

Arch 506
**Game On! Participatory Tools
for architecture, urban design, and planning**

Meeting Time: 8:30-11:30, Tuesdays, Rm. 2204
Prof. Linda N. Groat

This new course focuses on the history of and current trends in the use of games as a participatory device to engage communities and users in the practices of architecture, urban design, and planning. Although games have been used as tools for these purposes since the early 1970's (with U-M Planning faculty having led the way), there has been a significant resurgence of international interest in the use of games, not only for co-design, but also for teaching and research.

The course format will entail: seminar format discussions, hands-on activities, and a choice of one's own semester project. Open to both masters and doctoral students in architecture, urban design, and urban planning.

