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PALIMPSEST CITIES

PALIMPSEST CITIES: GAMIFICATION AND STORYTELLING FOR ARCHITECTURAL HISTORY AND CULTURAL HERITAGE AWARENESS
ÇOK KATMANLI ŞEHİRLER: MİMARLIK TARİHİ VE KÜLTÜREL MİRAS FARKINDALIĞI İÇİN OYUNLAŞTIRMA VE HİKÂYE ANLATICILIĞI

How to create a

Gamified Field Trip

as a part of Palimpsest Cities Course?





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Hi everyone,

Are you ready to explore your multi-layered city and its buildings in a game-like setting while listening to its architectural story? This video will guide you on how to do that...

In this module of the Palimpsest Cities course, we will conduct two field trips on two consecutive weeks in our multilayered city. In order to make the field trip more attractive, memorable and entertaining, we will use gamification and storytelling techniques. We wish to overcome “active narrator/guide and passive listener/participant” pattern in this kind of guided tours. By inserting games and stories into these trips, we aim to arouse curiosity and turn this trip into a model of self-exploration and learning.

Now, let's review our approach step by step:

1. In each city, the route(s) of the field trip would vary. Therefore, make the first trip by yourself or with your colleagues before you take your participant to the field. Decide on the sites to visit, think about the time you would spend on each structure and walking time between them.
2. Think about the games/quizzes that you could insert while exploring each structure or to the whole of the field trip. These games are various and only limited with your imagination. You may even ask intriguing questions that would make your students conduct a self-research or exploration; or you could play a [treasure-hunt game](#) that would make them solve puzzles as they move around.
3. Before coming to the field trip, you may think about a story or stories that would make the information that you give to your students more memorable. For instance, you may combine the architectural histories of all structures on your path within a single story, or tell several stories by combining the events and people of old times with those buildings. This would require both pre-study and imagination; but it would be much more attractive than a didactic narration.
4. Inform your participants/students before the field trip to get dressed according to weather conditions, to choose comfortable shoes for walking and to take pencil, notebook, eraser and other necessary equipment.



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5. At the beginning of the field trip, share the details of the trip with your participants and start telling your story related with the buildings and history of the city from the very first moment. Also ask the group some intriguing questions instead of directly giving information.
6. During the field trips, you may ask your participants/students to take pictures of certain details of the structures on their route. For instance, they can take photos of building materials (e.g. brick) or building elements (e.g. doors) and then those photos can be matched according to the common materials and elements on a platform like [Padlet](#).
7. It is also a good idea to ask them make drawings of the buildings by combining these with games/questions. For instance, they could **imagine and draw the interior** by investigating the form of a structure from outside. **Imagine the rest** is another **drawing game**: if there is a destroyed cultural heritage on your route, you can ask them to draw what it looked like in the past.
8. Alternatively, you may ask your group to take pictures during the trip where three or more buildings from different periods appear on the same frame and then make a contest to choose the best photo.
9. You may benefit from our [depository of games](#) or search for other games. Or, just imagine and create your own games!
10. We also encourage you to write/narrate a story and combine the games with this story (see [Alanya's architectural story with games](#)) about the history, people and buildings of your city, to make the field trips and information about the structures more memorable.

These are only some of the gamification ideas that can be used on a field trip. You may transform and adapt these into your own route and destinations. But don't forget that gamification of a field trip requires prior planning on the part of the playmaker.

We hope this guide was helpful and you will enjoy exploring your palimpsest city!