



topic 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.

method 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.

outcome 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.

requirements 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

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