

This piece of educational material contains proposals of general topic ideas divided into distinct levels of difficulty.

lecture's material

Game-design  
mini lab



**Topics**

**levels**

**INNOVATIVE POCKET PARKS**

**EASY**

**SHARED STREET PILOT STUDY**

**EASY**

**PLAYFUL ZONES FOR KIDS**

**EASY**

**Topics**

**levels**

**TEMPORARY (POP-UP) INSTALLATIONS AS EMERGENCY AND SAFETY POINTS**

**MEDIUM**

**STRATEGY FOR DIGITAL INTERACTION WITH THE AREA**

**MEDIUM**

**INCLUSIVITY & DIVERSITY SUPPORT THROUGH INSTALLATIONS**

**MEDIUM**

**Topics**

**levels**

**AR-GUIDED TOOLS RELATED TO PHYSICAL INSTALLATIONS**

**HARD**

**AI-BASED TOOLS FOR PROMOTING SUSTAINABILITY**

**HARD**

**NEW EUROPEAN BAUHAUS URBAN FURNITURE**

**HARD**

## Project Partners

