

Future City Game

Objectives and how to use it

Future City Game is a team-based process designed to create new thinking and action to improve quality of life in cities

Future City Game:

- stimulates original thinking in cities about ways to address global and local challenges
- builds skills of professionals and communities working in cities
- creates a tool for international exchange and collaboration.

Description

The Future City Game methodology is based on the fact that during a two- or one-day meeting to which various stakeholders are invited (residents and specialists, such as social researchers, architects, entrepreneurs, representatives of non-governmental organizations and officials - a total of approx. people divided into 5 groups), specific spatial and functional solutions are developed for a given place (e.g. park management) or a problem related to the place (e.g. a community center offer).

The aim of the game is to come up with the best possible idea to address long-term challenges facing cities and that could be implemented.

It is also about players developing:

- a greater critical understanding of sustainable urban development
- soft skills and behaviours in team work, communication, working across disciplines and cultural differences, active citizenship
- hard skills in design, research, analysis, presentation

Workshops are conducted by the game master who moderates the process. It guides the participants through the stages - the so-called 10 steps, which include: analysis of global and local problems and city perspectives (economic, social, ecological, cultural), generating ideas for the future, testing ideas in the field with the help of specialists, residents, tourists, officials and observers and presentation of the final concepts developed in groups (given behind the website) on the forum. Final solutions are assessed by players and observers, and then the best project is selected and the method / possibilities of its implementation are discussed.



Resources / Material required

The City Future Game is organised in the form of workshops conducted by the game master who moderates the process. It guides the participants through the stages - the so-called 10 steps, which include:

1. Analysis of global challenges/problems
2. Analysis of local challenges/problems
3. Analysis of city perspectives (economic, social, ecological, cultural),
4. Generating ideas for the future,
5. Prioritising ideas
6. Presenting future ideas
7. Preparing for testing
8. Testing ideas in the field with the help of specialists, residents, tourists, officials and observers
9. Presentation of the final concepts developed in groups (given behind the website) on the forum.
10. Voting and select the best project

Final solutions are assessed by players and observers, and then the best project is selected and the method / possibilities of its implementation are discussed.

The approach

- The game looks at the future of cities in a ten to twenty year trajectory
- The game reflects a view of cities as places where economic, social, cultural and environmental sustainability are carefully balanced
- The game allows people to think about the impact of global and local change on their cities
- The game combines traditional game board game play and practical work in a specific location with local practitioners, policy makers and community members
- Game licensees and partner organisations in cities determine how the game can best be used to tackle local priorities. They are encouraged to use the results from the game to help them in their work.

Future City Game is a methodology developed in Great Britain, as part of a British Council project.

