

Place Pulse

A online game gives the possibility to have a crowdsource public perception of the city



Place Pulse players are shown two side-by-side Google Street View images along with a question (for example, “Which place looks safer?”). Players click on the image of their choice, earning points that can be exchanged for access to additional game features. Over time, Place Pulse converts opinions shared in-game into perception scores for each place, creating a quantitative measure of urban perception. Scores are mapped and used to identify areas that are most in need of improvements. Developed by an MIT Media Lab team led by Phil Saleses, this digital tool is intended to help cities become more flexible and representative of the desires of their inhabitants

Project author or developer:
MIT Media Lab

Where:
US / United States / Middlesex

Website:
media.mit.edu/research/groups/4609/complexity

