WHAT IS GAMIFICATION ?

Or how to think an organology of the playful

3RD OCTOBER 2019, 9:30 AM – 3:30 PM

MAISON SUGER, 16 -18 RUE SUGER – 75006 PARIS

REGISTRATION REQUIRED
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Aims of the workshop. The CO3 European Project seeks to implement *gamification processes* in contributing urban activities with the aim of developing new urban commons. The objective of this seminar is to clarify the notion of *gamification* in order to guide the design of the digital tools developed within the CO3 Consortium, as well as the methodology to be adopted in the contributory workshops and, more generally, the pilots' activities. On the one hand we will analyze the dynamics of engagement and *playful investment* (*investissement ludique*) in action in all human activities, and more specifically in education (Game-based learning). On the other hand we will consider the organological conditions (biological, social and technical) of what we call the *playful* in digital situations – in which the video game is a particular instance – that increasingly raises the issue of addiction.

Programme

Morning (am) Introduction to the concepts and issues	Afternoon (pm) Design and experimentations
9:30 – 9:45 / Greetings and introduction 9:45 – 10:15 / **Bernard Stiegler** (Iri, CO3 Partner) 10:15 – 10:45 / **Gerald Moore** (Durham Un.) 10:45 – 11:15 / **Mathieu Triclot** (UTBM) 11:15 – 11h45 / **Vincent Berry** (Paris 13) *Discussion*	2:00 – 2:30 / **Bernard Revaz** (EPFL) 2:30 – 3:15 / **Antonella Frisiello**, **Mario Chiesa** (LINKS) and **Diego Di Caro** (CO3 Partner) *Discussion and final speech*

Overview of the CO3 European Project. CO3, Digital Disruptive Technologies to Co-create, Co-produce and Co-manage Open Public Services along with Citizens, aims at assessing the benefits and risks of disruptive technologies, namely: blockchain, augmented reality, geolocated social network, liquid democracy tools and gamification, in the co-creation, co-production and co-management of public services with citizens as PAs partners. Augmented Reality becomes a single shared layer on the urban paysage and part of citizen's public life, AR enables manipulation of financial objects built on blockchains, information sharing on a map, online deliberations and so constitutes an infrastructure for service co-production by citizens. CO3 pilots the technologies' ecosystem of in three sites: Paris, Turin and Athens. It evaluates the outcomes of the new interaction model between PA and citizens under a set of metrics in three dimensions: (1) social and cultural: citizen engagement, change in relationship with public servants; (2) economic: value of services produced, effects on workplaces, consumptions and economic sustainability; (3) and legal: legal implications for PA including privacy and data protection. CO3 will devise a business plan ensuring long term sustainability for the PAs on the basis of the metrics applied on the pilots' data.