

This piece of educational material contains proposals of general topic ideas separated in distinct levels of difficulty.

lecture's material

Game-design
mini lab



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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

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