



Urban Games in the Smart, Creative and Sustainable City (Tentative Title)

Edited by Dale Leorke and Marcus Owens¹

This proposed edited collection seeks papers that examine intersections between game studies, play studies, urban geography and other related disciplines. We seek contributions from scholars, artists, urbanists and commentators that explore the ways urban games, play and playfulness can connect with contemporary urban policy discourses that often ignore or overlook them. These discourses include the economic exigencies of the "creative city"; the environmental strategies of "the sustainable city"; and the technological optimization envisioned by the "smart city." Contributions may include comparative case studies, such as those that examine how specific urban games complicate, contradict, or complement visions of the near-future city as seamless, responsive, and adaptable to the challenges of urban life and infrastructural management. Other contributions might also include genealogies of urban games that reveal intersections between the gamification of the city and smart, creative and sustainability discourses. And lastly, contributions might include provocative yet cogent and critical examinations of play and playfulness in the city more broadly – how play as a concept, practice and discourse itself might disrupt or reinforce existing uses of urban space. Through these contributions, we seek to address the following key questions:

- What is the historical relationship between games and urban discourses surrounding sustainability, creativity and "smartness?"
- How are games both assimilated within urban governance – through investment in game development and startups, civic games, and gamification tools – and mobilised as a counter to it?
- How might urban games reflect broader transformations of labour within the digital era, and how can game studies contribute to a better understanding of contemporary processes of urbanization?

We have tentatively proposed this collection to Routledge, who have expressed interest and requested a full proposal. Our proposed timeline is:

- March 2019 – send proposal (with contributors' abstracts) to Routledge
- July 2019 – full chapters due (approx. 6,000 words)
- Early 2020 – publication of final volume

The book will be divided into three sections, examining the "smart", "creative" and "sustainable" discourses mentioned above, respectively. We ask that contributors specify which of these three sections their paper most strongly addresses. For more information and to submit your abstract, please contact Dale Leorke: dleorke@gmail.com

¹ **Dale Leorke** is a postdoctoral researcher in the Centre of Excellence in Game Culture Studies at Tampere University, Finland. **Marcus Owens** is Lecturer in Architecture + Environmental Design at the College of Environmental Design at UC Berkeley.