

UNIT1: The City & The City

—Park activation: autonomy and gamification

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Key Words: Park Autonomy, Virtual Game, Decentralization



BACKGROUND INFO Park safety & enrichment: the purpose of autonomy

L News > Leeds News

Teenager stabbed in fight at Potternewton Park in Leeds

Two teenagers were involved in the serious incident at the park in the Harehills area of Leeds

NEWS

By Rhys Thomas

11:58, 29 MAR 2019

The police cordon at the scene

A teenager suffered a serious stab wound in a fight at Potternewton Park on Thursday evening (28/03).

Police were called to reports of an incident in the park just before 8pm, and a 16-year-old was found at the junction of Woodland Mount and Spencer Place with a stab wound.

A 17-year-old male was found in Avenue Hill with a head injury.

Both youths have serious injuries that are not life-threatening, and both have been arrested on suspicion of assault causing grievous bodily harm.

Det Supt Al Burns, of Leeds District CID, said: "Although our enquiries are still at an early

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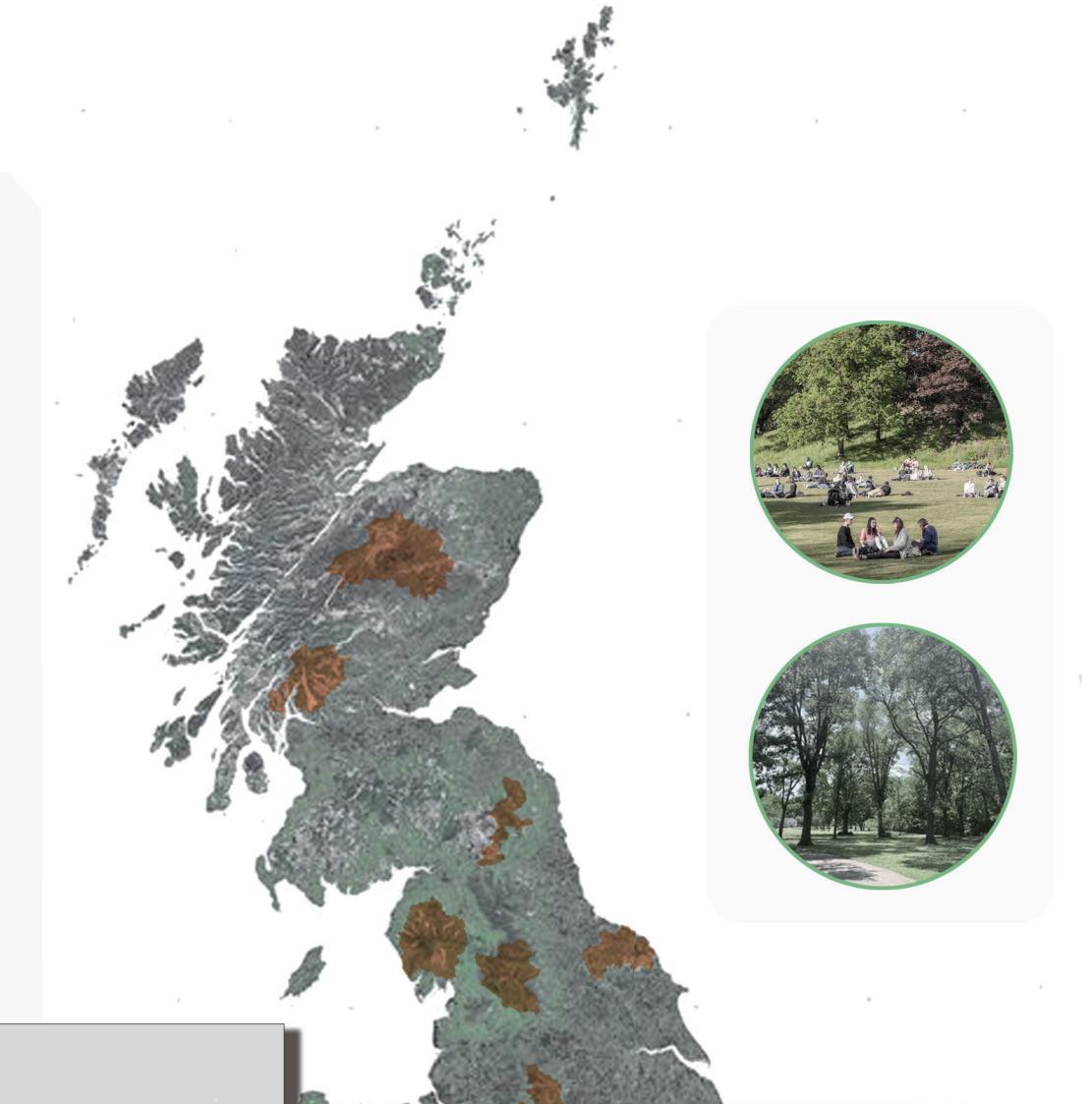
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Potternewton

27,000 public

The role of park

There are more parks and green
2022年2月21日



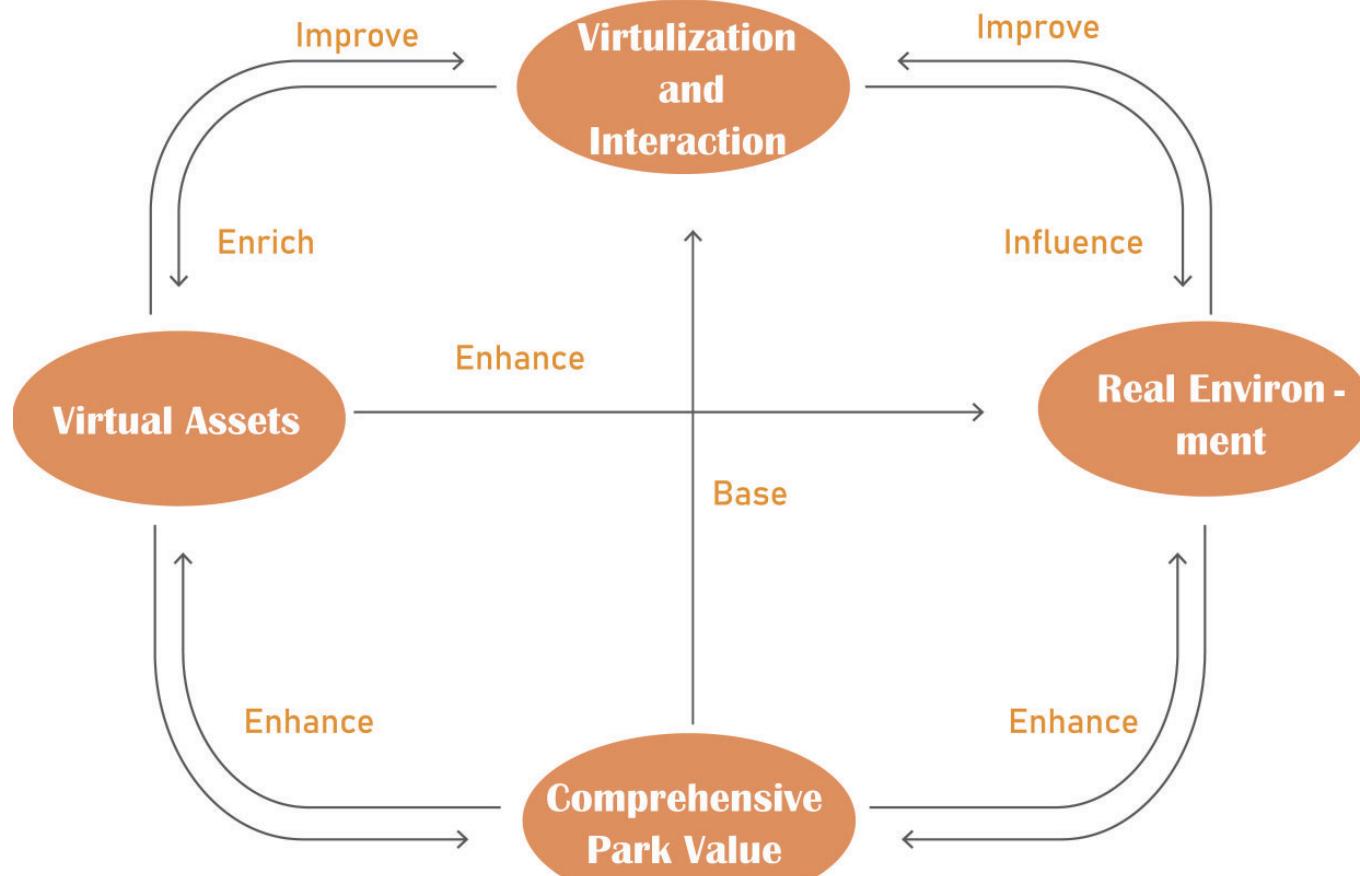


An aerial photograph of a park featuring a large, light-colored grid pattern on the grass. The grid is composed of several intersecting paths or lines. Large, mature trees with dense foliage are scattered throughout the park, casting long shadows onto the grass. In the foreground, there's a paved area with some small trees and a few people walking. The overall scene is bright and sunny.

Can games and virtual interactions drive park autonomy to activate parks?

PROJECT AIM Can games and virtual interactions drive park autonomy to activate parks

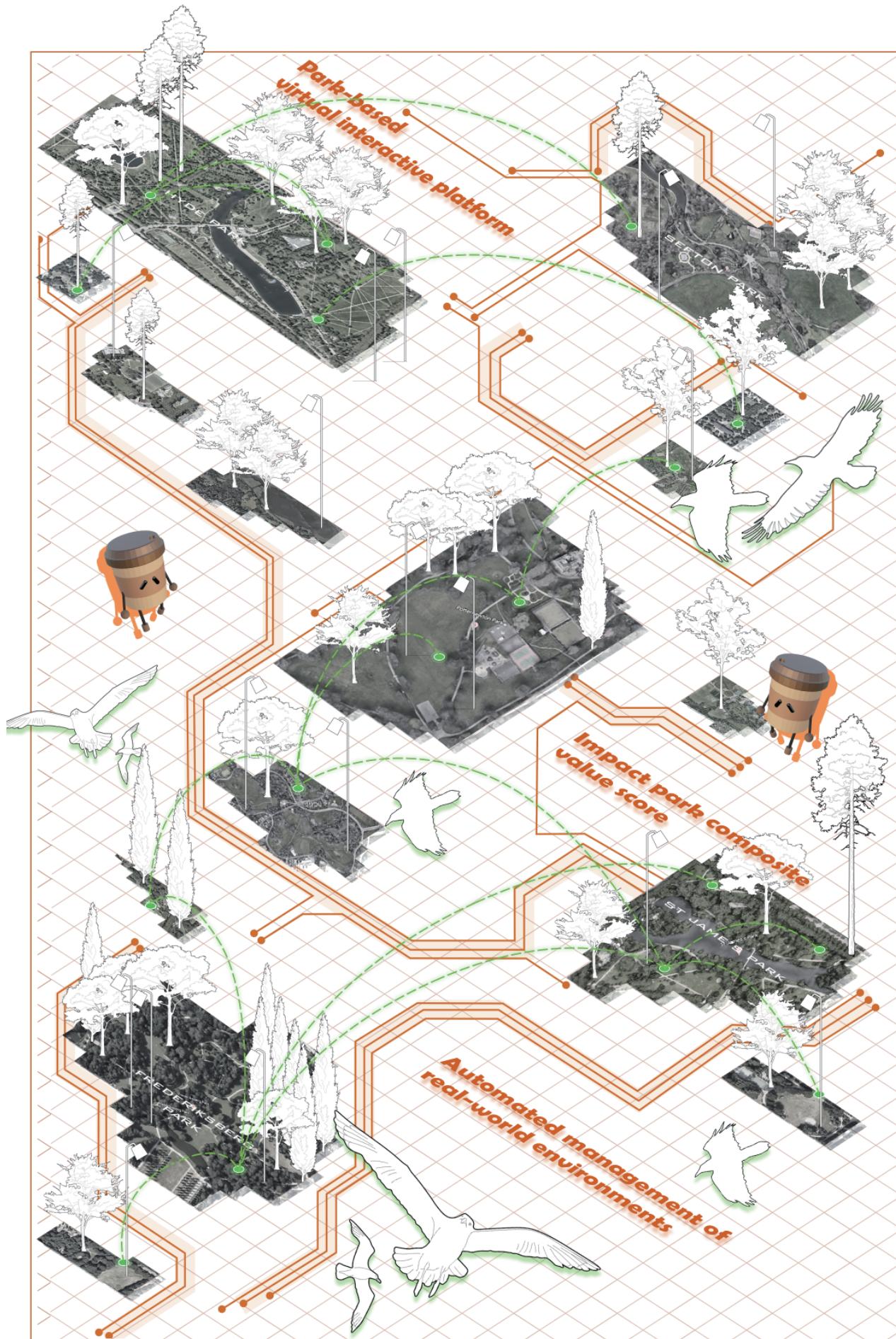
HOW VIRTUAL PLATFORMS FEED BACK TO INFLUENCE REAL PARKS



1. **Virtual Interactions** take place in the park, **attracting residents**, the higher the overall value of the park, the richer the virtual world.

2. The park sells the **virtual assets** of the game through **smart contracts** and **blockchain** technology to **accumulate capital**, and the virtual assets are linked to the overall value of the park.

3. The park **collects** environmental **data** through the interactive platform to manage the environment and facilities, and utilizes the accumulated capital to **improve the overall values** of the park.



PLATFORM INTRO Park Autonomy Narrative--Different steps during the park autonomy narrative process



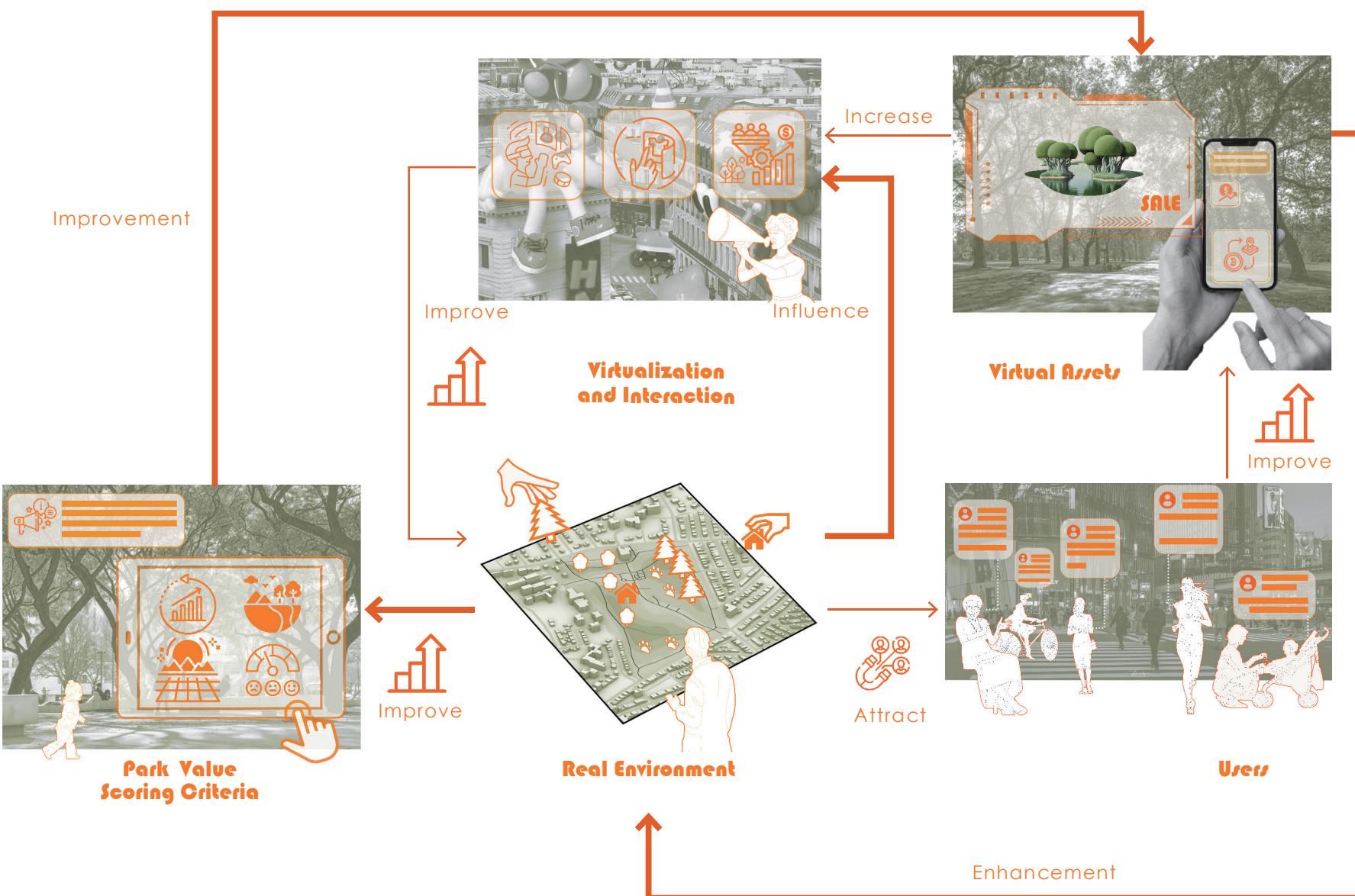
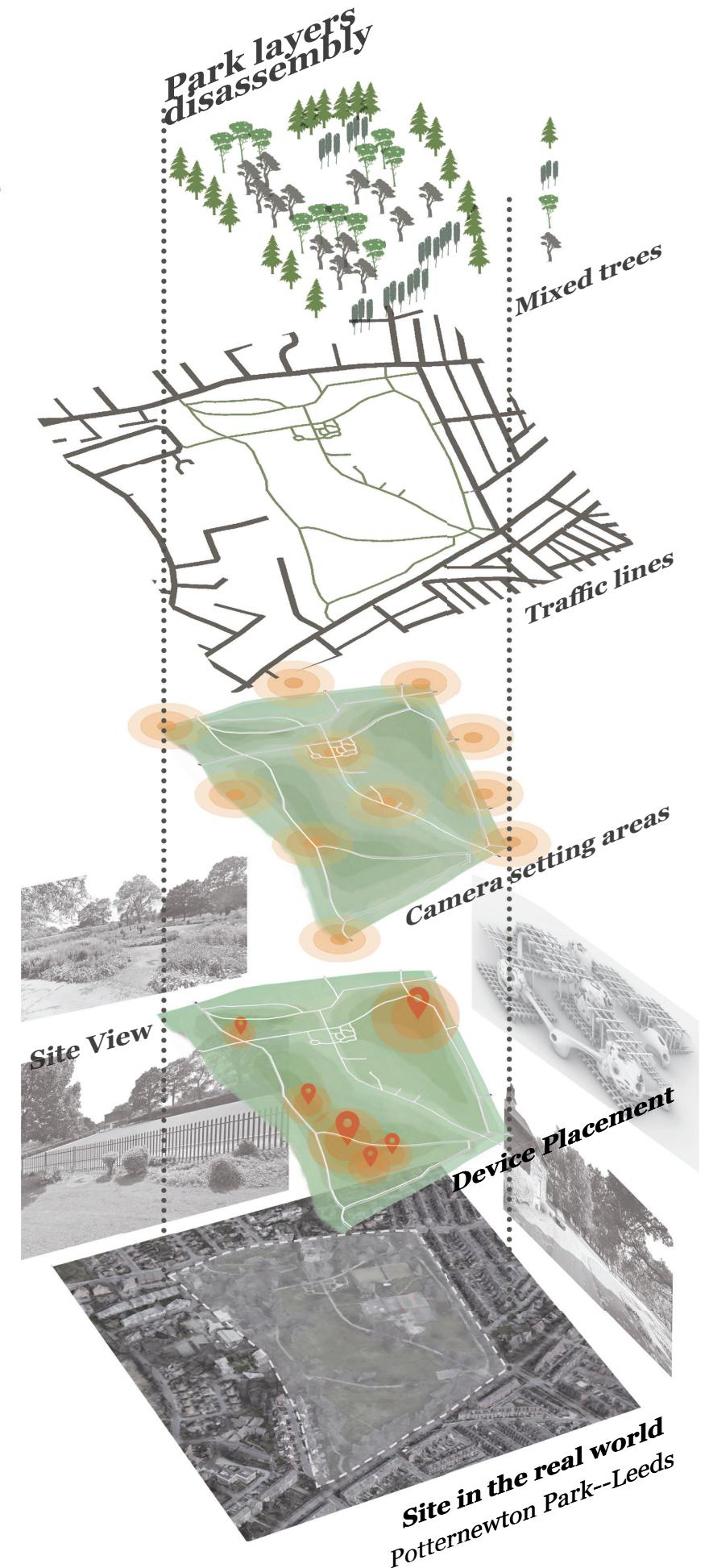
**Virtualization
Enhancement**



**Environmental
Improvements**



**Mixed
Symbiosis**



SITE ANALYSIS Ecosystem facilities & Neighborhood activities



Virtual enhancement

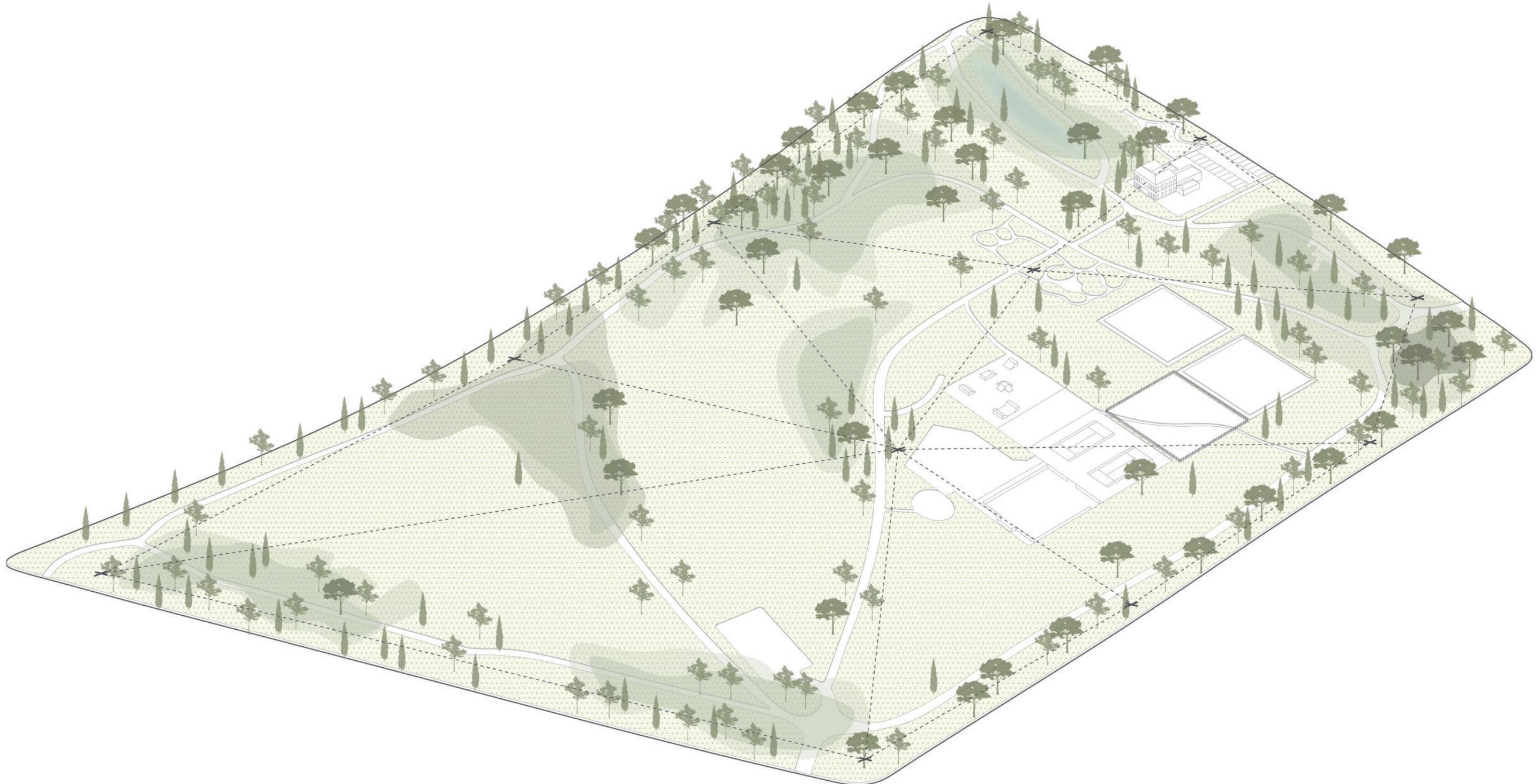
Environmental improvement

Mixed symbiosis

Crowds and maintenance needs

Lack of facilities, single species

Facilities + environment, virtual + reality



PARK AUTONOMY Virtual Modes

AR MODES



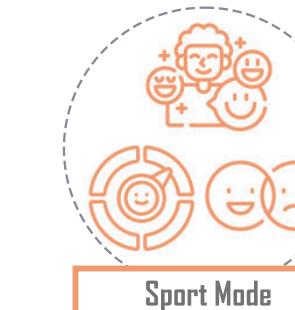
Maintenance Mode



Nature Mode



Sport Mode



Sport Mode



Culture Mode

EXAMPLES

Culture Mode

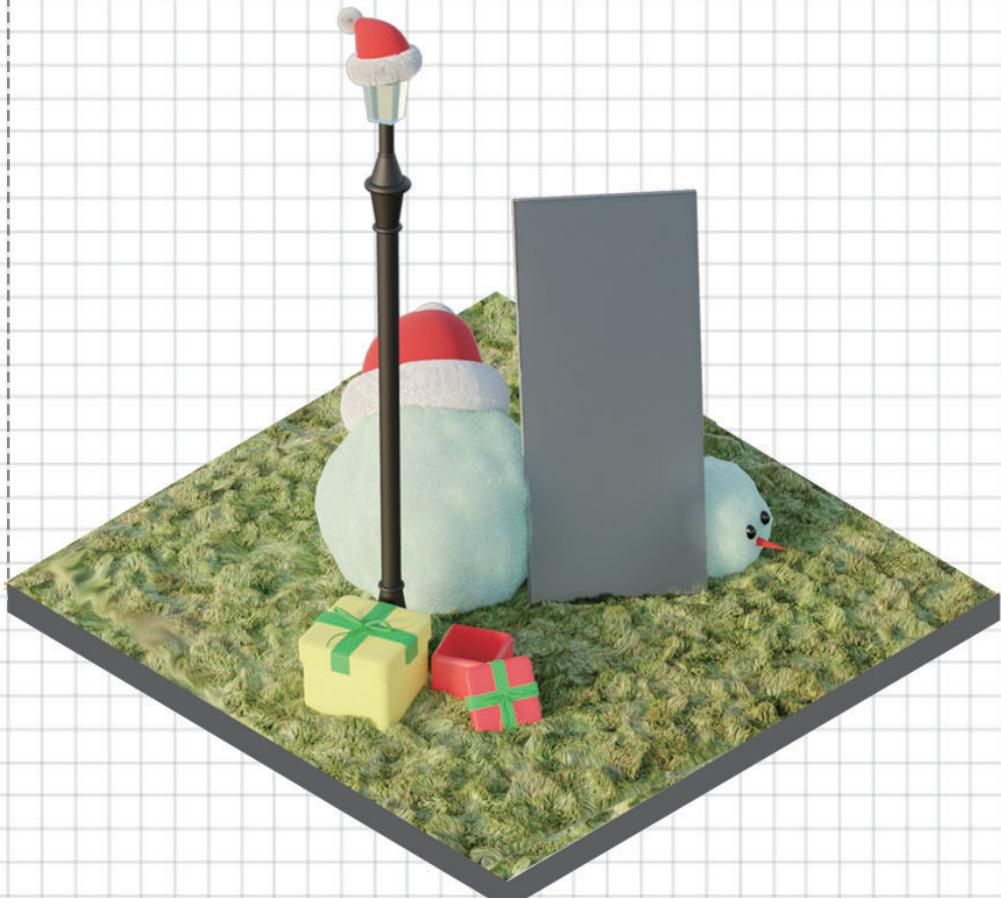
Using AR, people can have interactions with virtual facilities to experience the culture in different place. There are also some virtual cultural decoration in the park through AR.

USER NAME

The virtual system has five different modes which people can play through AR. In AR, people in the physical park can see the park decorated in different themes. They can also have different interactions with the virtual facilities. In this way, the park can collect information of people coming to the park which is for improving a better park in the physical site.

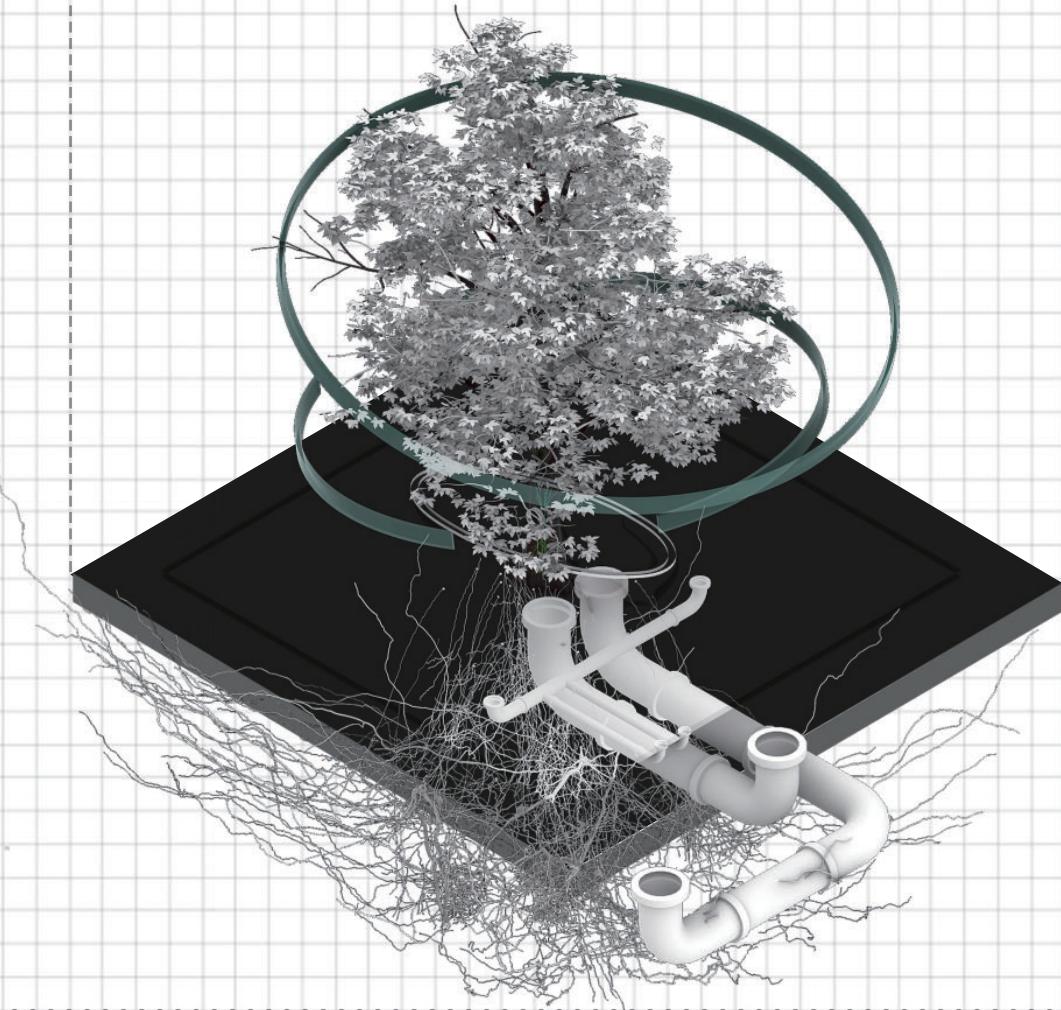
● Culture Mode

● Maintenance Mode



Maintenance Mode

Using AR, maintenance workers can see the underground service conduit which is convenient to repair the facilities in the park and collect information.



PARK AUTONOMY Virtual Modes--Culture Mode



PARK AUTONOMY Virtual Modes--Maintenance Mode

● REC

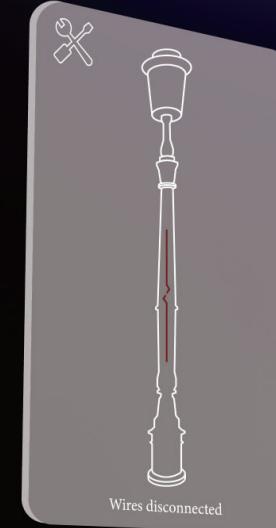
UHD 4K



LIGHT VALUES

LIGHT VALUES

COLOUR
INTENSITY
RANGE



COLOUR
INTENSITY
RANGE

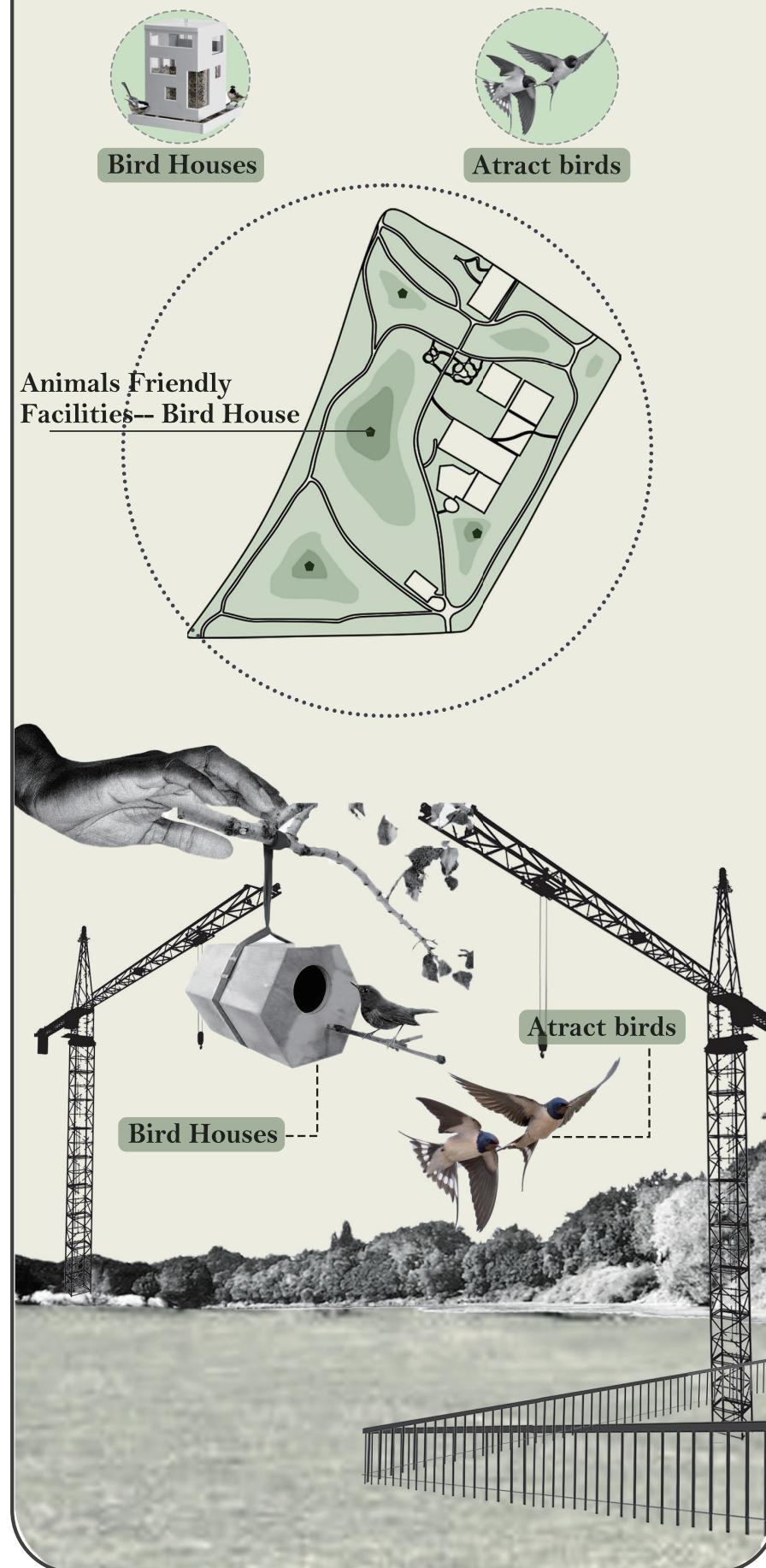


PLANT ROOT
NUTRITIONAL STATUS
HYDRATION

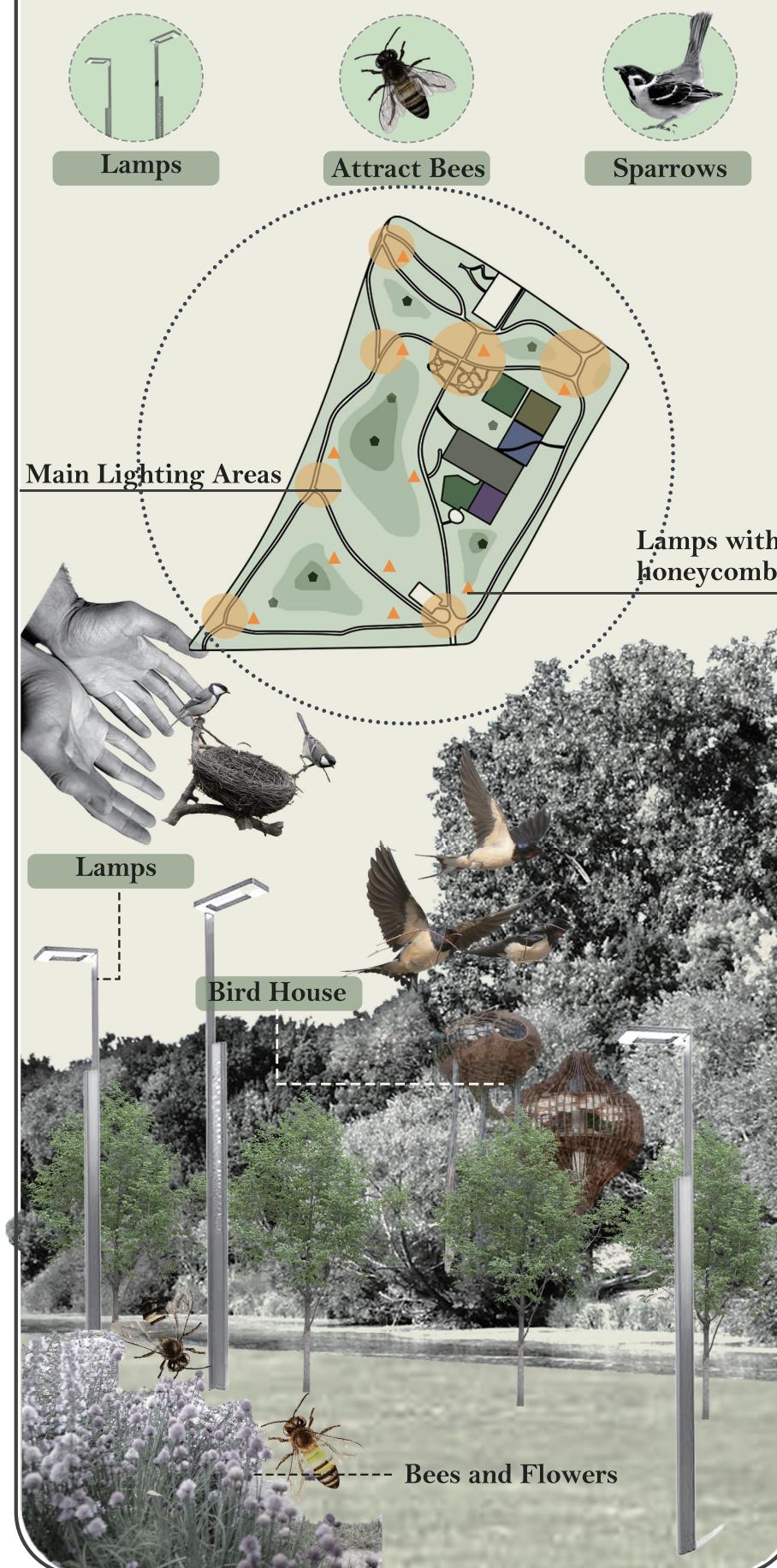


PARK AUTONOMY Physical Environment Changes

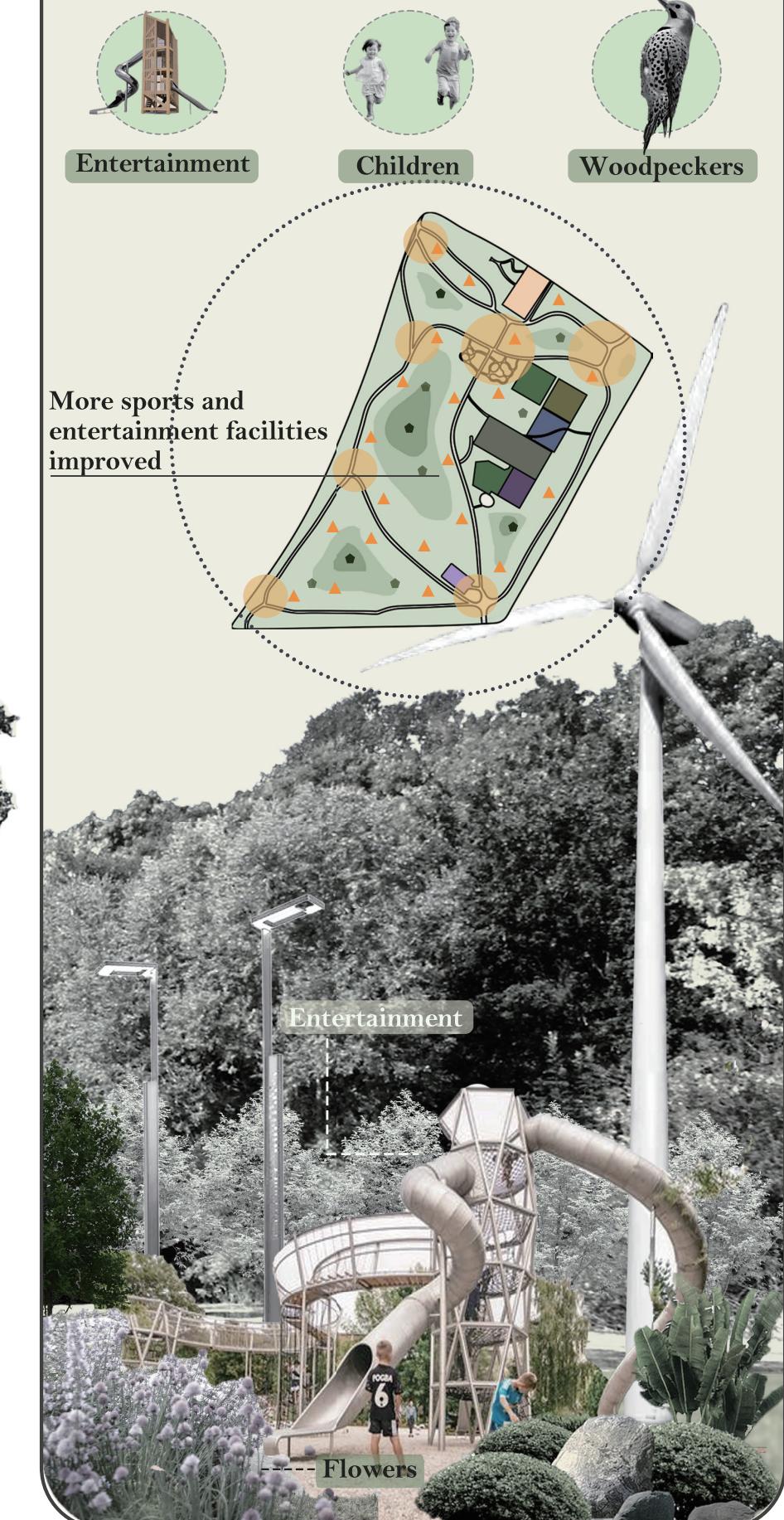
[Step1-Virtualization Enhancement]



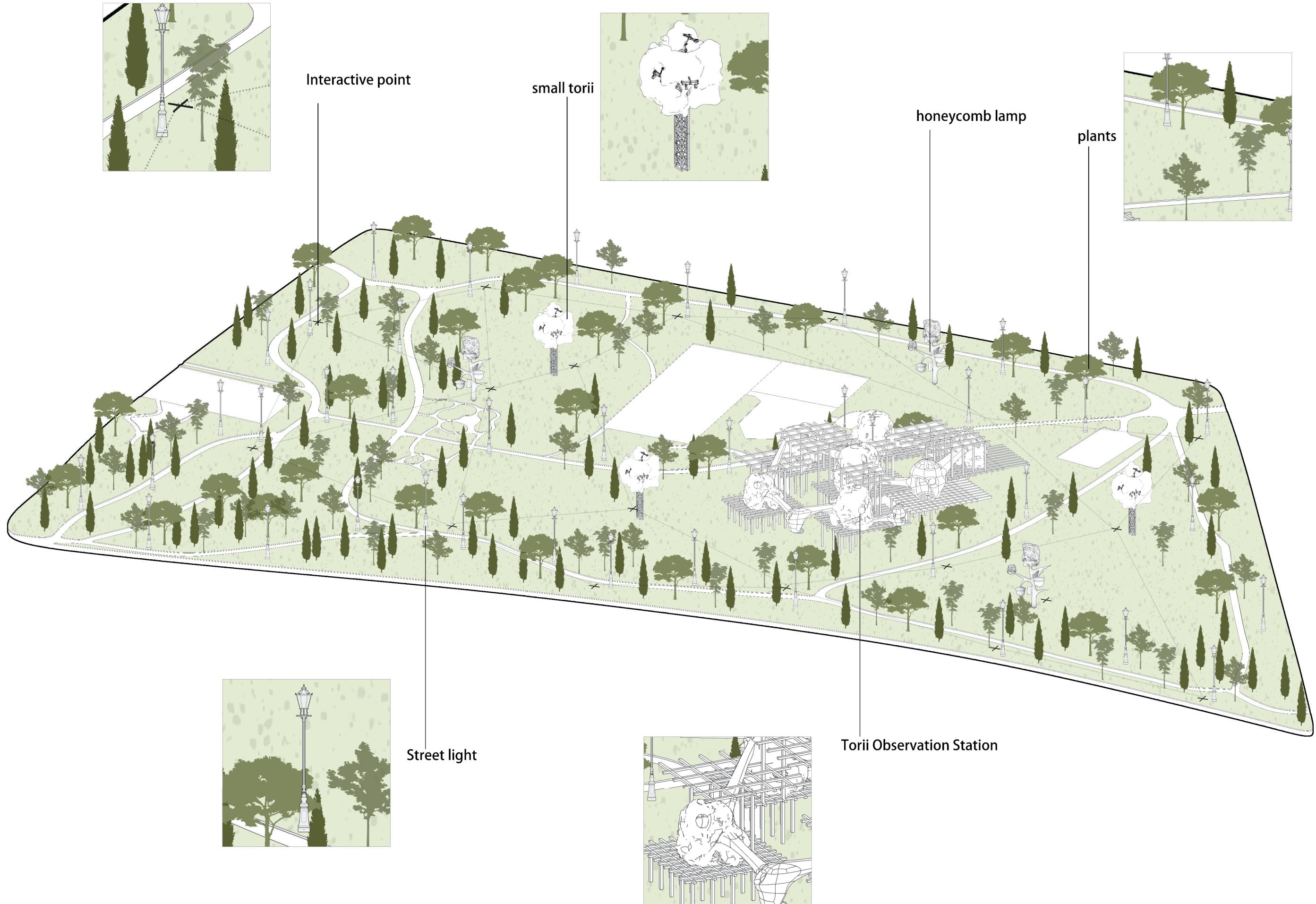
[Step2-Environment Improvement]



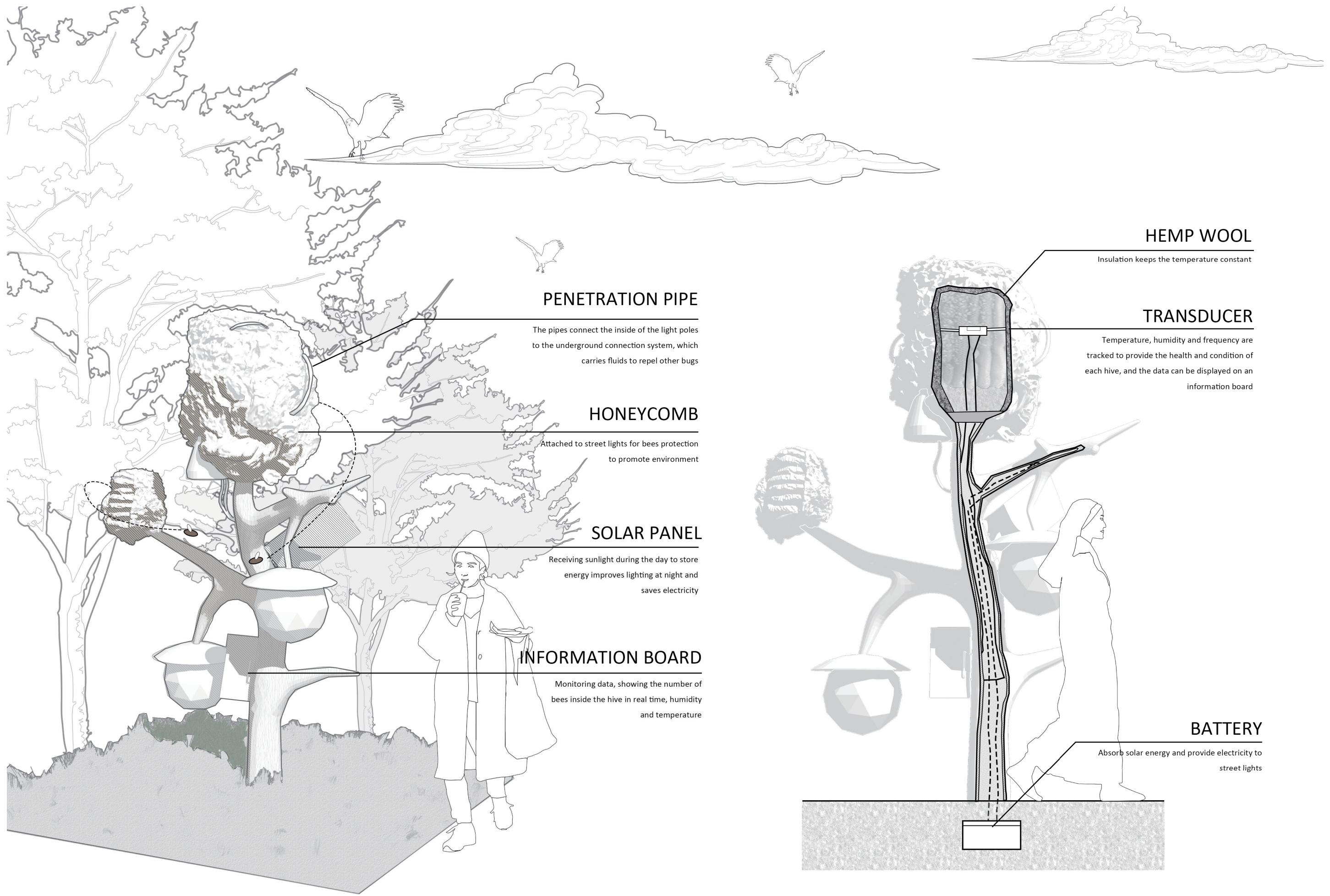
[Step3-Mixed Symbiosis]



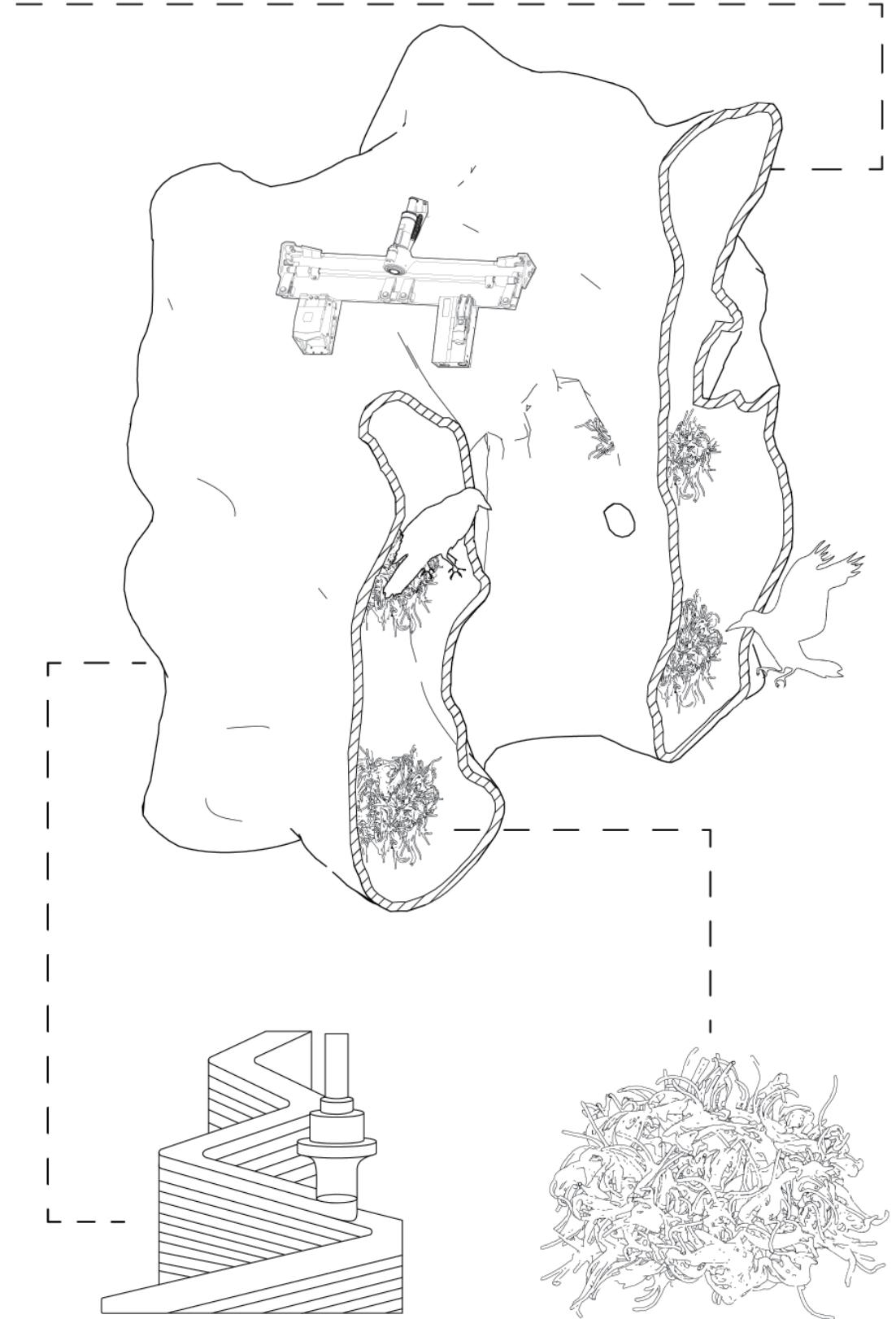
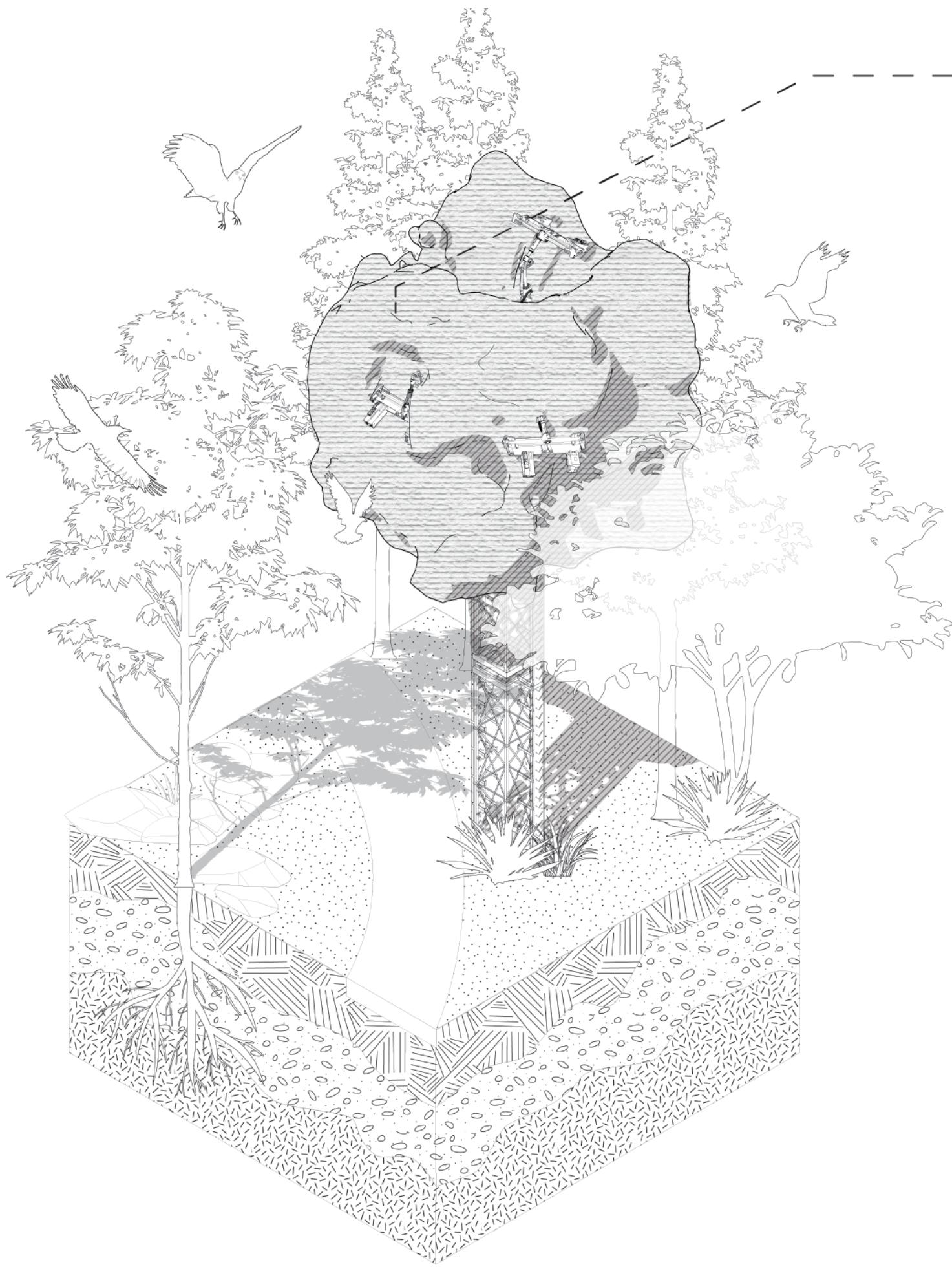
PARK AUTONOMY Hybrid Symbiosis--Vegetation Enhancement & Interaction Facilities Points



PARK AUTONOMY Hybrid Symbiosis--Lamp Honeycomb



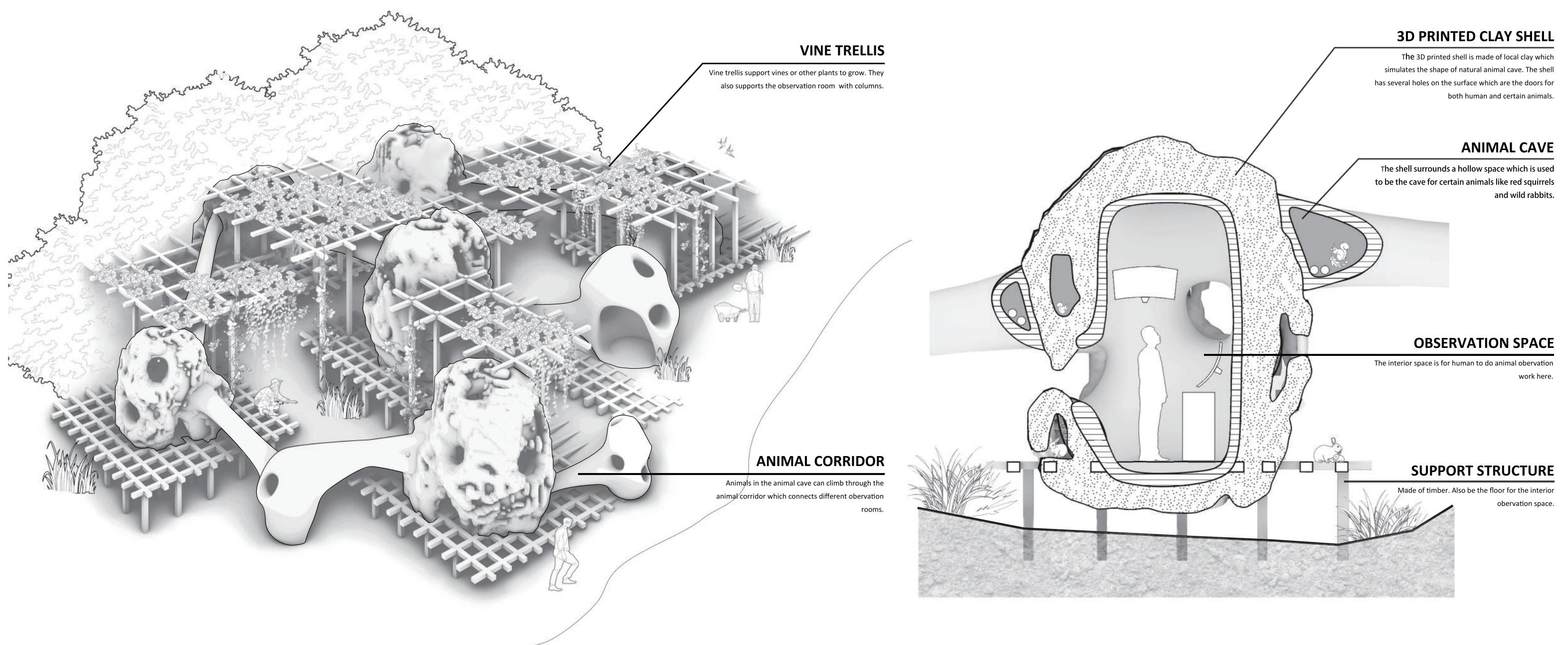
PARK AUTONOMY Hybrid Symbiosis--Bird Habitat



Clay 3D Printing

A bird's nest made of branches

PARK AUTONOMY Hybrid Symbiosis-- Observation Station with detail



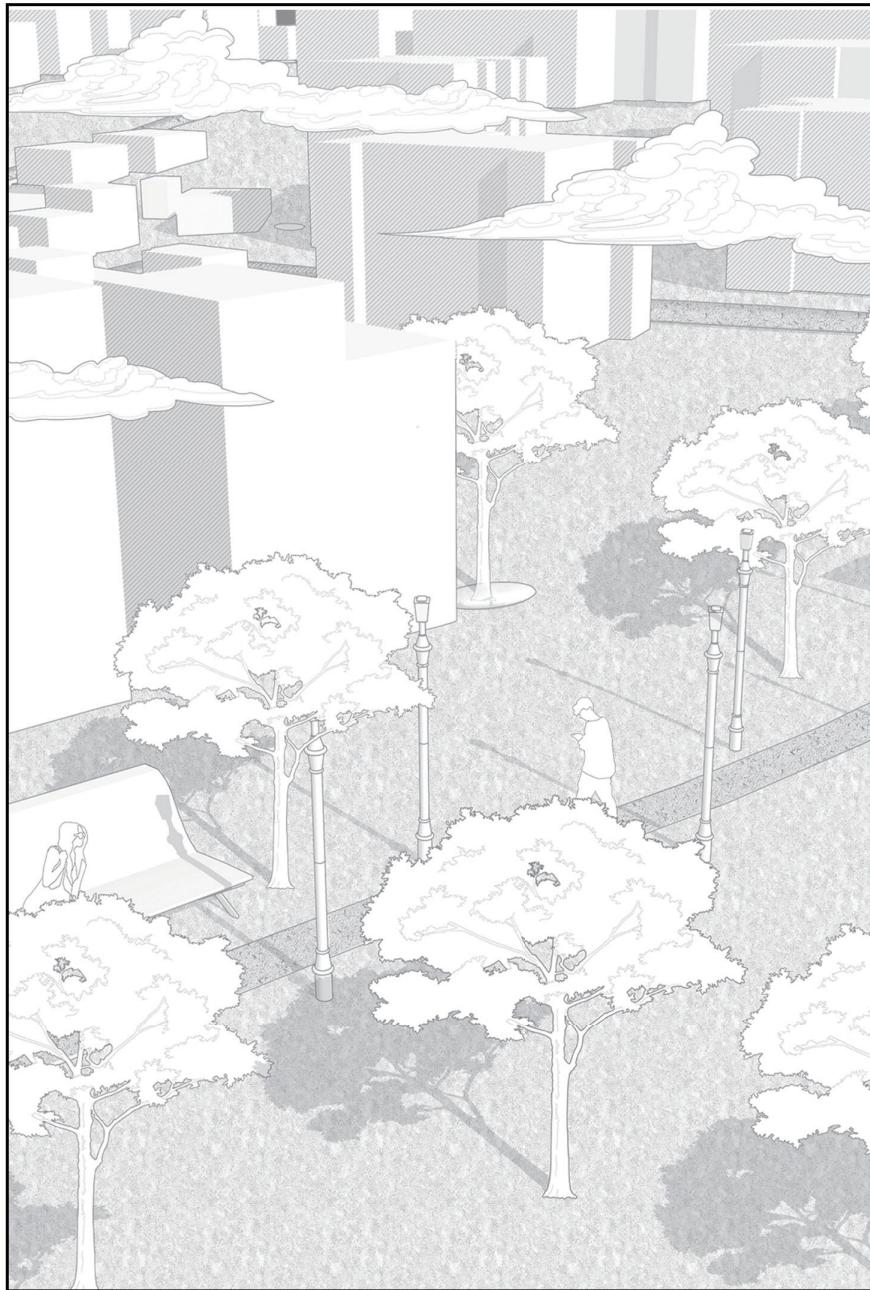
PARK AUTONOMY Hybrid Symbiosis--Observation Station

SECTION



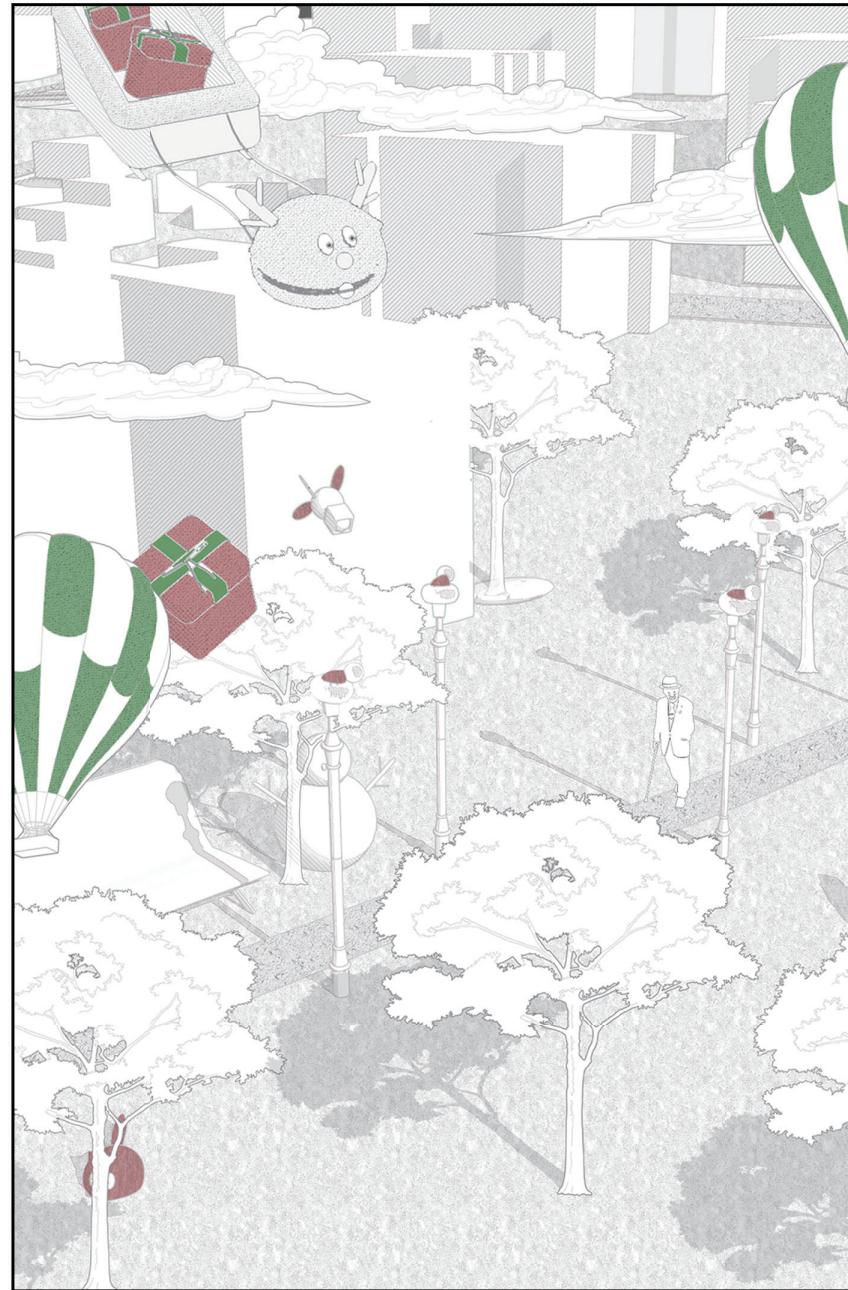
PARK AUTONOMY Hybrid Symbiosis--Changes in the park

01



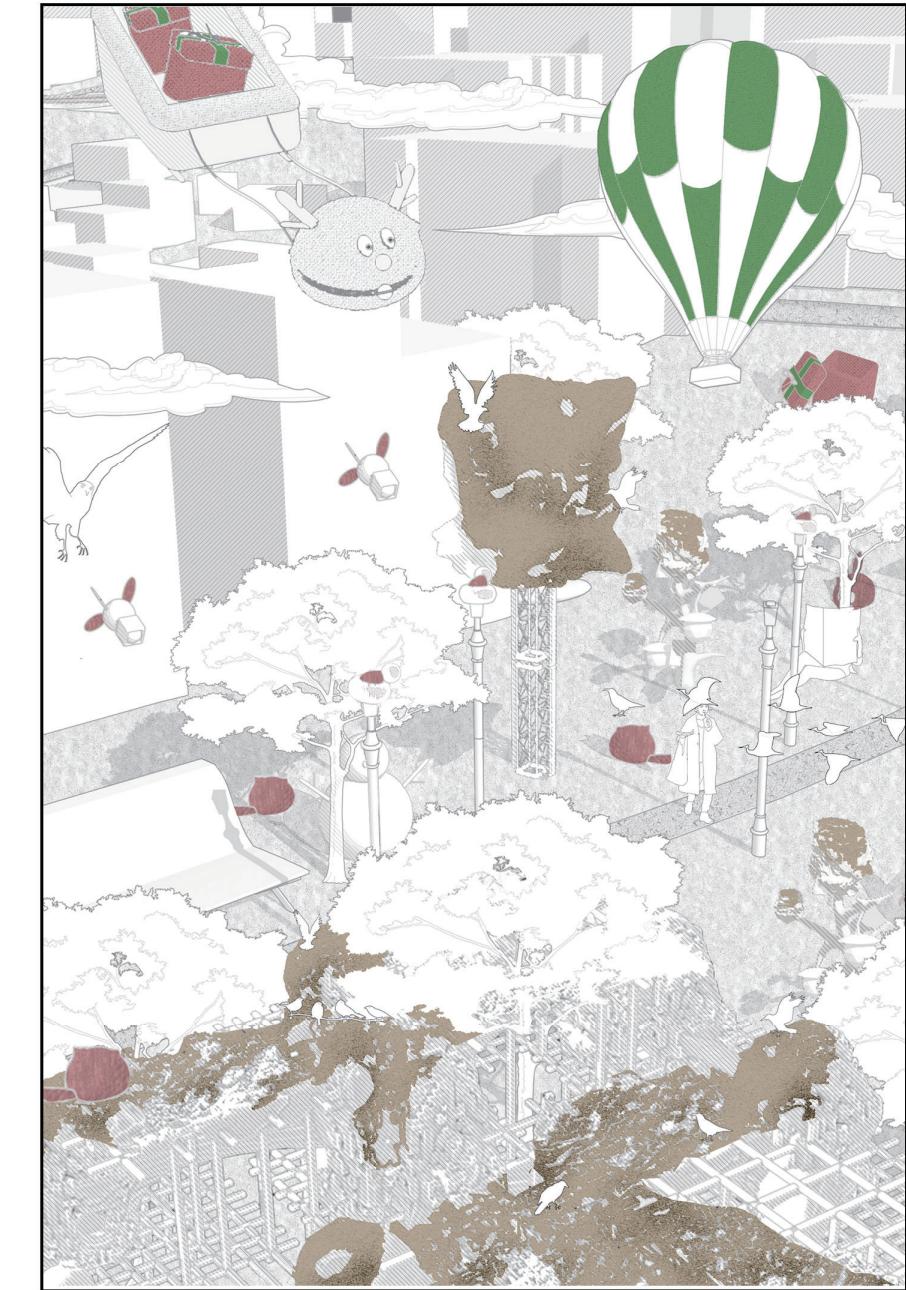
TRADITIONAL PARK

02



VIRTUAL PARK

03



ECOLOGICAL PARK

From the traditional park as a starting point, the gradual development of the original park as a basis for transformation, and constantly add facilities for the service of nature

With AR, the interaction mode between people and the park has more possibilities, and the park also gets updated capital through the virtual currency that tourists recharge and spend

Through the continuous investment of people, the government continues to plan and improve the park, so that the park can better serve the nature

PARK AUTONOMY Hybrid Symbiosis--Rendering



PARK AUTONOMY Hybrid Symbiosis--Video Rendering

