GIS and Minecraft
fun tools for democratizing geodesign

Geodesign 2016 @ ESRI
Dan Ancona
dancon@placeworks.com
Origins| IATH (University of Virginia) 1996-98 (Polytrim & VRML), UCSB (Virtual Terrain Project) 2002
Origins | Blockholm, SAFE Software and Geodesign 2015
Current Work | Toolchain

esri

OpenStreetMap

USGS The National Map

KML

FME Desktop support hero Dmitri Bagh

SAFE SOFTWARE

MINECRAFT

PLACEWORKS
Current Work: Alameda, Jack London Square, Lake Merritt, Downtown Oakland
Current Work | Glenview/Dimond/Oakmore/Joaquin Miller Park
WARNING

The next slide is almost definitely the most politically controversial Minecraft world ever generated.

It is not a serious proposal. Do not be alarmed.
Current Work | Minecraft Ecosystem
Democratizing geodesign and teaching design thinking, sure, but what specifically?
It’s for the hardest problems we’re facing.

Deep civic engagement around problems like:
Bay area housing (inequality).
Traffic.
Climate.

And wider civic engagement, the people of the place.
AKA: a movement.
Next Steps| Some things I will try, and how you can help

Open Source alternatives

More data - building footprints most helpful

Minecraft Education

Kids (eg. Glenview Elementary Minecrafters)

Blockholm-style design competitions

Positive activism (dimension 2/3 power, eg Connect Oakland)
Video Backup | Menlo Park