The Power of Play

(Co)Designing with Children Landscapes of Change

April 22 2024 | 11 am-4 pm TU Delft | BK | Berlage Room







Seminar

The Power of Play (Co)Designing with Children Landscapes of Change

Date

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Organized by

Laura Cipriani

TU Delft Faculty of Architecture and the Built Environment Department of Urbanism Section of Landscape Architecture

Photographer

Marcel Bilow

Video assistance Sigwela Augustin and team

Sponsored by

Comenius Programma Ministrie van Onderwijs, Cultuur en Wetenschap NRO Nationaal Regieorgaan Onderwijsonderzoek Comenius Program 2023-2025: 'Climate Change as a Game. (Co)Designing with Children the Landscape of the Future' by Laura Cipriani

Venue

TU Delft | Faculty of Architecture and the Built Environment Julianalaan 134 | 2628 BL | Delft | The Netherlands Berlage Room

Cover Image

Paul Klee, Red Baloon, 1922.

Today's new generations, particularly young people, will face consistent landscape changes in their lifetime. Can we create consciousness in young generations of how climate change will modify landscapes and cities? Can we involve children and university students in co-designing the landscape when considering climate change? Can we develop new educational methods and co-designed techniques for primary and tertiary education?

This conference seminar will introduce the Comenius Fellowship course for didactical and pedagogical innovation—an invitation to act collectively to save our planet and to develop a positive attitude and emotional knowledge in contact with nature to tackle the climate transition.

This transdisciplinary seminar will focus on the power of play in its broader meaning, grammar, education theories, design strategies, and co-design practices. It will also discuss how co-designing and cocreating with younger generations might shape the changing landscapes of climate transition.

The game becomes the tool through which students and children can acquire knowledge, observe the world from different perspectives, and ultimately imagine and transform the future world. Games are 'designed experiences' where players can learn through doing and being rather than absorbing information in traditional educational formats. By assuming various roles and perspectives, the educational experience of play triggers emotions that help to acquire new awareness, develop a more complex vision of the future, and finally make decisions.

By Laura Cipriani

Program

11.00 Laura Cipriani | TU Delft Introduction: The Power of Play for Landscapes of Change 11.20 Valerio Perna | Universiteti Polis Playful Activity as a Design Strategy: Rules and Freedoms for a Play Grammar 11.40 Alison Goss | University of Ottawa Who is the Child in Nature? Ideas and Theories to Work with 12.00 Mathieu Gielen | TU Delft Co-designing the Outdoors with Children: An Encounter with Snakes and Ladders 12.20 Roberto Pasini | University of Bologna Playing Becoming-Animal: Co-explorations in the Sierra Madre Oriental 12.40 **Roundtable** | The Power of Playful Educational Methods Discussants: Mathieu Gielen, Alison Goss, Roberto Pasini, Valerio Perna Moderator: Laura Cipriani

13.00

Break

14.00
Maguelonne Dejeant-Pons | Council of Europe Landscape Education Activities for Primary Schools: A Pedagogical Booklet
14.20
Belinda Tato | Harvard Design School Dreaming the Future
14.40
Roundtable | The Power of Play for Landscapes of Change Maguelonne Dejeant-Pons, Belinda Tato, Alison Goss, Roberto Pasini, Laura Cipriani
15.15
Conclusions

15.30 **Drinks**

Laura Cipriani Maguelonne Dejeant-Pons Mathieu Gielen Alison Goss Roberto Pasini Valerio Perna Belinda Tato

