YOU PLACE IT!

GEOGAMES AND URBAN PLANNING

Paola Monachesi
Introduction

- City as playground where the physical and digital dimensions interact through the use of media.
- City: Top down urban development
- Shaping (public) urban spaces
- Public participation in urban planning
- Geogames: You place it!
Serious Games

- YouPlaceIt!
  - A serious digital game for achieving consensus in Urban Planning
- Collaboration with:
  - Kavita Vemuri (International Institute of Information Technology, Hyderabad, India) and her team
Research question

- Can we create online digital games that can support public participation in urban planning?
  - Decision making game-based models that would help to model participatory processes in urban planning
- Platform for decision making and conflict resolution
- Play and test different scenarios about the use of space
Case study: Dharavi, Mumbai, India

- More than 1 mio inhabitants
- 230 hektares
- The master plan presented by the government has not been accepted by the inhabitants and other stakeholders
Case study: Dharavi, Mumbai, India
You Placelt!: current state

- Focus on building consensus through negotiations
- Single player game
- Negotiations related to planning and building road infrastructure in Dharavi
- Player negotiates on the basis of space occupied and obstacles to be removed
Fig:13 Screenshot showing road drawn amidst rectangular obstruction
Fig:9 Screenshot shows negotiation process
Fig:12 Screenshot showing alternate path to overcome ‘Ground’ & ‘Parking Space’ obstacle
UU seed funding

- Collaboration with CS department @ UU
  - Fabiano Dalpiaz
  - Joske Houtkamp
  - RA: Ioana Cocu
- Extend the game into a multiplayer one
- Add chatbox: language module
- Extended testing with CS and Geoscience students
- Goal: Conceptual framework to investigate whether certain spatial configurations (physical vs. online) can support consensus finding better than others
Communication in games

- Assess the role of communication in the negotiations carried out in games
- Insights in the discours strategies through language
  - Authority
  - Group identity
- Role of language
  - Building consensus
  - Creation of social interactions, roles and identities
Collaboration UU

- Collaboration with B. Bagchi (UU)
  - urbanism and utopia (literary and filmic narratives – focus on Kolkata).

- Summer 2016: workshop
  - imagining alternative spaces in Asian cities through the use of games, literature, films: inspiration for planners

- Location
  - Kolkata (Institute of Development Studies Kolkata)
  - Mumbai (Somaiya Vidyavihar)
Collaboration CUHK

- Chinese University of Hong Kong
  - Institute of Future Cities
  - Collaboration ongoing (with Geo - UU)
    - Working visit Fall 2013, 2015, 2016
    - Workshop CUHK – July 2014
    - Workshop UU – November 2015
  - School of Journalism and Communication
    - Anthony Fung
    - China and HK game industry
Future plans

- Possible application for a RISE EU project on the impact of media in urban planning
  - Deadline: April 2016
- Horizon 2020
- EU-China cooperation on sustainable Urbanization
  - Deadline: CSA – April 2016
  - RIA – February 2017