



Join Our SEMINAR



Guest Speaker

Dr. Gamze Dane

WEDNESDAY, 16 OKTOBER 2024

15.30 – 16.30 CEST

ILWA-02/20

"Besprechungsraum I Verkehrswesen"

Gamze Dane is an Assistant Professor of Digital Urban Development at the Department of Built Environment of Eindhoven University of Technology (TU/e). She has an interdisciplinary background with a Ph.D. in "Urban Planning and Transportation" and a MSc. in "Geographical Information Systems (GIS) and Decision Making". Her areas of expertise include decision-support systems in participatory urban planning, human-environment interaction, GIS and data analytics. By being the principal investigator of numerous large-scale European and national projects, she has gained vast experience with transdisciplinary research demonstrated by working with citizens, SMEs, NGOs and European cities (i.e. Eindhoven (NL), Helmond (NL), Bologna (IT), Lisbon (PT), Skopje (NMK)).



Experiencing the Future Cities through Virtual Reality

To achieve sustainable, inclusive, and livable cities, it is necessary for urban planning stakeholders and citizens to efficiently experience, discuss and comprehend the consequences of various alternative urban intervention scenarios. This process serves two key purposes:

- *Enhancing the planning practice by fostering participation and communication among stakeholders and citizens*
- *Facilitating informed decision-making. To this end, Virtual Reality (VR) technology offers a promising solution by providing immersive, interactive, and experiential capabilities that allow users to envision and explore the future of cities through simulated environments.*

This presentation will showcase examples of projects where VR technology was utilized to:

- *Support participatory co-design processes. Through the development of an interactive immersive VR application, users were enabled to experience, create, and discuss different design options for healthy public space design.*
- *Gather data on human behavior and choices within virtual environments representing future urban scenarios. These insights can then be used as input for agent-based models, which can predict the acceptance and use of future urban interventions.*

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