



# CITY GAME

A turn-based multi-player game to explore urban form and preferences.

## OBJECTIVE

The City Game is designed to explore urban form and elicit a group/individual's preferences about their city. Participants play in turns and react to each others' actions, and in doing so create a dynamic that is absent in traditional participation/feedback processes. The game allows for experiments with various design alternatives. Players can experiment with different policies and rules, observe various patterns that emerge and contrast different emerging scenarios.

*Intended Audience*  
General Public, Urban Planners, Architects, Real estate developers

*Keywords*  
Urban systems, Games, Visualisation, Self-Organisation

## GAME PLAY

It is played in small groups where participants take turns to play and design an urban space in a mock setting. They can witness the evolution of the city and negotiate with each other to resolve conflicts.

*Type*  
table-top

*Duration*  
45min - 1.5hour

Participants build structures in turns and witness the evolution of the city visually in real-time. We have multiple variants of the City Game.

*No. of people*  
10 - 30 players



## RESULTS FROM A GAME SESSION



ROUND 1



ROUND 2



ROUND 3



ROUND 4



ROUND 5



FINAL ROUND



### *Acknowledgement*

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