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Implementation of video games as an extended medium of public participation in architecture and urban planning

Abstract

The dissertation explores the issue of the selection of video games used in the process of public participation in architecture and urban planning. The genesis, definition and characteristics of the various components of the phenomenon in question are defined. Examples of games used in the process of public participation are presented, and their characteristics in terms of genesis, genre, graphic style and complexity of gameplay are analyzed. The research part presents case studies of documented examples of the methods discussed. Their multi-criteria analysis was carried out and then a correlation was undertaken between spatial, demographic and process factors and the properties of the games used in the process in order to derive indications that form the basis for making a set of recommendations that constitute a decision-making instrument for selecting game properties for specific process assumptions. In conclusion, a synthesis of the results of the research is presented in relation to the thesis, the current state of research and trends of public participation in urban planning.