# Digital Inclusivity & Community Engagement

During a series of co-design activities, public actors, designers, and local residents become co-researchers to virtually reflect on local public spaces. Participants are empowered with techniques of digital tools that help them to generate shared expressions of spatial needs and develop a mutual understanding of community interests.

# Intergenerational Design Thinking

While enjoying the fun of video games, youth and older adults work together to acquire knowledge and skills of how gaming technologies may be developed as a design profession. Concepts of community building and understanding are explored to design for socio-economic sustainability.

# Gamification & Virtual Reality (VR)

VR can help participants to reorient themselves from user perspective-3-dimensionally and understand spatial quality more empathetically. Meanwhile, the social networking (LARP), peer exercise, and sandbox gaming scenario through immersive three-dimensionality through the networking and interactive environment of gamification.

Our research approach is driven by the theories of “digital commons” - a notion that incorporates capital and productive contributions to the distribution of value (Kuhn, 2021). The technological course of which is increasingly shifted to the use of virtual worlds and VR gaming tools to generate social capital - a culture of play and seamless media environments, progressively understood as the manner (Han et al., 2021). This notion may be applied to co-design, proposal planning on the collectivization of spatial authorship and spatial assets.

The findings and experiences documented in this study demonstrate how 1) ‘placemaking’ are explored to design for socio-economic sustainability; 2) people are engaged in participatory design research; 3) co-design is a design method that actively involves different stakeholders in the decision-making process, and centre on user insight to innovation new strategies in improving the living, (Kuhn & Kuhl, 1996).

# Participatory Outcome & User Experience

The project collaborates with local youth centres and community officers to implement on a continuing basis - interdisciplinarily between social sciences and designers, intergenerationally for socio-economic sustainability.

Participatory research combines participatory action research and design research. The latter studies processes in design. (Muller & Kuhn, 1993). Comparing baseline cross-compared with participants’ disposal. ‘Learning outcomes’ had the most vertical participation and feasibility participating with user engagement span and group discussion, helper notes, and analytical frameworks that collect and analyse participants’ insights. Centres on users’ insights and understanding of community interests.

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## PROJECT OVERVIEW

“Digital Commons is an intergenerational design research project that brings virtual reality (VR) and video gaming technologies to local communities in public housing as design communication tools.”

## METHODS

**Co-design:** Participants design and analysis tools. These criterias (figure 1) are being used to design surveys, focus groups, interviews. Content analysis of group discussion, helper notes, and analytical frameworks that collect and analyse user engagement span and group discussion.