Join us as we explore the potential of play in cities.

Over two days we present an exciting national line up of speakers whose pioneering work in urban design, place-making, creativity, the arts and wellbeing will inspire you to think differently about the many possibilities for enlivening and enriching urban environments.

To explore and register go to 2017playsymposium.eventbrite.com.au

PROGRAM

DAY ONE

INTRODUCTION

9.15 - 9.45  Welcome and Possibilities of Play  
Dr Cathy Hope, Coordinator, Play Creativity and Culture Project, Centre for Creative and Cultural Research, University of Canberra

9.45 - 10.15  Urban Renewal in Canberra  
Malcolm Snow, Chief Executive Officer, City Renewal Authority

10.15 - 10.30  Morning tea

EVERYONE CAN PLAY: TOWARD A PEOPLE-LED CITY

10.30 - 11.15  Play, Kids and the City  
Paul Tranter, School Of Physical, Environmental and Mathematical Sciences, UNSW

11.15 – 12.00  Creating Spaces and Places Where People can Play  
Penelope Coombes, Co-Director, People for Places and Spaces

12.00 - 12.45  Designing for Play  
Fiona Robbé, Director, Architects of Arcadia

12.45 – 1.15  Lunch

1.15 – 2.00  Workshop
THE PUBLIC REALM AND THE CITY

2.00 – 2.45  The Ludic City
Quentin Stevens, co-director of d__Lab, the Centre for Design Practice Research, School of Architecture and Design, RMIT University

2.45. – 3.15  Turf Design: Urban Design, Play and the City
Michael Horne, Director, Turf Design, Sydney

3.15 – 3.30  Afternoon tea

3.30 – 4.45  Workshop: Civic Square Challenge

DAY TWO

DIGITAL PLAY AND THE CITY

9.15 – 10.00  Play Transforming the City
Jaz Choi, School of Design, Creative Industries Faculty, Queensland University of Technology

10.00 – 10.45  Freeplay and the City
Chad Toprak, Director, Freeplay Independent Games Festival

10.45 – 11.00  Morning tea

11.00 – 11.30  Workshop

PLAYING WITH SENSES IN THE CITY

11.30 – 12.15  Playing with Sound
Jordan Lacey, Fellow, RMIT University

12.15 – 1.00  Playing with Light
Ruth McDermott and Ben Baxter, McDermott Baxter Light Studio

1.00 – 1.30  Lunch

ART, PLAY AND THE PUBLIC REALM

1.30 – 2.15  Activating the Public Realm through Creative Play
Joseph Norster and Millie Cattlin, Co-Directors, The Projects

2.15 – 3.00  Playful Art and ArtPlay
Sayraphim Lothian, Public Artist And Craftivist, Melbourne

3.00 – 4.00  Final Workshop
SPEAKERS: DAY ONE

Dr Cathy Hope, Coordinator, Play Creativity and Culture Project, Centre for Creative and Cultural Research, University of Canberra
9.15 - 9.45

Cathy Hope is the Coordinator of the Play, Creativity and Culture Project in the Centre for Creative and Cultural Research at the University of Canberra. This applied research project critically examines the role and capability of play in cultural practice across the lifespan. The Project is currently investigating the potential of play in enlivening cities and enhancing wellbeing in partnership with the ACT Government to inform urban renewal in Canberra.

Cathy has written extensively on alternative cultures in their initial experimental phases – including film festivals, farmers’ markets and Australian youth radio station Triple J. Cathy programmed films for the early Canberra International Film Festivals, and co-directed the Canberra Short Film Festival. She has worked in a freelance capacity for the Australian media, including film and travel reviewer for The Canberra Review, chief editor of a Melbourne city guide and other publications including Rolling Stone magazine.

Malcolm Snow, Chief Executive Officer, City Renewal Authority, Canberra
9.45 - 10.15

Malcolm Snow is one of Australia’s leading urban designers and advocates for creating better cities. Prior to joining the City Renewal Authority as its inaugural CEO he was the Chief Executive of the National Capital Authority. He is the former CEO of South Bank Corporation in Brisbane and was the Head of Design for the City of Melbourne, one of the world’s most liveable cities.

Malcolm has been the Chair of several not-for-profit organisations including the Urban Design Alliance and the Place Leaders Association. He is a Fellow of the Australian Institute of Landscape Architects and with others, has been recipient of more than 36 awards for design and management excellence.

Malcolm has either led or played a significant advisory role in major urban renewal strategies including Fisherman's Bend and Docklands 2 in Melbourne, Riverbank in Adelaide, South Bank in Brisbane and City Centre Revitalisation Master Plans for Brisbane and Melbourne.

Associate Professor Paul Tranter, School Of Physical, Environmental and Mathematical Sciences, UNSW, Canberra
10.30 - 11.15

Associate Professor Paul Tranter is a Geographer in the School of Physical, Environmental and Mathematical Sciences (PEMS) at UNSW Canberra (the Australian Defence Force Academy) in Canberra. Paul is an expert in play – particularly as it relates to children and their environment. He has published widely and made pioneering contributions in the areas of child-friendly environments, active transport, and healthy and sustainable cities. Paul is the co-author of Children and their urban environment: Changing worlds.
Penelope Coombes, Co-Director, People for Places and Spaces
11.15 – 12.00

Penelope Coombes is founder and Managing Director of The People for Places and Spaces (PPS) — a specialist consultancy undertaking complex and politically sensitive place-based major change projects throughout Australia and in New Zealand, Asia, Europe and USA for private and voluntary sector and all levels of government, including the United Nations and WHO. PPS consultancies are people-centred, with a focus on enhancing quality of life. They help to guide cities, towns, neighbourhoods, parks, streets, health facilities, cultural and civic centres to realise their potential as healthy and people-centred places that offer a high quality of life to all who use them.

After 35 wonderful years working with her PPS teams she now works as a specialist advisor pursuing her passion to enable places and spaces to be all they can be.

She is a Council Member of HCF Australia, Committee Member Sydney Living Museums Curatorial and Public Engagement Committee and an Adjunct Professor of the University of Canberra.

Fiona Robbé, Director, Architects of Arcadia
Sydney
12.00 – 12.45

Fiona Robbé is a Landscape Architect and Horticulturist who has specialised in the design of outdoor children’s environments, and has worked as a Landscape Architect for 30 years. Her work encompasses public playgrounds in parks (local and state government), as well as play areas in schools, preschools, zoos, churches, museums and anywhere children play outside.

Fiona’s commitment to design of quality playgrounds includes daily advocacy for the rights of children of all ages and abilities to play outdoors safely, regularly and imaginatively. Fiona is a regular speaker at conferences and seminars nationally and internationally, offers peer support and review for other offices. Fiona is also on the Australian Standards committee, seeking to provide children, young adults and teenagers with play environments.

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Dr Quentin Stevens is co-director of d___Lab, the Centre for Design Practice Research in the School of Architecture and Design at RMIT University. He is a researcher in urban design, with a background in both architecture and urban planning. His core expertise is people’s perceptions and uses of urban open spaces, with recent projects exploring visitor experience of public memorials, and temporary and tactical interventions in public spaces. His books include The Ludic City: exploring the potential of public spaces and Loose Space: Possibility and Diversity in Urban Life. His work has been funded by major fellowships from the Australian Research Council and Germany’s Alexander von Humboldt Foundation.
SPEAKERS: DAY TWO

Mike Horne, Director, Turf Design, Sydney
2.45. – 3.15

Founder and director of Turf Design Studio, Mike has over 25 years of industry experience in both bespoke and large scale multi-disciplinary projects – many of which focussed on the public realm. Mike’s projects include the award winning Sydney Park Water Reuse Project which forms Sydney’s largest environmental project to date. Other work includes Sydney University’s Public Domain, Central Park and the Central Barangaroo Master Plan. Mike also made considerable contributions to the Sydney 2000 Olympics. Mike is currently working on the £1.3 billion Stratford to Southbank Waterfront, Cultural and Education District at Queen Elizabeth Olympic Park in London.

Dr Jaz Choi, School of Design, Creative Industries Faculty, Queensland University of Technology
9.15 – 10.00

Jaz is the Director of the Urban Informatics Research Lab, and Program Leader of the Social Entrepreneurship and Design Incubation QUT Design Lab. In her doctoral research, titled ‘Playpolis: Transyouth and Urban Networking in Seoul,’ she developed a new conceptual approach to urban sustainability that recognises ‘play’ as the core of transformative interactions in cities as complex techno-social networks. She builds on this concept to explore how various forms of digital and playful experiences are designed, developed, and integrated in different cultural contexts, and creates such experiences for liveable and equitable urban futures. Her current research explores designing novel technologies and services for care across three inter-related themes: self-care and mutual aid; social entrepreneurship, and; co-creative urban transformation.

Chad Toprak, Director, Freeplay Independent Games Festival, Melbourne
10.00 – 10.45

Chad Toprak is the Director of Freeplay, Australia’s longest standing independent games festival. He is also an independent game designer, curator, and academic. He has a passion for curating, producing, and organising videogame exhibitions, gatherings, parties, and events.

His most recent exhibition Contours was in partnership with the City of Melbourne, and explored a brief history of the fringes of independent games in Melbourne and Australia, with a focus on ‘Not Quite Games’ and ‘Personal Games’.

Chad also co-directs and curates Hovergarden, Melbourne’s local videogame curatorial duo. He organises and hosts exhibitions, parties, and gatherings for friends and strangers to play a curated selection of contemporary videogames. These events take place in a wide variety of spaces including public parks, city streets, laneways, rooftops, warehouses, bars, and other public spaces.
Jordan Lacey, Fellow, RMIT University, Melbourne  
11.30 – 12.15

Jordan Lacey is a Vice-Chancellor’s Postdoctoral Fellow at RMIT University, Melbourne, Australia. His research is located at the interface of sonic arts and urban design, investigating the role of sound installations in the development of creative cites and improved social health and wellbeing. Jordan is also a spatial sound practitioner, author, musician and educator. He has published multiple book chapters and papers on the topic of urban soundscapes, and has presented creative works and papers at international conferences.

Ruth McDermott and Ben Baxter, McDermott Baxter Light Studio, Sydney  
12.15 – 1.00

Ruth McDermott and Ben Baxter’s work explores the intersection of light and shadow in architecture. “We seek out unusual, dark sites for our work, we are inspired by shadowy places untouched by light & full of mystery”. They are “the king of big” creating spectacle and mood with light installations and bespoke light fittings. They have completed multiple public realm projects including for Cockle Bay Precinct and Sydney City Council. They have also exhibited their installations in Germany, Italy, Norway, Seattle, Hong Kong and for eight Vivid Light Festivals.
Sayraphim Lothian creates playful experiences and facilitates meaningful connections between people through art and craft. Her street work attempts to inject tiny, unexpected and magical moments in passersby’s lives. Sayr’s work is held in MOMA (New York, USA), The Canterbury Museum (Christchurch, NZ), the archives of the National Gallery of Victoria (Melbourne, AUS), in the Monash Heart Art collection (Melbourne, AUS), as well as in private collections and on the streets in cities around the world.

Sayr also works for the City of Melbourne’s ArtPlay program for children and families, where children explore their creativity and self-expression and share unique artistic experiences with professional artists. The centre runs more than 300 workshops, events and performances every year.

The Projects team has a hands-on approach with an attitude defined by generosity and care-taking towards community, physical infrastructure, local context and the public more broadly.

Millie and Joseph are co-directors of The Projects. This Practice is committed to developing experimental ideas in the fields of art, architecture and education through the design, programming and ongoing operation of Testing Grounds, Siteworks and The Quarry. Testing Grounds is an open space within Melbourne’s Arts Precinct for creative practices of all kinds to test, develop and share their work. Siteworks provides the community with a range of facilities within a former college and heritage-listed house, for skills sharing, ideas generation, workshops, project development, experimental teaching and technology-related development. The Quarry is a long-term project in an 86,000 square metre site being developed as a space for experiments in building and architecture, creative practices, education and technology.

Joseph Norster and Millie Cattlin, Co-Directors, The Projects, Melbourne
1.30 – 2.15

Sayraphim Lothian, Public Artist And Craftivist, Melbourne
2.45. – 3.15