Geodesign and gaming
Speaker: Ulf Månsson
Organization
Minecraft

- Published by Swedish company Mojang
- Estimated 100 Million players
- “Multiplayer building by placing bricks”
UN-Habitat and Mojang using Minecraft to involve citizens in public space design

Undugu Playground
Early prototype BIM/GIS to Game format
BLOCKHOLM - A NEW STOCKHOLM IN MINECRAFT

Blockholm is an exact replica of Stockholm reproduced in Minecraft. All districts, islands, streets, bridges, parks and squares are depicted as in real life with one big exception - we have deleted all the city buildings. Only plots are left. On October 24, we start to build Block Holm - a new Stockholm in Minecraft! Join in and take the first sod! Old Town is the first.
Vision

- Exact replica of Stockholm as a canvas for new buildings

- Topography, hydrography, roads, bridges, districts, property lines, parks, and squares: 1 block = 1 meter

- Properties assigned to players
Building permit system
Exhibition March 2014
Crowdsourcing of ”what could be”!
A part of "Vilans Strandängar" - where the City of Kristianstad is focusing on sustainable urban planning. SWECO assisted by transforming LIDAR and 2D map data into a Minecraft-world open to the public. This process was setup in Spatial ETL (FME).
Players of the game gets a building permit for a property in the virtual City of Kristianstad. They can build whatever they want on their lot. The picture shows some colorful new buildings and also current vegetation and infrastructure.
Viewing buildings from street level reveals that young players in the City of Kristianstad can create designs that reminds of modern architecture.
The background shows current buildings in the City of Kristianstad. In the front the Minecraft world contains a mix of new and old architecture the players created.
A view from the riverside in the City of Kristianstad.
Dear Neighbour
Please remove that pile. It blocks my view.
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Thank You!