



The Block by Block playbook

Using Minecraft as a participatory design tool in urban design and governance

ACKNOWLEDGEMENTS

THE BLOCK BY BLOCK PLAYBOOK USING MINECRAFT AS A PARTICIPATORY DESIGN TOOL IN URBAN DESIGN AND GOVERNANCE

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BLOCK BY BLOCK™

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Block by Block board members during the annual board meeting in Adama, Ethiopia © KATLA Studios

ABOUT UN-HABITAT

The United Nations Human Settlements Programme (UN-Habitat) is the United Nations agency for sustainable towns and cities. It is mandated to promote socially and environmentally sustainable towns and cities while advocating adequate shelter for all. UN-Habitat works to expand understanding of inadequate shelter and urban poverty, and to facilitate the tracking of progress in urban development. It also sets out norms and best practice for sustainable urbanization and urban poverty reduction, promoting realistic and integrated urban planning as the key to harnessing the economic potential of cities. UN-Habitat is mandated by the UN General Assembly to be the focal point for all urbanization and human settlement matters within the UN system. It plays a role in delivering the 2030 Sustainable Development Agenda, adopted by Member States in 2015. The agency has a specific focus on Goal 11, to make cities and human settlements inclusive, safe, resilient and sustainable.

UN-Habitat's Global Programme on Public Space

In 2012, UN-Habitat launched its Global Public Space Programme with the objective to promote public spaces as a keystone for sustainable cities in order to ensure good quality of life for all. Over the years, the Programme has developed an iterative approach to public space that includes a variety of normative and operational tools, methodologies and practices that support local and national governments and other partners to make public spaces safe, inclusive, accessible and green. This includes public space assessments digital tool, policy guides, strategies and design principles, participatory tools, technology and innovation projects and carrying out advocacy work and implementation.

Block by Block uses Minecraft as a community participation and engagement tool, with UN-Habitat facilitating and overseeing implementation of projects. UN-Habitat's Global Public Space Programme pioneered the Block by Block methodology in 2012 and oversees the implementation of the funded projects.

ABOUT THE BLOCK BY BLOCK FOUNDATION

The Block by Block Foundation is a registered 501(c)(3) non-profit, officially formed in 2015 to amplify the program's impact after Microsoft acquired Mojang. Block by Block actively supports the New Urban Agenda and the UN's Sustainable Development Goals, and is one of only a handful of non-profit organizations whose work directly supports Goal 11, Sustainable Cities and Communities. The Block by Block Foundation has contributed more than US\$ 6 million to UN-Habitat to help make the UN Sustainable Development Goals a reality.

Mojang

Mojang is the maker of Minecraft. Mojang licenses the use of Minecraft for Block by Block Workshops and provides ongoing financial support from the sale of licensed Minecraft merchandise. To date, Mojang has mobilized more than US\$ 5 million from the Minecraft community to make Block by Block Workshops and projects possible worldwide.

Microsoft

Microsoft is the corporate parent of Mojang. Microsoft provides additional financial and technical support as well as organizational oversight for the Block by Block methodology.

INTRODUCTION

预览已结束，完整报告链接和二维码如下：

https://www.yunbaogao.cn/report/index/report?reportId=5_17335

