

AKILLI ŐEHİRLER İÇİN

KOLEKTİF AKLIN  
İNŐASI

CİDDİ OYUNLAR



UlaŐ Akın  
4 Őubat 2014  
İstanbul



BUGÜN

Netlik

Oyun

Ciddiyet

Şehir

Örnekler

Bilim

Devam



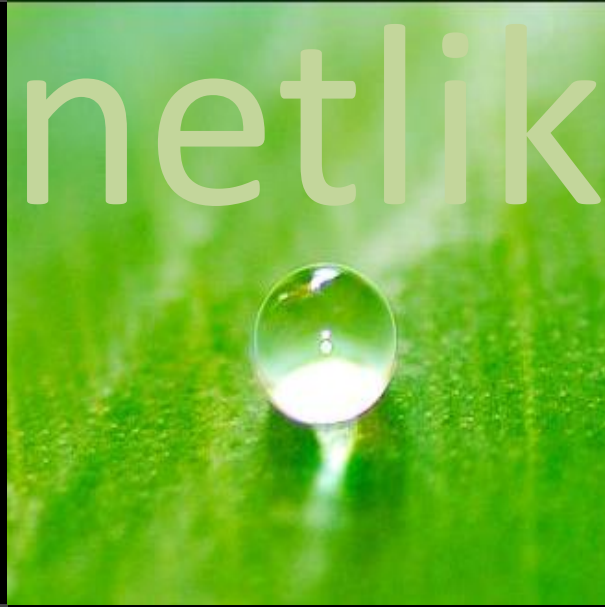
Akıl

Kolektif

netlik

Şehir

İnşaat



# HOMO LUDENS



PROEVE EENER BEPALING VAN  
HET SPEL-ELEMENT DER  
CULTUUR  
DOOR  
J·HUIZINGA

*Oyuncu-İnsan:  
Kültürde Oyun Unsuru Üzerine Bir Çalışma*

It is ancient wisdom,  
but it is also a little cheap,  
to call all human activity  
'play'

*Homo Ludens:  
A Study of the Play  
Element in Culture*

1938;1949;1955  
Johan Huizinga





# Oyug

@Yenisey



Acil durum  
Eđitim  
İřletme/Yönetim  
řehir Planlama  
Savunma  
Sađlık  
Mühendislik  
Bilimsel Keřifler  
Din/İlahiyat  
Siyaset

# Ciddi

- Advergames
- Edutainment
- Games-Based Learning
- Edumarket Games
- Newsgames
- Simulation Games
- Persuasive Games



- Organizational-dynamic games
- Games for Health

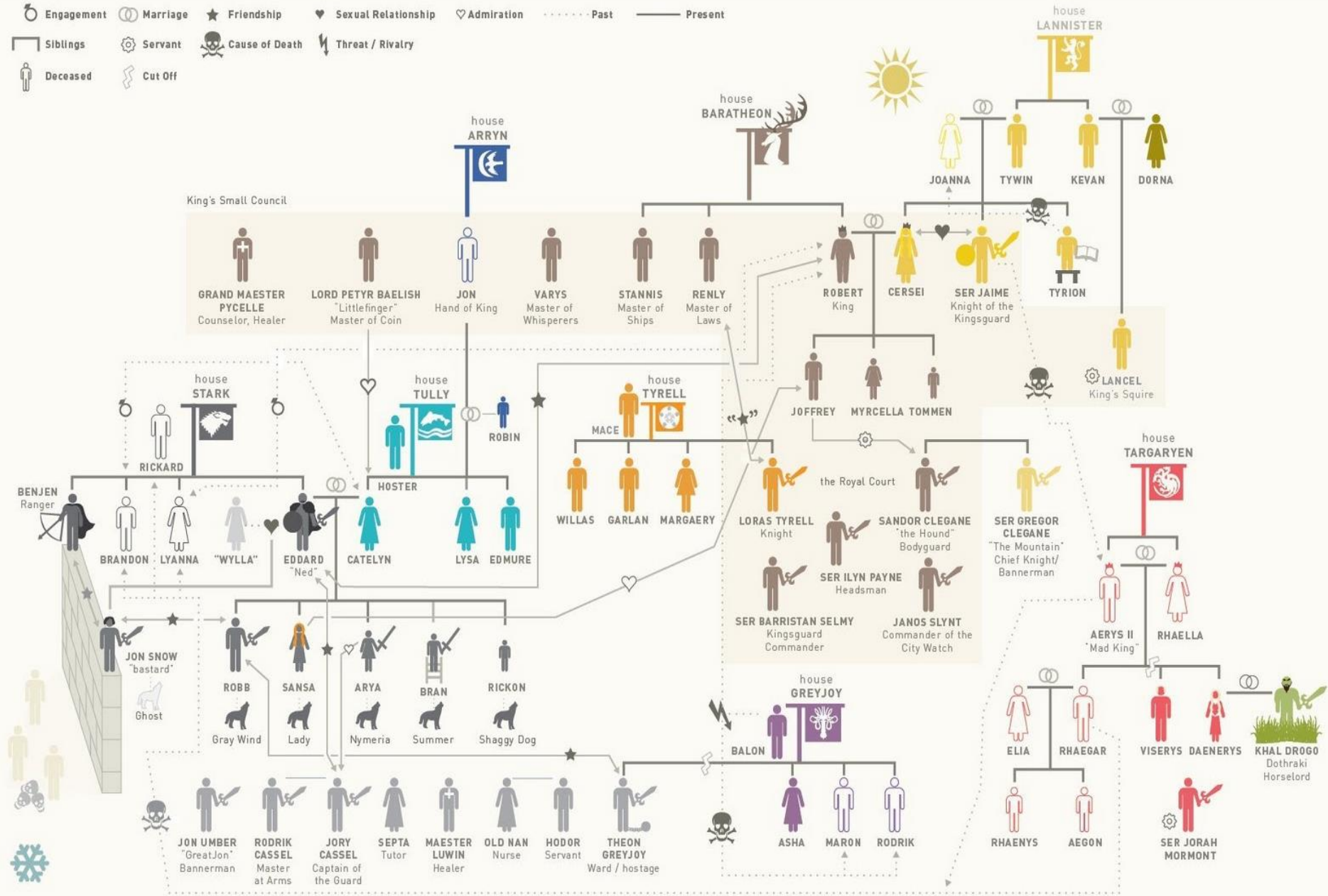
- Exergaming
- Art Games
- Productivity game

- Training and Simulations /Gamification

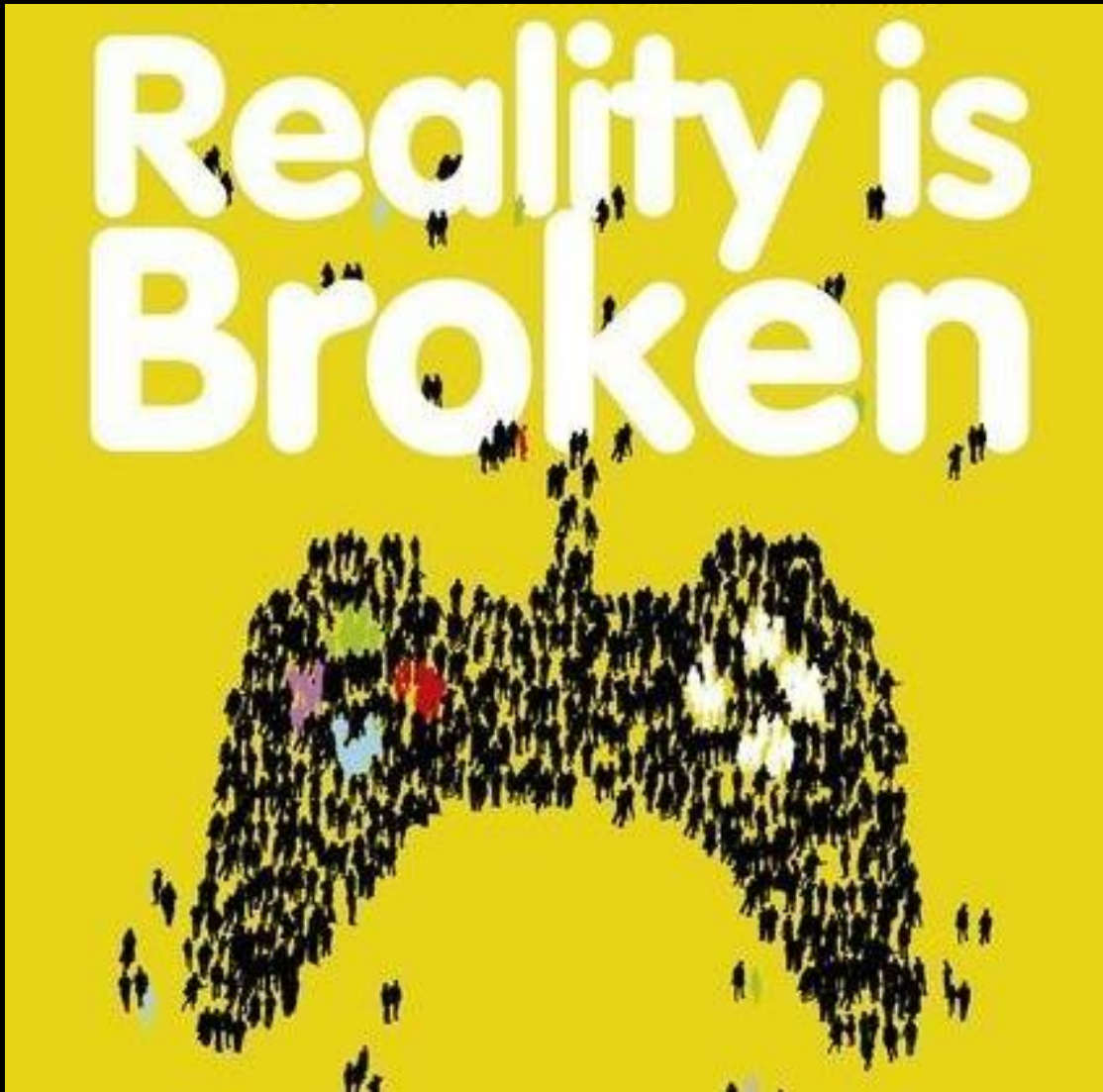
# Oyun



# HBO's Game of Thrones : Illustrated Guide to Houses & Character Relationships







Jane  
McGonigal

2011

oyun

depresyon

**O**

**Y**

**U**

**N**

**1 - HEDEF: AMAÇ HİSSİ**

**2 - KURALLAR**

**3 - FEEDBACK/GERİBİLDİRİM**

**4 - GÖNÜLLÜ KATILIM**





# REALITY!



*Is For Losers Who Don't  
Play Video Games!*

- POZİTİF  
STRESS
- EPİK ORTAM
- EPİK ZAFER

2004



MMO RPG

MASSIVE MULTIPLAYER ONLINE ROLE PLAYING GAME



**Adapa**  
 70

**Uinters**

**Thanathus**

**Kocceptor**

Valley Of Heroes

86  
86  
5

[Madghost] yells: everyone MOVE BACK  
 [Drk] says: blink move back  
 [Wobith] yells: move back  
 [Blinkjatt] says: rogus  
 [Guild] [Kaiba]: [Slayer's Handguards] [Belt of One-Hundred Deaths]  
 [Slayer's Legguards]  
 [Blinkjatt] says: ant  
 [Blinkjatt] says: cant

Kaziff  
<Guardian Knights>

cant

Shadowmaw  
<Blindside>

Wobaz  
<FOR THE HORDE>

Hashplant  
<Darkness Avengers>

Zyn  
<Blindside>

Uinters  
<Brazucas>

Kocceptor  
<Brazucas>

Thanathus  
Brazucas  
Level 70 Blood Elf Mage (Player)  
PvP



- 250.000 > 11,5m (6 yıl)
- 50milyar saat > 5,93 milyon yıl

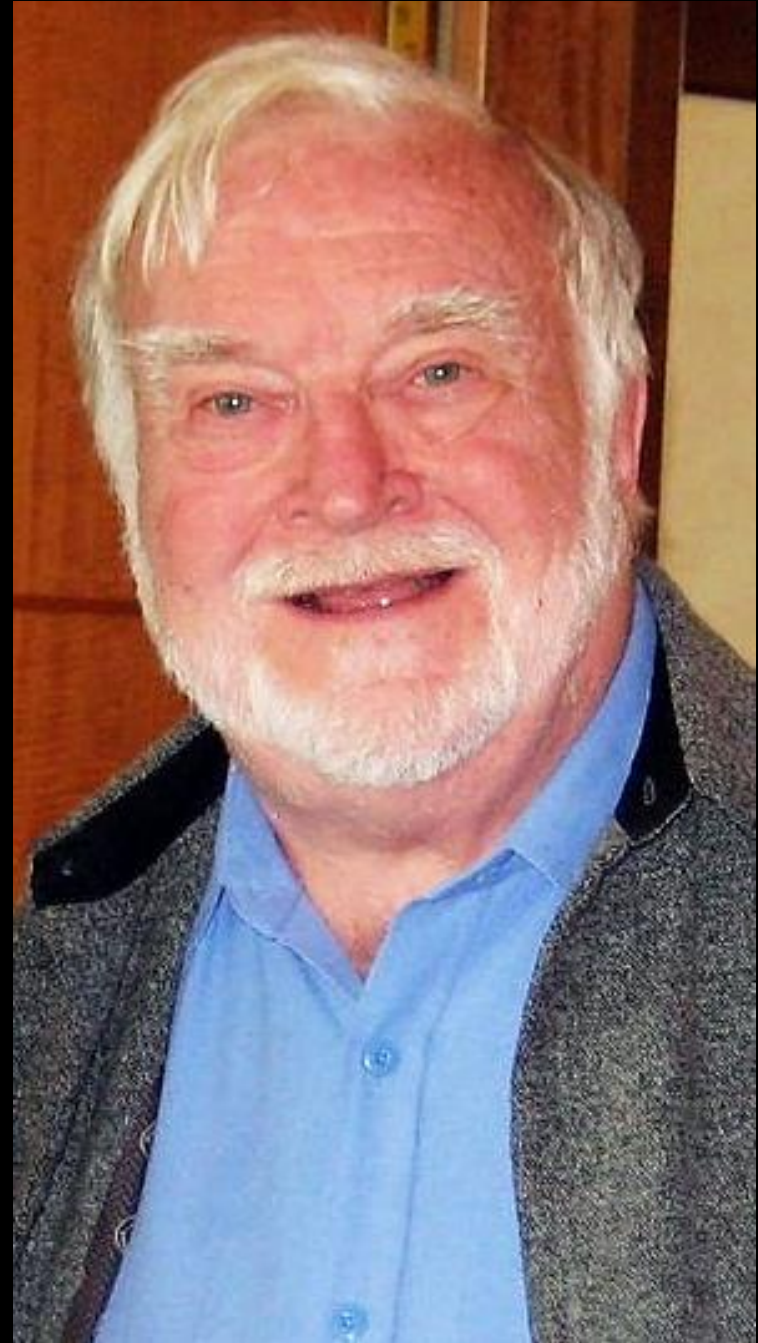


MMO  $\approx$  iş ortamı  
ilk PhD+Nick Yee

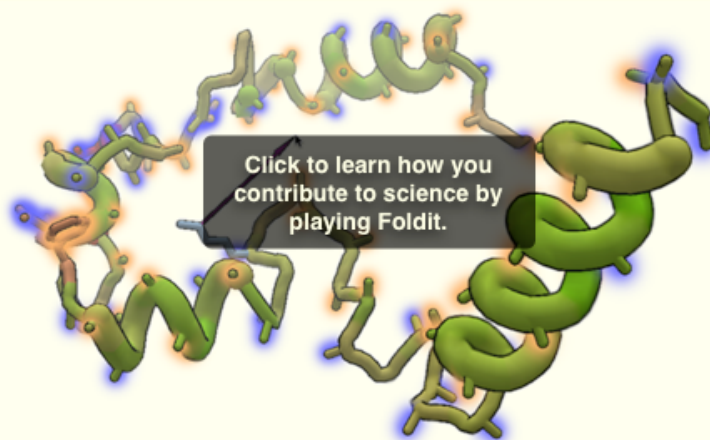


Csikszentmihalyi (1971)

Oyun oynar  
gibi çalışmayı  
yeniden  
keşfetmeye  
ihtiyacımız var







## What's New

### Removing 'newchapter' update group

Now that it is released, we will be removing the 'newchapter' update group. If you are using it, you will want to switch back to 'devprev' or 'main'.

(Tue, 01/28/2014 - 01:16 | [0 comments](#))

### Wiggle Power

We've recently introduced a new option to control how wiggle behaves: **wiggle power**. This option is accessible from the behavior tab menu. This option generally trades off time for points and ideality: lower power will take less time to run, but have less ways to find points and spend less time adjusting the protein's ideality.

How does it do this? Currently, by changing which bond geometry wiggle can change. A protein's bond geometry includes the bond lengths, angles, and dihedrals (also called torsions) between atoms that define how the atoms are positioned relative to each other. For a good visual representation, see:

[https://wiki.cmbi.ru.nl/index.php/File:Energetics\\_1.gif](https://wiki.cmbi.ru.nl/index.php/File:Energetics_1.gif) . Low power wiggle uses only the standard set of dihedrals. These are typically called phi, psi, and omega for the backbone and chi for the sidechains; you can find more details here:

[http://en.wikipedia.org/wiki/Dihedral\\_angle#Dihedral\\_angles\\_of\\_biologica...](http://en.wikipedia.org/wiki/Dihedral_angle#Dihedral_angles_of_biologica...) . Medium power also uses additional bond geometry for the atoms that connect two segments, allowing it to resolve cuts. And high power further adds in some bond geometry for all of the atoms in the protein, allowing it to resolve cuts and fine-tune

#### GET STARTED: DOWNLOAD



Windows (XP/Vista/7)



OSX (Intel 10.4 or later)



Linux (64-bit)

[Are you new to Foldit? Click here.](#)

[Are you an educator? Click here.](#)

#### SEARCH


 Only search fold.it

#### RECOMMEND FOLDIT



#### USER LOGIN

Username: \*

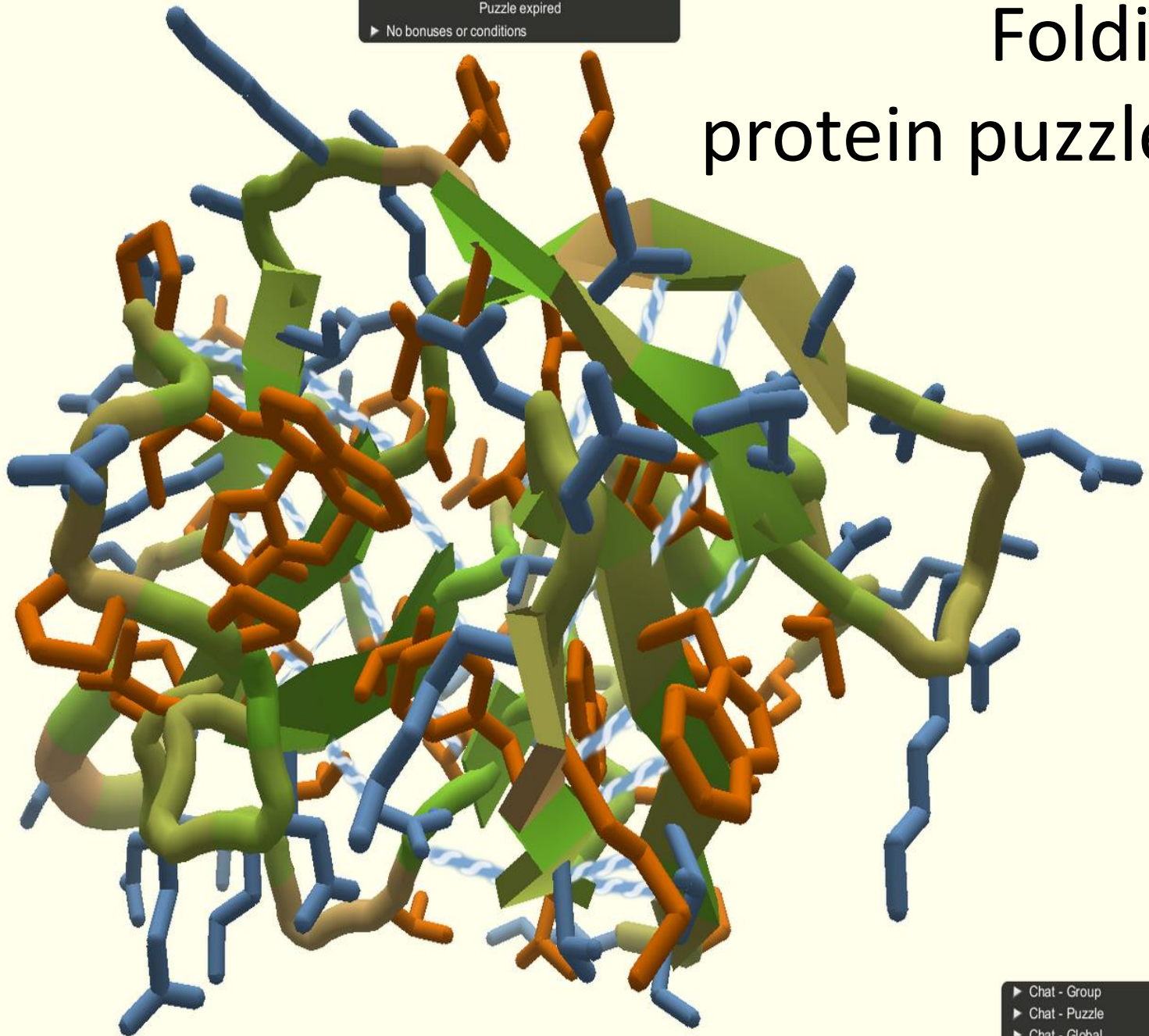
Password: \*



- [Create new account](#)
- [Request new password](#)

SOLOISTS		EVOLVERS		GROUPS		TOPICS	
PLAYER				PUZZLE			SCORE
cubbase	<a href="#">131</a>	<a href="#">782</a>		Beginner Puzzle...zle			8,366
martinf	<a href="#">131</a>	<a href="#">353</a>		840: CASP ROLL ...046			9,801
ViJay7019	<a href="#">131</a>	<a href="#">153</a>		838: De-novo Fr...und			10,788
dembones	<a href="#">34</a>	<a href="#">1</a>		839: Revisited ...ken			9,462

# Foldit protein puzzle



Vertical toolbar with icons for various game actions, including a 'C' icon at the top, a series of small circles, and a keyboard layout 'k' at the bottom.

Chat and notification controls:

- ▶ Chat - Group      auto show
- ▶ Chat - Puzzle      auto show
- ▶ Chat - Global      auto show
- ▶ Notifications      auto show



# WHAT IF...



# you could help find a cure?

 **PLAY VIDEO**

Help Stanford University scientists studying Alzheimer's, Huntington's, Parkinson's, and many cancers by simply running a piece of software on your computer.

The problems we are trying to solve require so many calculations, we ask people to donate their unused computer power to crunch some of the numbers.

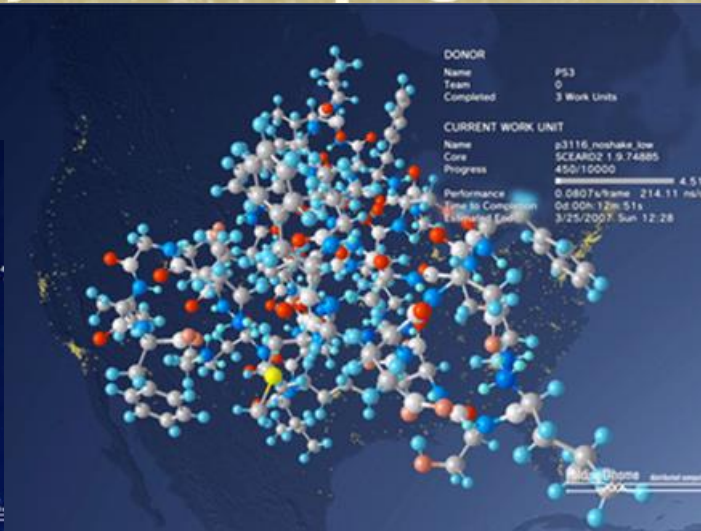


# How you can help right now.



DONOR  
Name PS3  
Team 0  
Completed 3 Work Units

CURRENT WORK UNIT  
Name p3116\_noothake\_low  
Core SCEAR02 1.9.74885  
Progress 4634/10000  
Performance 0.0790s/frame 218.67  
Time to Completion 04:00h:37m:04s  
Estimated End 3/25/2007 Sun 5:22



DONOR  
Name PS3  
Team 0  
Completed 3 Work Units

CURRENT WORK UNIT  
Name p3116\_noothake\_low  
Core SCEAR02 1.9.74885  
Progress 450/10000  
Performance 0.0807s/frame 214.11 m/s  
Time to Completion 04:00h:32m:51s  
Estimated End 3/25/2007 Sun 12:28



DONOR  
Name PS3  
Team 0  
Completed 4 Work Units

CURRENT WORK UNIT  
Name p3116\_noothake\_low  
Core SCEAR02 1.9.74885  
Progress 1450/10000  
Performance 0.0847s/frame 203.97 m/s  
Time to Completion 04:00h:12m:05s  
Estimated End 3/25/2007 Sun 12:34

## START FOLDING

1 katrilyon  
peta FLOP

Floating  
Point  
Operations  
Per Second

# JOIN OVER 169,000 other computers around the world





# ULI Reality Check > bölgesel vizyon

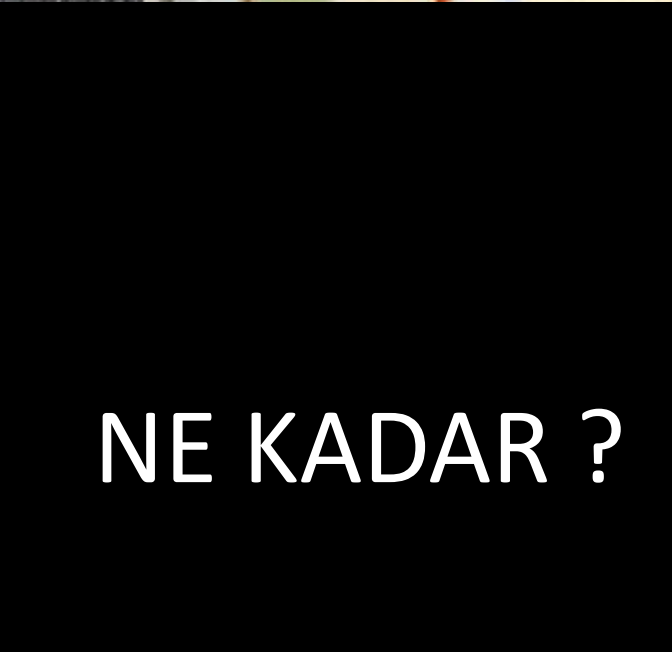


- Los Angeles, CA (2005)
- Washington, DC (2005)
- North Texas (2005 & 2007)
- Baltimore, MD (2006)
- Tampa Bay, FL (2007)
- Charleston, SC (2007)
- South Carolina (2008)
- Seattle, WA (2008)
- Phoenix, AZ (2008)
  - Triangle (2009)
- Jacksonville, FL (2009)
- Hampton Roads, VA (2012)





NEREYE?



NE KADAR ?





# UP

ULI - UrbanPlan  
2004

- ABD
- 20,000 üniversite öğrencisi
- 1500 den fazla ULI üyesi; vakıf mütevelli heyeti üyeleri, valiler, belediye meclis üyelerinin en
- 148 lise sınıfı 2009-2010 müfredat
- 16 üniversite, yüksek lisans düzeyinde 2009-2010 müfredatı

Blue  
Stripe  
DEVELOPERS



To University  
& Freeman

9TH AVENUE

10TH AVENUE

EXIST'G  
OFFICE  
USES

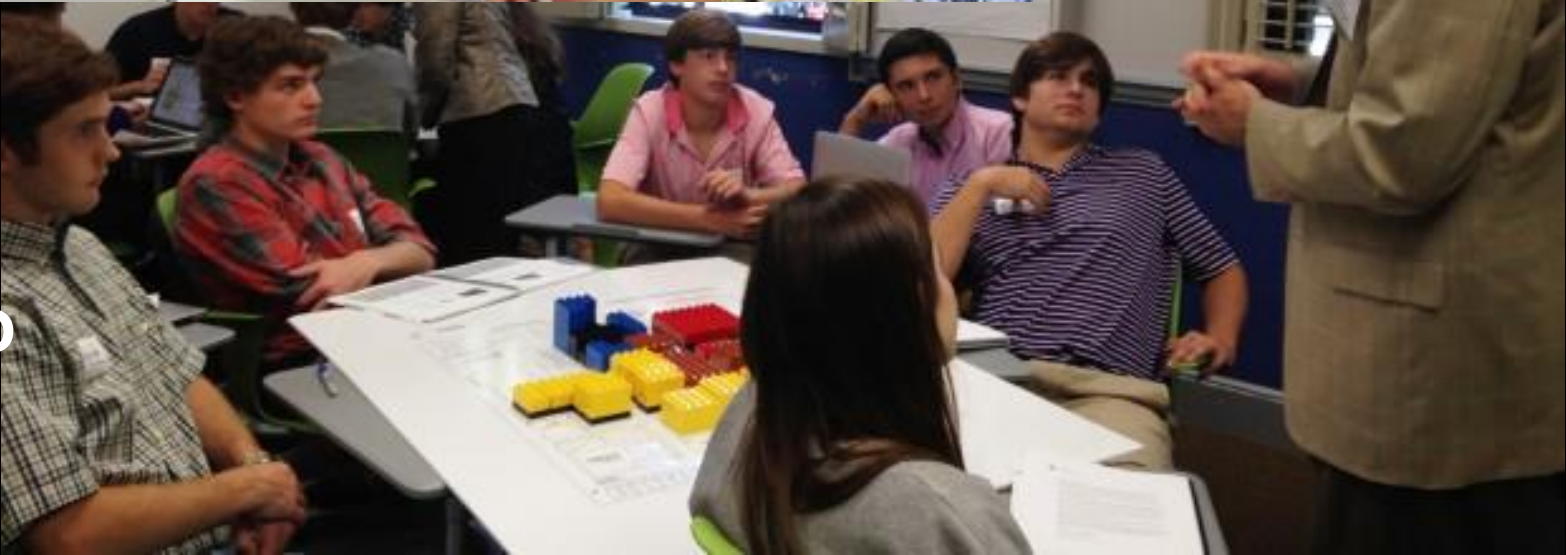
11TH AVENUE



KİMLER ?



NASIL?





2

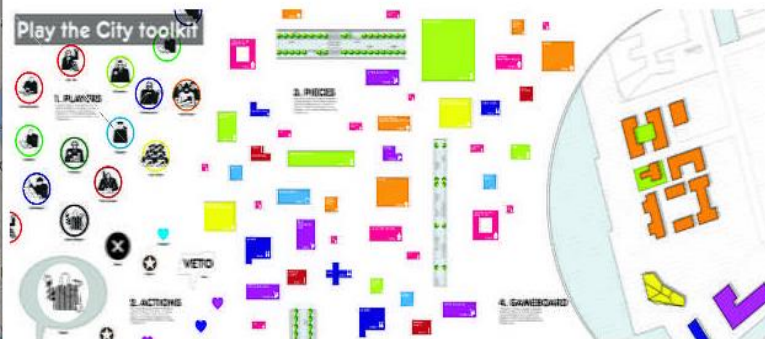
# City Gaming

Play the City proposes using City Gaming in real urban planning and design procedures.

I like it [Share](#) [Tweet](#) [Like](#) 0

Play the City positions today's urban designer as an agent who interacts directly with engaged players of diverse powers and interests. The aim is to translate these interactions as design input to our work. There is design work needed to generate open design formats to connect individuals of various backgrounds. Through a format such as gaming, a platform is created to involve the collective intelligence of diverse stakeholders and evolve the city.

## Play the City toolkit



## Players and their Powers

The Play the City method is collecting and connecting usual and unusual suspects to the urban design process. Multiplayer analog and digital games enable not only policy makers, housing corporations, developers and investors but also small and medium scale entrepreneurs and engaged inhabitants to Play the City. Together they evolve collective future scenarios by negotiating and collaborating, as well as through conflicting with one another. Players' actions and relations are modeled based on reality; these power relations frame their gameplay.

## Beyond Verbal Communication- a 3D City Environment

The players' diversity works fruitfully only if there is common language for all those involved. We choose city gaming as a suitable format, which surpasses limitations of verbal communication and translates negotiations directly into a 3D form. Regular polls and voting aid in raising the quality of different spatial solutions. Results of voting are made visible to everyone, giving a clear picture of what are the most and least valued solutions.

Fans of Vivian, Ekim Tan

Part of:

5

## Play the City Studio

Play the City invents new methods for interactive city-making. Our young organisation acts as a loose network of urban professionals and activists forming teams for ongoing projects.

Keywords: [Play](#), [City](#), [The Studio](#), [Ptc](#), [Amsterdam](#), [Oosterwold](#), [Noord](#), [Istanbul](#), [Binckhorst](#), [Istanbulana](#), [Similar](#)

Atelier Mens

Related things

## If I were Istanbul's Mayor... Now in Amsterdam!

Location: [Mediamatic Fabric](#), [VOC-Kade 10-12](#), Amsterdam. Doors Open: 16:30 hours.

## designers reclaim their relevance in city planning?

Play the City is a young foundation aiming to introduce city gaming into official planning and city design





### Play Oosterwold!

1.

Kies je wijk



2.

Ga winkelen



3.

Ontdek je plekje



4.

Maak Oosterwold

### Snapshot!





# Aktif katılım



# Pasif katılım









HORIZON 2020

The EU Framework Programme for Research and Innovation

H2020

Ümit ediyorum ki bilimin  
yapılma biçimini ve kimler  
tarafından yapıldığını  
değiştireceğiz.

*57.000 Foldit oyuncusu  
(co-author)*

*Zoran Popvic*







# GAME ON

