

# Introducing RTG 2725 Urban future-making



## Anna Hentschel

Anna Hentschel is a spatial strategist and a practice-based researcher. For more than ten years, she has created cultural platforms at the intersection of play and urban society with the cooperative Game Design Network Invisible Playground. Their formats range from international festivals to site-specific interventions and complex city-wide games, and often invite the public into co-creation. Anna holds a diploma in scenography from University of the Arts Berlin and a Master degree in spatial strategies from Muthesius University of Fine Arts and Design. She is scholarship holder of the Goethe-Institut Villa Kamogawa in Kyoto, was architect-in-residence at Goethe-Institut Rotterdam. Currently, she develops knowledge transfer projects and teaches interdisciplinary courses at the Game Design department of University of Applied Sciences Berlin.

As a fellow at the RTG „Urban future-making“ she focuses on participatory design processes and more specifically on the extent to which they enable participants to imagine, express and negotiate urban futures together. In her PhD-project, she researches participation procedures as power structures due to differently distributed expertises and will look at methods for collaborative decision-making that can do justice to the heterogeneity of differently qualified actors. In an applied research, she will examine the impact of experimental design methods on participants in order to analyze the relationship of participation and imagination in collaborative design processes. Doing this, she aims to identify effective methods and to question how those might benefit larger urban planning processes.