

THRIFT

A turn-based multi-player tabletop game to understand the complexities of Indian Smart Cities Challenge.

INTRODUCTION

Given that India dreams of creating a 100 smart cities in the near future, the question of how city councils can fund this transformation becomes an urgent question for policymakers. The Central Government has proposed to provide financial support to the Smart City Mission to the tune of Rs. 48,000 crore over five years, which works out to an average of Rs. 100 crore per city per year. An equal amount, on a matching basis, will have to be contributed by the State/ULB (Urban Local Body); therefore, nearly one lakh crores of Central/State funds will be available for Smart Cities development.

How can city councils work with this hybrid funding model? How do different interest groups influence their decisions? How can they retain flexibility, while facing the twin challenges of improving capabilities as well as increasing accountability?

Thrift is a game designed by Fields of View that allows you to immerse yourself in these questions.

Intended Audience

ULBs, Policy Makers, City Planners, Government Bodies, General Public.

Keywords

Decision-making, Urban Planning, Policymaking.

Type

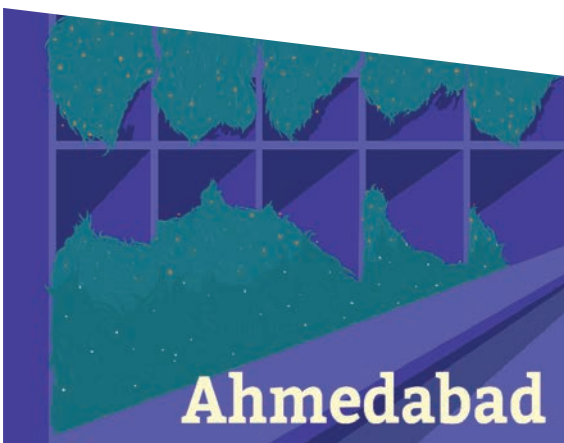
Turn-based table-top game

Duration

1.5 Hours

No. of Players

6 - 10 players



Targets required





GAME-PLAY

In the game, participants play the role of a city council. Participants need to make different decisions on what they would invest in toward making their city smart, and they have to contend with the priorities and constraints faced by their cities.

Mirroring the Smart City Challenge, the game 'Thrift' too requires the city council to ensure citizen participation and grapple with how that influences their decisions. Given these different dynamics, the goal of the city councils is to ensure financial sustainability for their cities.

OUTCOME

Budget training for Smart City proposals.