

The project

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Project identity

ASPIS was a 3-year European project, running from 2009 to 2012, co-funded by the Lifelong Learning Programme (Transversal Programmes – Key Activity 3 ICT – Multilateral Projects); it was implemented in 7 EU countries.

ASPIS involved 7 European countries and 9 organisations, including universities, planning and IT consultancies, research institutes and local authorities, aiming to promote learning for public participation in planning and raise awareness on the sustainability of open public spaces among citizens and professionals (architects/planners/students).

The project introduces a Games-based Learning (GBL) methodology, complemented with other interactive communication/internet-based tools, aiming to encourage “learning by-doing” through simulation, negotiation and role-playing. The learning products of ASPIS address professional architects and planners as much as citizens, and are also designed for introduction in school and university curricula, making learning more attractive and relevant to real life situations.

ASPIS builds on the results of an earlier project, PICT-Planning inclusion of clients through technology, co-funded by Leonardo da Vinci Programme-UK.