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## Workshop 2

**Date:** 30.04.2012

**Room:** Toldboden, Strandvejen 1

**Registration deadline:** April 24<sup>th</sup> 2012

### Organisation:

Patrick Driscoll, Ph.D. fellow (Department of Development and Planning, AAU, patrick@plan.aau.dk)  
Anne-Marie Sanvig Knudsen, Ph.D. fellow (Department of Architecture, Design & Media Technology, AAU), askn@create.aau.dk

### The use of social games in mobility research

There is a growing body of empirical evidence drawn from surveys, questionnaires, GPS data, GPRS cell tower location data, Bluetooth transponder data and electronic travel cards to provide planners and researchers with a rich data base of information regarding where, how and when people move in metropolitan areas. What is often missing is detailed empirical evidence as to why people choose (or in some cases are compelled) to travel and what are the reasons for choosing to travel by a given mode (i.e. car, foot, train, bicycle, bus, scooter, tram, etc.).

Social gaming may be one method by which researchers could begin to unravel the complex nature of modern mobility patterns within the urban landscape. The purpose of this workshop will be to explore: 1) what is a social game and how does it relate to mobility research and practice, 2) what are some of the practical and methodological possibilities and problems with using social games for empirical data collection and analysis, and 3) what are some of the legal, ethical, and political implications of the use of this type of highly detailed, yet highly personal data. During the workshop, there will also be some hands-on play with the game "Cities in Motion" as a way to explore the possibilities and limitations of this technology.

Prior to the workshop please download free demo of Cities in Motion and please bring your lap-top along to the workshop.

### Program:

- 08.30-09.00 Coffee and registration
- 09.00-09.20 A brief review of the day
- 09.20-10.00 Introduction to mobility/planning games and their research potential by Patrick Driscoll and Anne-Marie Sanvig Knudsen
- 10.00-10.30 How to build a tracking app for Android by Tino Kastbjerg and Michael Weber
- 10.30-10.45 Coffee break
- 10.45-12.00 Play with Cities in Motion demo (free download of demo from <http://www.citiesinmotion.com/>)
- 12.00-13.00 Lunch
- 13.00-13.45 Discussion of ethical, regulatory and legal issues in using games for social science research (i.e. privacy preservation, user consent, data security, data availability)
- 13.45-14.00 Coffee break
- 14.00-15.00 Participant reflections, and discussion of possible future C-MUS research project proposals-Facilitated by Prof. Ole B. Jensen