COMPARATIVE RESEARCH NETWORK:

EURBANITIES2.0

Un jeu vidéo pour enseigner la participation citoyenne

Introduction à Eurbanities 1.0

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EURBANITIES est un jeu vidéo éducatif créé en tant qu'un outil pédagogique pour soutenir les citoyens, les activistes et les formateurs engagés dans des processus participatifs dans les quartiers urbains défavorisés en transition.

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ATU
Asociaţia pentru Tranziţia Urbană

RRC

Mine Vaganti NGO

IRM
INSTYTUT ROZWOJU MIAST

Urbanistimo

euro-net

7 partenaires de 6 pays Européens dans le cadre du programme ERASMUS + KA2

- Recherche sociale et urbaine
- Activisme
- Education formelle et non-formelle
- Design and développement de jeux

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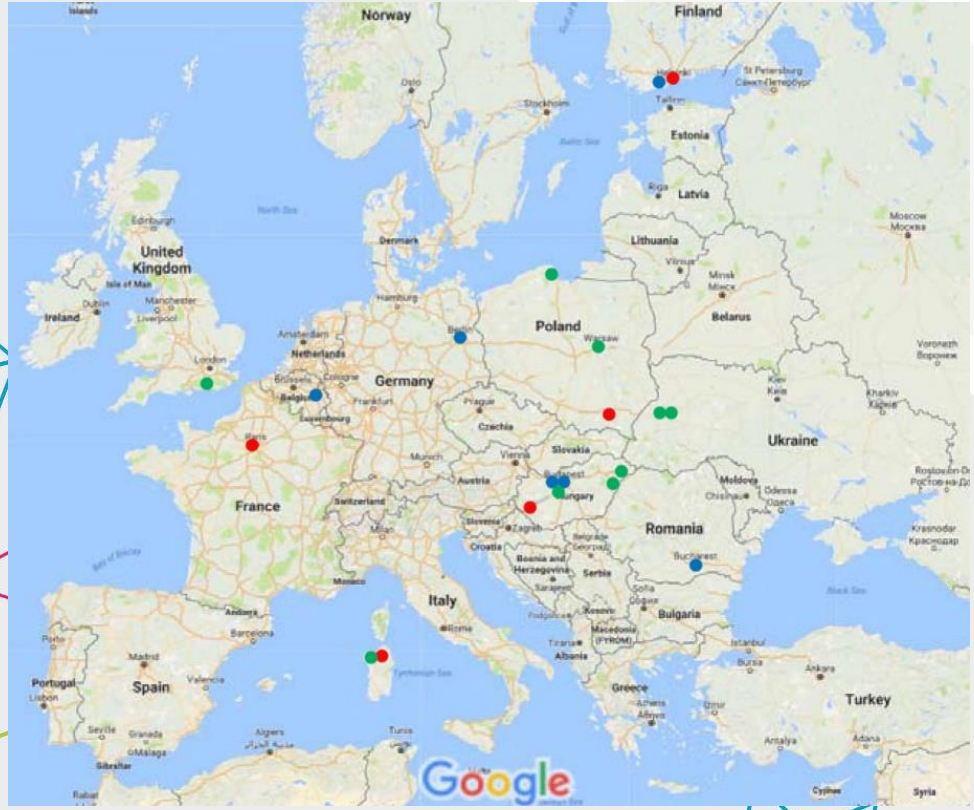

20 expériences européennes...

...de participation citoyenne dans des quartiers défavorisés en transition présentées dans le livre

“Our Neighbourhoods” Heroes”

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Co-création de scénarios

L'analyse des expériences s'est réalisé en suivant la méthode de « storytelling » tout en les simplifiant afin d'identifier les principaux **éléments, approches** et **outils** de la participation citoyenne.

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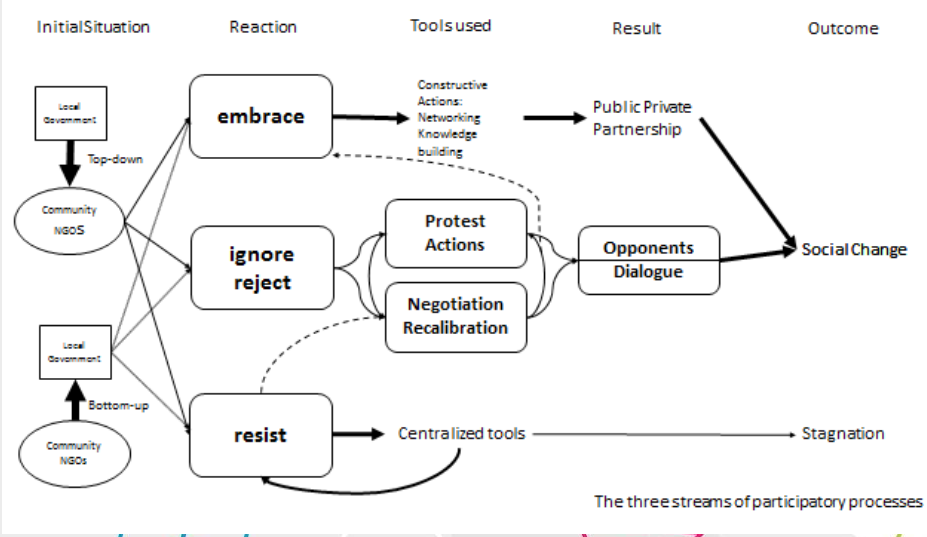
Le modèle de la participation

… a été créée selon les catégories identifiées à travers les histoires :



The three streams of participatory processes

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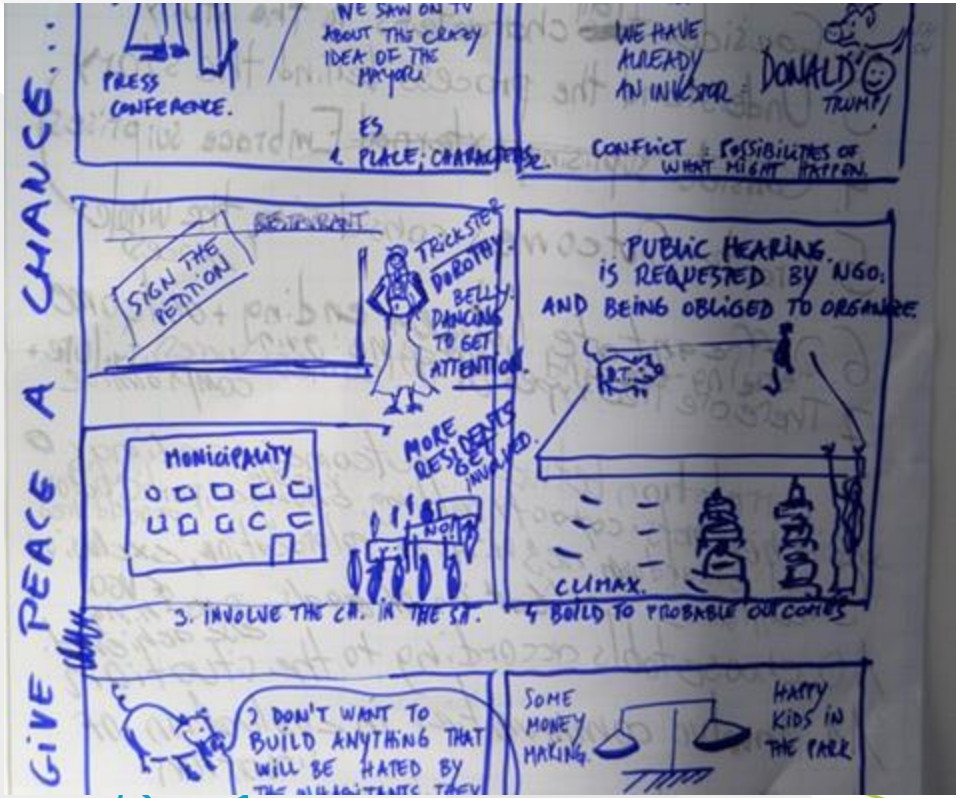
Création collective du scénario de jeu

A la base du modèle de la participation, l'équipe Eurbanities a co-créé **3 possible scénarios** de jeu qui sont devenues les bases de notre jeu.



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Eurbanities, le jeu: Histoire de la prise de conscience des habitants d'un quartier de leur besoin de s'activer pour faire valoir leur droit à la ville et à un environnement urbain durable.

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Le jeu représente

- les **acteurs** urbains et leurs objectifs
- les **outils** majeurs des citoyens de faire entendre leurs voix
- les **obstacles** possibles
- le déroulement et les **solutions** possibles du processus

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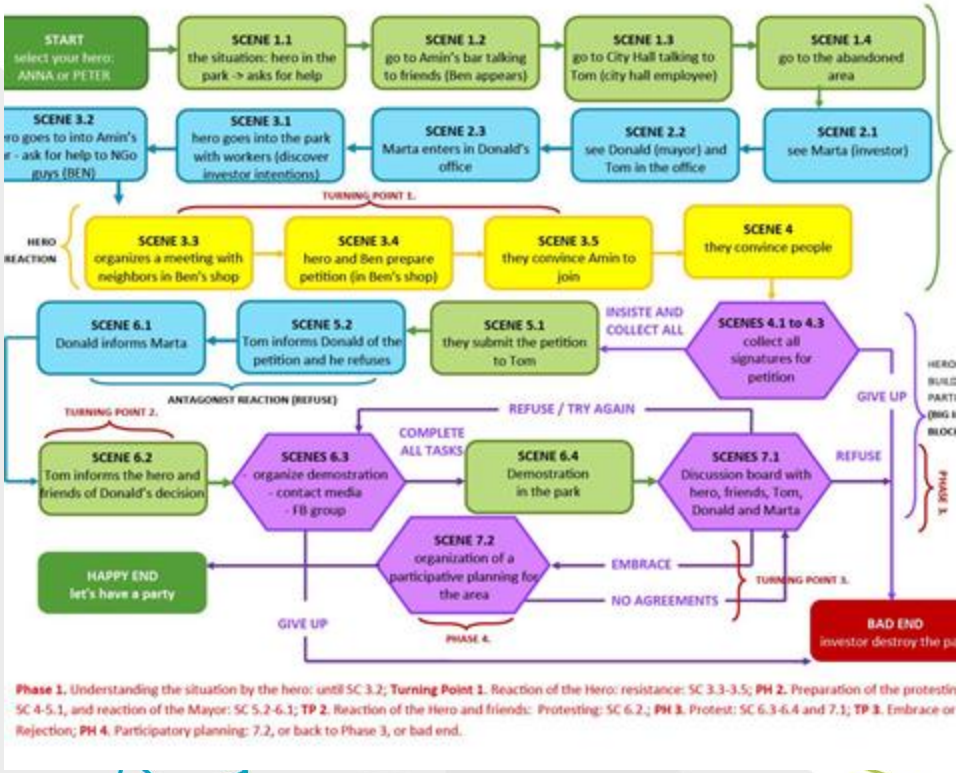
Happy and et bad end

Consensus entre la ville, les acteurs privés et les riverains – planification participative

OU

Échec: pas de consensus



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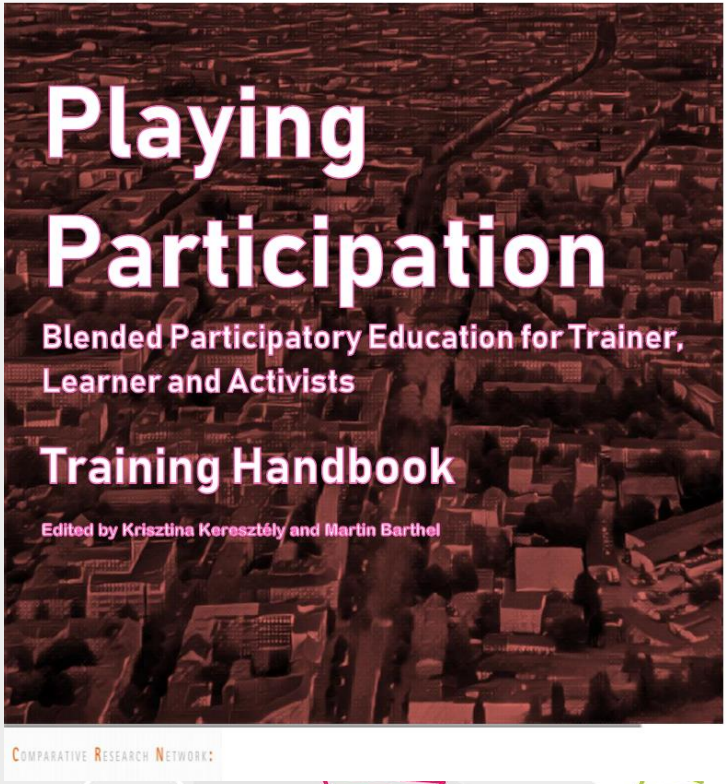
Eurbanities est un jeu pédagogique qui peut être utilisé en tant que jeu individuel, mais aussi et surtout en étant intégré dans un **curriculum pour la formation d'adultes**.

Formation Module A – pour les formateurs et enseignants voulant approfondir leurs connaissances et méthodes

Formation Module B – pour les citoyens sans connaissances sur les processus participatifs

Formation Module C – pour les activistes voulant approfondir leurs méthodes

Formation Module D « extra » – module courte pour les étudiants en géo urbaine



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La formation alterne des éléments de jeu de rôle et de l'apprentissage factuel.

Elle a été testée deux fois pendant le projet.

Depuis, le curriculum a été utilisé dans de contextes de formation divers (école, université, quartier).

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Et à partir de 2019...

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HACKATHON

ONLINE 15 16. DEC. 2020

Gamification Course+

Eurbanities[1.0] Case History

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Jouer Eurbanities 1.0, télécharger le livre «Our Neighbourhoods Heros» et le manuel de formation:

https://eurbanities.weebly.com

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Présentation vidéo

https://www.youtube.com/watch?v=3FgwWwGu8UE&t=5s

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Merci de votre attention !!

https://www.eurbanities.org
https://eurbanities.weebly.com

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