

## What to expect during the thematic parallel presentation session

### Planning in a Digital World

#### **Cristian Wessels**

##### Expectations and evaluations of social media use by neighborhood associations

In this thesis, the use of social media by neighborhood organizations is researched in the context of Chicago, The United States of America. Neighborhood organizations were interviewed about their experiences with social media and how they evaluate it. Early findings implicate that the demographics of a neighborhood and therein the demographics of a neighborhood organization influence how the organizations use social media and if they are satisfied with it. Also was found that neighborhood organizations still rely on older, Web 1.0 technology and on face-to-face contact.

#### **Harald Hoeckner**

##### Details matter: The influence of the Level of Detail on the effectiveness of 3D models for planning processes

Understanding conventional 2D plans requires knowledge and interpretation skills. These abstract and encoded drawings fail to deliver information effectively, leaving a gap between experts and laypersons. Acknowledging the boundedness of 2D plans, this research introduces 3D visualisations as a more effective communication medium. Yet, different levels of detail (LOD) are expected to influence the tool's effectiveness. Several LODs are tested in different planning scenarios, intended to reveal the diverging effectiveness between a simplistic urban visualisation and a more complex, detailed one

#### **P.F.M. Fouraschen**

##### Playing with the Future - Opportunities and risks of serious gaming/simulation games for future spatial and urban issues

City building simulation and strategy games have become increasingly popular in the past decades. The objective of this thesis is to investigate how this type of games could be utilized in the decision-making and/or the vision-forming processes in spatial and urban planning developments. Three different approaches have been identified. City building simulation and strategy games can adopt the roles of informer, accessor and host in spatial and urban issues.