

6th ESP Europe Conference

18-22 May 2026 | Prague, Czechia

SESSION DESCRIPTION

ID: S9b

Urban interplay. game for multi-species justice in the informal green spaces

Hosts:

	Name	Organisation	E-mail
Host (s):	Dawid Rostankowski	Jagiellonian University, Biology Department, Institute of Environmental Sciences, Socio-Environmental Research Team	dawid.rostankowski@gmail.com
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Abstract:

Informal urban green spaces constitute a unique nexus of humans, biodiversity, and space, whose value is frequently overlooked by decision-makers and local stakeholders. In the face of the intensifying global polycrisis, these micro-refugia serve an important yet underappreciated role not only in the conservation of natural resources but also in creating a space of multi-species coexistence in the urban fabric. Such defined localities, because of their ambiguous legal and social status, often become areas of unseen conflict. Different temporal and size scales and perspectives escape the attention of human stakeholders. To address the neglect of multi-species justice, we have developed a serious game to immerse participants in different perspectives. Players take on the role of representing different interconnected elements of the local ecosystem, seeking approval for their actions from others in the face of global and local challenges. The game's design aims to develop the methodology of a walking lab to address challenges in representational justice for other-than-human species by the means of knowledge co-creation and will simultaneously serve as a research method. The design's inbuilt modality allows for easy implementation across different locations in either analogue or digital format, indicating its potential for fostering local engagement in diverse contexts.

Goals and objectives of the session:

Goals of the session include:

Familiarizing participants with novel scientific methodologies; Assessing robustness of the game design; Facilitating discussion on the topic of multi-species justice; Discussing games as a research methodology; Gathering feedback of the participating experts; Sharing the insights from the game design process.

Planned output / Deliverables:

1. Introduction into the game rules;
2. Game session understood as a complex dynamic process in which participants represent different interdependent human and non-human stakeholders in a negotiation of broadly acceptable co-existence strategies in a response to series of unexpected events.
3. Debriefing session with expert comments on the game's design.
4. Author's insights into the game creation process.

5. Discussion on the games as methods of scientific research.

Session format:

Session will last for 1,5h and will be available for 6–18 active participants of any background and any number of observants if the room will allow it. If there will be such option, game could be organized in one of the local informal green spaces. In such case please contact us to share necessary details.

Voluntary contributions accepted:

No, I only want to include abstracts from my own invited speakers

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[SWG 9 – Indigenous people & Local communities](#)