



**POST-HUMAN
ARCHITECT**
Game Testing Event in Denmark



From the 30th of May to the 1st of June 2023, the University of Aalborg hosted a training – testing event in the frame of the Post-Human Architect project.

The project is a Strategic Partnership for Vocational Education and training co-funded by the Erasmus+ programme and started in January 2022.

The aim of the project is to foster an approach of regeneration of places and social innovation inspired by the principles of the [New European Bauhaus](#): beautiful, sustainable and together.

During the first year of the project, the partnership collected some case studies that embed those principles. One of them is the [Paraloup](#), "sheltered from wolves" in Occitan, an alpine village in Northern Italy. After a long period of depopulation, in 2006 the Nuto Revelli Foundation decided to acquire it and now it is an open-air laboratory, for a sustainable return to life, culture and work in the mountains. Another example comes from Slovenia. In Murska Sobota there was a location of a degraded area of the gravel pit and a long-standing desire to arrange the space as a place for meeting and leisure. The opportunity was offered to install an exhibition pavilion ([EXPANO](#)) from the Expo 2015 in Milano and the municipality of Murska Sobota decided to accept this challenge in terms of rehabilitating the degraded area. It is now a modern attractive place where everything that the Pomurje region offers is gathered in one place.

Using the outcomes of the case studies and interviews with people working with urban regeneration, city developers, and creatives, the PHA members developed a [competences framework](#) and an educational tool addressed to VET trainers, especially the ones working in decentralized areas, engaged in sectors like science, architecture, planning, arts, design, rural development, anthropology, sustainability, and their learners.

From January 2023 six students studying Game development in the Futuregames school (Changemaker Educations - Sweden) developed two board games. The scope of the games is to let the learners experience and enhance some competences necessary for a Post-Human Architect.



The two board games were tested during the training event in Aalborg. The participants were students and young employees in techno-anthropology, architecture, workers in the cultural sector, urban regeneration, and other fields, coming from Italy, Slovenia, Sweden, and Denmark.

The game developers got relevant insights to adapt the games according to the feedback received by the participants and will release the games by the end of June.

During their time in Aalborg, the participants in the activity also got the possibility of exploring the city architecture with a guided tour provided by [Utzon Center](#). At the end of the study visit, the participants were hosted for a simple lunch by Buens Bogcafé, the oldest LGBTQ+ bookshop in Denmark. There, they had the chance to discuss how a local, small, company is creating space for social innovation in the area.

You can find more information at: www.cmeducations.se/posthumanarchitect

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