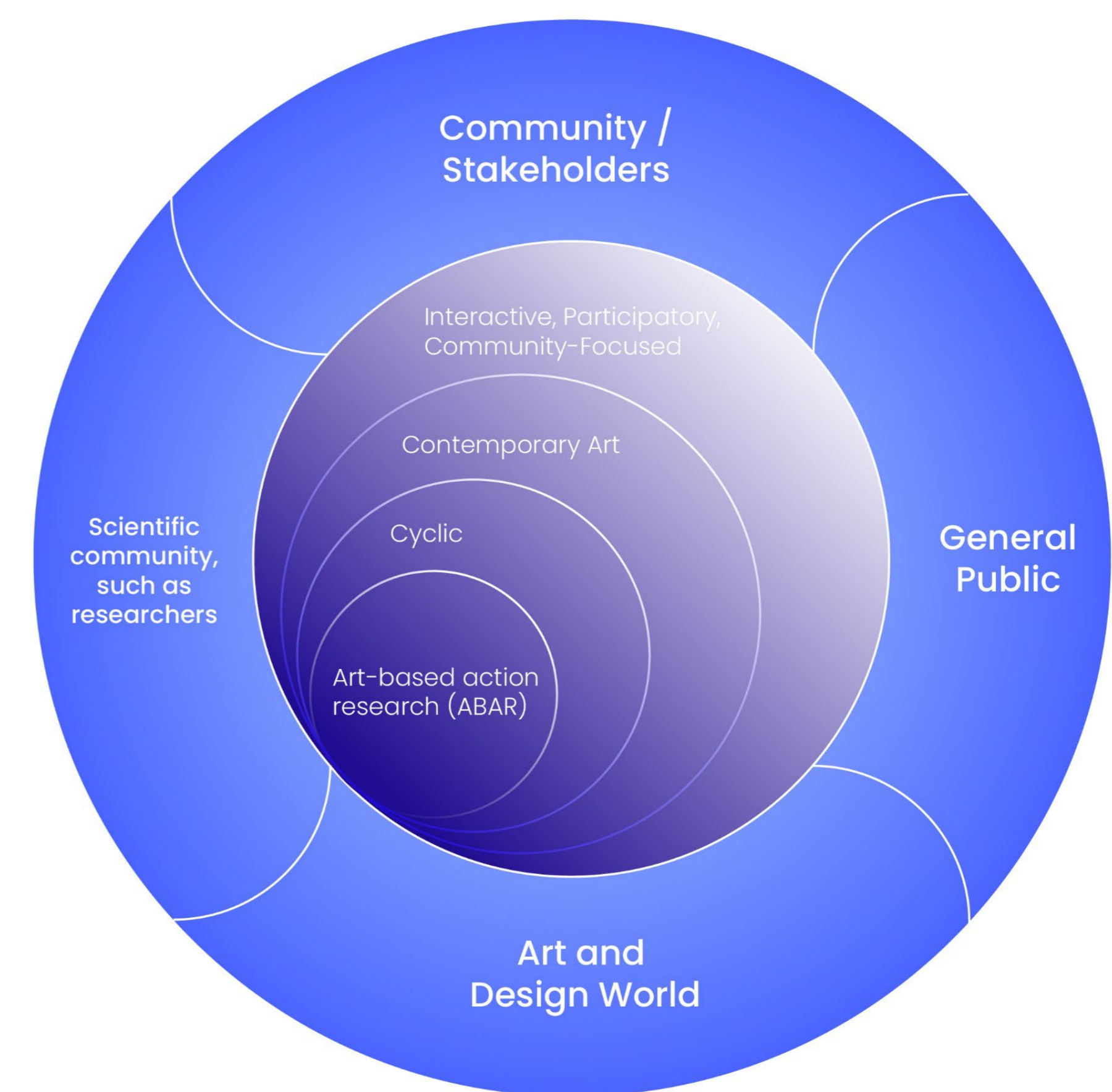
For some contextualization, read my 2021 published paper “Labirinto Urbano: Ludification As A Form Of Civic And Urban Communication Towards Inclusion”¹ and watch my 2019 video “Labirinto Urbano - Experiência Lúdica”².

¹ https://www.academia.edu/63254404/Labirinto_Urbano_Ludification_As_A_Form_Of_Civic_And_Urban_Communication_Towards_Inclusion

² <https://youtu.be/TdDUL6C6o>

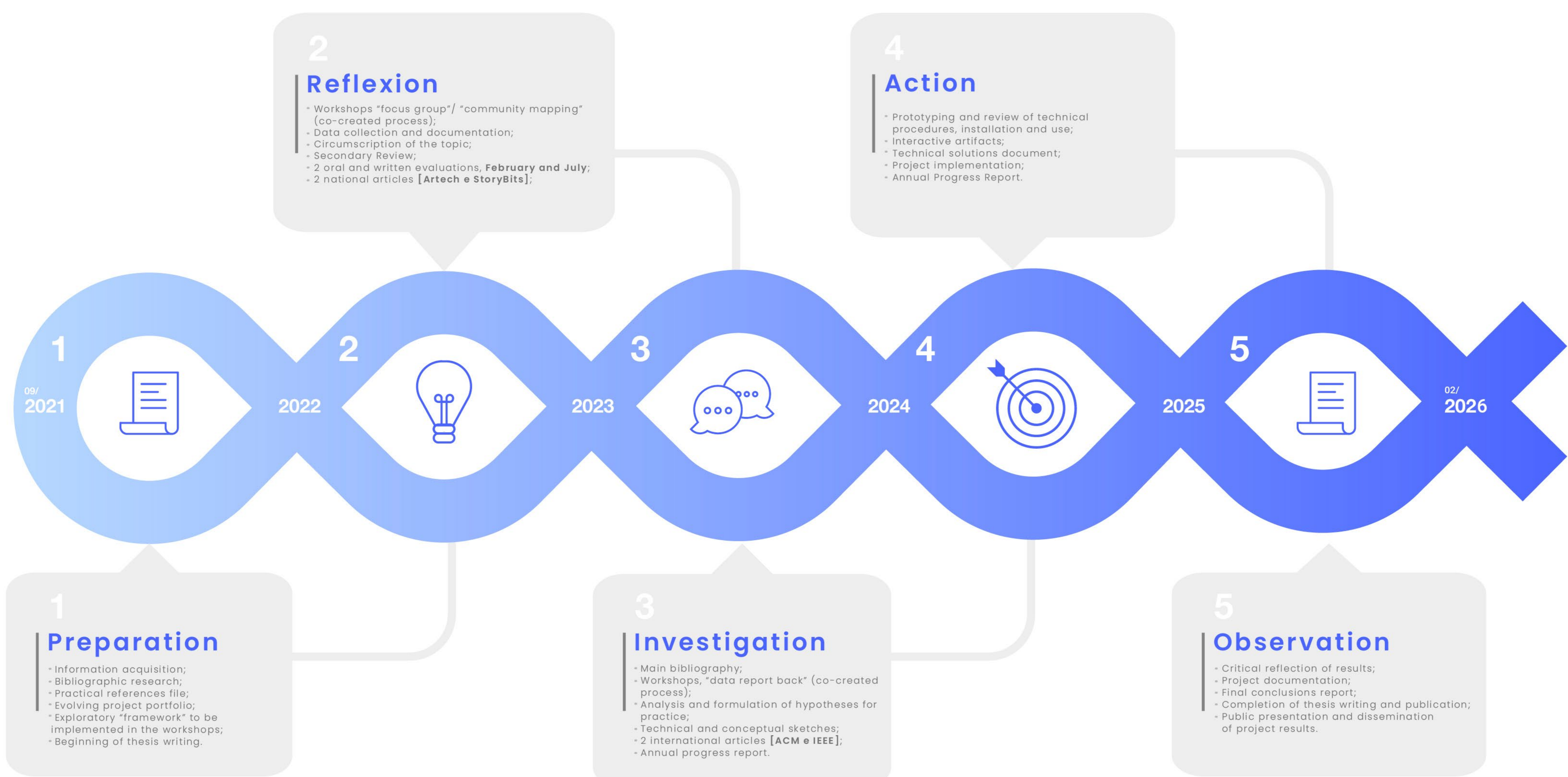
Methodological Reference

Mod City. Transmedia projects for a sustainable and playful urbanism.



Methodological Reference Chart, based on the article “Art-based action research in the development work of arts and art education” (Huhmarniemi & Jokela, 2019)

Milestones ModCity. Transmedia projects for a sustainable and playful urbanism.



Funded by: