



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. In one of the variants, the participants are given one simple rule: they have to inform the rest of the group, what they are building.

No. of people
10-30 people



RESULTS FROM A GAME SESSION



ROUND 1



ROUND 2



ROUND 3



ROUND 4



ROUND 5



FINAL ROUND



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