Viktor BEDŐ

Size and Shape of the Playing Field
Map Perception and GIS-based Urban Game Design

Theories of transmodal perception assert that if one experiences the size and shape of an object through touch, then this knowledge implicitly enables the visual recognition of the object when looking at it the first time. There is evidence that the principle of transmodal perception also applies when a shape is perceived on different scales, like street-level and birds-eye-view. Based on a case study in urban game design the presentation sketches implications of theories of visual knowledge on the process of GIS based mapping practices.

Viktor BEDŐ earned a PhD degree in philosophy with his thesis "Interactive Urban Maps as Instruments of Thinking" at the Institute for Philosophy, Humboldt University Berlin and the Doctor School for Philosophy, University of Pécs. He is founding member of the Berlin streets-game collective Invisible Playground, lecturer at the HPI School of Design Thinking, Potsdam and member of the Visual Learning Lab Budapest. His interests include implicit knowledge in collective design processes and game-based mapping strategies in urban innovation. He is recently building Tacit Dimension, a research and development organization and consultancy in game-based urban mapping. E-mail: viktor@tacitdimension.com.