

The Case for Including Senior Citizens in the Playable City

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GEFÖRDERT VOM



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Smart Cities



Playable Cities

- (Kind of) a subfield of smart cities
- Make the urban space more:
 - Joyful
 - Interactive
 - Social
- Using digital technology

Smart Cities vs. Playable Cities

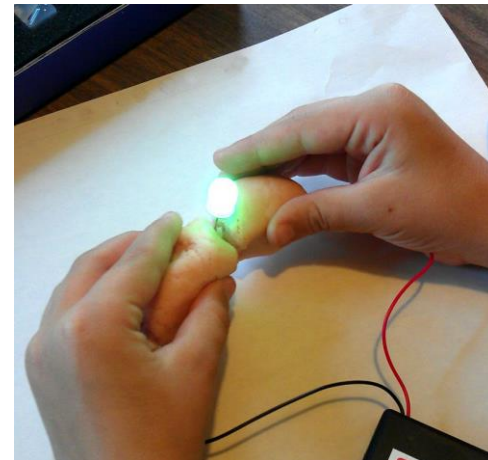
Smart cities

- Top-down structure
- Standardized technologies
- Life governed by algorithms?



Playable cities

- Bottom-up creativity
- Hackable patchwork technologies
- Self-determined urban citizens



But what about...



Seniors in the Playable City

- Public infrastructure needs to be accessible to people with (cognitive or motor) restrictions
- Accessibility is a well-established field for HCI and UI design in general
- However: Is work on playable cities accessible?

→ Let's check!

Case Study 1: SMSlingshot



P. T. Fischer, E. Hornecker, and C. Zoellner. 2013. SMSlingshot: An Expert Amateur DIY Case Study. In Proceedings of the 7th International Conference on Tangible, Embedded and Embodied Interaction (TEI '13). ACM, New York, NY, USA, 9–16. DOI: <http://dx.doi.org/10.1145/2460625.2460627>

Case Study 2: Take a Seat



Happy City Lab. 2015. *Take a Seat - Playable City*. <https://www.playablecity.com/projects/take-a-seat/>

Case Study 3: Hello Lamp Post



PAN Studio, T. Armitage, and G. Galik. 2013. *About Hello Lamp Post*. <http://www.hellolamppost.co.uk/about>

Design Recommendations

1. Consider common restrictions, use two-senses-principle
2. Keep interactions concise...
3. ...but avoid time pressure
4. Be mindful of the need for safety
5. If you have incentive systems: Consider extrinsic rewards
6. Engineer for social activities and shared moments
7. Avoid stigmatizing elderly, treat them as first-class users
8. Include senior citizens in your user tests

Lots more to come in UrbanLife+

If you're working on playable cities:
Please join the conversation!