

CITIES AS PLAYGROUNDS

New Models for Urban Play, Civic Engagement and Sociality



Playgrounds are physical manifestations of how we do urban play and civic engagement and are as such *in situ* places to play with present and future scenarios. The metaphor of the playground is fertile ground for talking about, and playing with, intergenerational connection in public space. It can be a way of rethinking urban design which puts people and play at the centre.

This creative and interdisciplinary workshop brought together international experts across playable cities artists, game designers, ethnographers, play theorists and designers to consider the possibilities of action research and co-design experiments in and around the Superilla located outside of RMIT Europe as part of Barcelona's Design Week.

We deployed the Superilla as a prompt, invitation, interface and living lab for codesigning for inclusive and playful urban futures.

Visit the [ToyBox website](#).

Partners

RMIT Europe, Urban Futures ECP, Elisava University

Research topics

Games, Design, Playgrounds, Urban Design, Urban Play, Playful Urban Futures



PEOPLE

Larissa Hjorth

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RMIT staff profile

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Larissa Hjorth is a digital ethnographer, artist, Distinguished Professor and director of the Design & Creative Practice ECP platform at RMIT University. With Professor Heather Horst, she co-founded the Digital Ethnography Research Centre ([DERC](#)). Previously, Hjorth was Deputy Dean, Research & Innovation, in the School of Media & Communication (2013–2016). Hjorth served on the inaugural Australian Research Council (ARC) Engagement & Impact Pilot study assessment panel for humanities and creative practice.

Hjorth studies the socio-cultural dimensions of mobile media and play practices in the Asia-Pacific region with an emphasis on interdisciplinary, collaborative and cross-cultural approaches. She has published a dozen co-authored books, edited over a dozen Handbooks/Companions and has over 40 journal articles.

More recently, Hjorth's work has become concerned with how we can bring creative, social and design solutions to the growing ageing populations and, in turn, how we might consider scenarios of what it means to die well. She is also studying how our "more-than-human" companions can teach us about new media in everyday life. Hjorth's last book, *Haunting Hands* (Oxford Uni Press) looked at how mobile media is being deployed in situations of grief and trauma, her previous book explored how art practice can teach us new acumen into the climate change debate.

Hjorth's books include *Haunting Hands* (with Cumiskey 2017), *Screen Ecologies* (with Pink, Sharp & Williams 2016), *Digital Ethnography* (Pink et al. 2016) *Mobile Media in the Asia-Pacific* (2009), *Games & Gaming* (2010), *Online@AsiaPacific* (with Arnold 2013), *Understanding Social Media* (with Hinton 2013), and *Gaming in Locative, Social and Mobile Media* (with Richardson 2014).