This seminar investigates “active design” guidelines, which provide models to better understand how the built environment hinders or promotes physical activities such as walking, cycling or stairclimbing.

Students will be introduced to concepts of active design and exergaming – e.g. digital games, which seek to be entertaining and stimulate physical exercises. Specifically, participants will research and “playtest” games for smartphones analysing how they make use of different locales and topographies in the city.

Participants will document their research in three steps: First, they will analyse active design guidelines by identifying, exploring and cartographing them in their daily surroundings. In step 2, participants will write a design review on an exergame. In step 3, students will author a speculative game design project.

Reading of relevant literature, playtesting of games on smartphones / tablets, engaging in the discussion in seminar, conceptual design skills, presentation skills (photoshop, hand drawings, photographs)

dates
1. date Wed, 17 Apr, 16.00, Mundus Urbano Lecture Room
supervisor Dr. Martin Knöll :: knoell@stadt.tu-darmstadt.de
application Seminarwahl, Tucan
**dates**

Wednesdays, 16:00-18:00, Mundus Urbano lecture room

17 Apr 2013
24 Apr
8 May
15 May
22 May
5 Jun
12 Jun
26 Jun

**contact**

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