

YouPlacelt!: a Serious Digital Game for Achieving Consensus in Urban Planning

Kavita Vemuri

International Institute of Information Technology, Hyderabad, India

Alenka Poplin

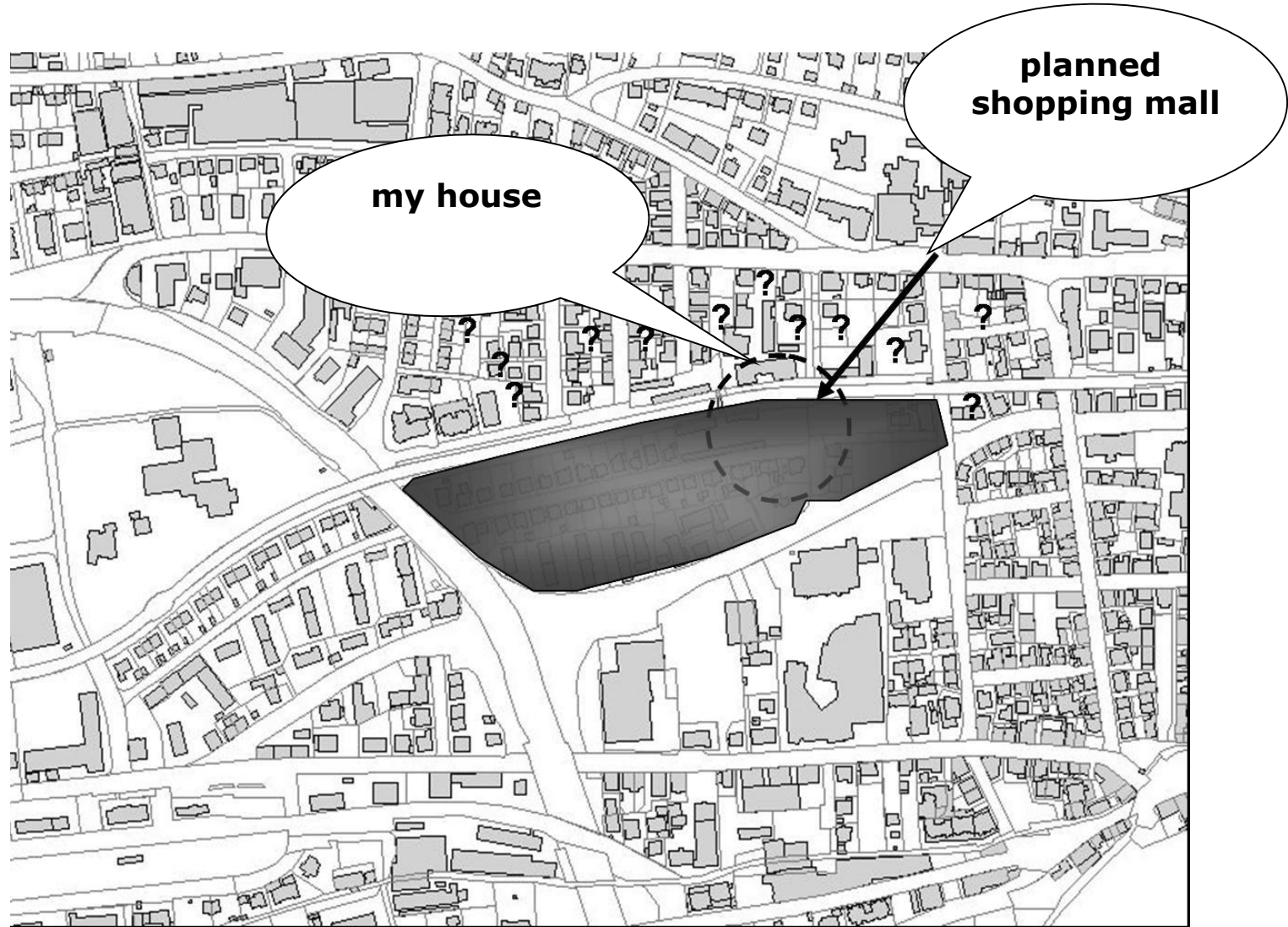
HafenCity University Hamburg, German

Paola Monachesi

Utrecht University, Utrecht, The Netherlands

AGILE 2014 Workshop Geogames and Geoplay

Imagine....



Problem statement

Urban planning involves a variety of stakeholders:

- Different ideas how to use this space/place
- A variety of interests related to the space/place

Reaching a consensus among different stakeholders is a challenging task which involves negotiations and compromises among all involved parties.



Research question(s)

Can we create online digital games that can support public participation in urban planning?

- **Being “in the flow”** | complete absorption in what one does, an optimal experience (Csikszentmihalyi 1994)
- Decision-making game-based models that would help to model participatory processes in urban planning



Fred Astair and Ginger Rogers



Kids playing games

Research focus: Serious games

“...a game is **an activity** among two or more **independent decision-makers** seeking to achieve their **objectives** in some **limiting context**. ...it is a **context with rules** among adversaries...” (Abt, 1970).

Serious digital games: entertaining games with non-entertainment goals (Ritterfeld, Cody and Vorderer 2009)

GeoGames: serious games, focused on learning about space and the different ways of representing space in a game environment
(Ahlquist O., Devisch, O., Gordon, E.)



Case study: Dharavi, Mumbai, India

More than 1 mio inhabitants
230 hektares / 557 acres

The master plan presented by the government has not been accepted by the inhabitants and other stakeholders.



Case study: Dharavi, Mumbai, India

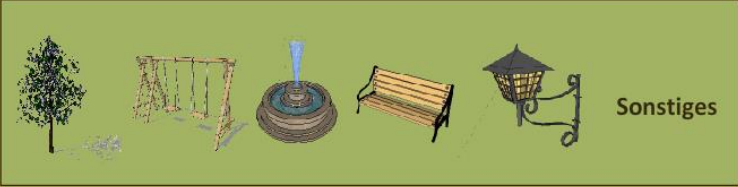
Can a digital serious game help to foster the process of reaching consensus among different stakeholders?



YouPlacelt: Built on the concept of the B3-Game

Bürger
eteiligung
illstedt

*Gestalten Sie Ihren
Marktplatz!*




Sonstiges

Hans Meier
zuletzt eingeloggt: 17.01.2013
angemeldet seit: 17.01.2013
letzter Entwurf: -
Anzahl hochgeladene Entwürfe: 0

Hier
könnte
Ihr
Foto
sein

Hauptmenü
Speichern
Hochladen
Spieloptionen
FAQ
Abmelden




Kommentare

Seitenansicht
Draufsicht

↑
← →
↓

Zoom + -

Bewertung
☆☆☆☆☆
Anzahl Bewertungen: 0



(Poplin 2012, Poplin 2013)

YouPlacelt: | Built on the concept of the B3-Game

- Personal submission
- One person's design of the marketplace
- Created, saved and uploaded
- Social media
- Interaction
- Evaluations

Bürger
eteiligung
illstedt
*Gestalten Sie Ihren
Marktplatz!*

Entwurf von: Suse

zuletzt eingeloggt: 24.08.2012
angemeldet seit: 01. 07.2012
letzter Entwurf: 20.08.2012
Anzahl hochgeladene Entwürfe: 1



Hauptmenü

Meine Entwürfe

Top Entwürfe

Neue Entwürfe

Optionen

FAQ

Abmelden



Kommentare

Kommentieren

Bewerten

Bewertung
☆☆☆☆☆
Anzahl Bewertungen: 33

YouPlacelt!: The main goal and the structure

The game play will start with one of the players proposing a plan to develop a certain land area.

The other players will take turns to raise objections, negotiate price or agree with the suggestions of other players.

- Focus on building consensus among different stakeholders
- Designed as a cooperative game: the goal is to accomplish the tasks with the minimum conflicts possible
- Role-playing game
- Includes a budget and a social index goal
- Interaction among players: multi-lingual text-chats and representational icons

YouPlacelt! Current and future work

The systems/models included in the game:

- **attribute tracking system (ATS)**
- **a rule-based statistical tracking systems (STS)**
- **dynamic content delivery system (DCDS)**, which will allow one to incorporate real-time alerts
- and a **behavioral inference engine** – can use emoticons to get players' feelings or a more sophisticated engine which can be based on machine learning (which is not the scope of the project now)

Implementation plan: beta version end of December 2014, final version May 2015

GeoGames Lab

www.geogameslab.de

<https://www.facebook.com/geogameslab>

The screenshot shows a Mozilla Firefox browser window displaying the GeoGames Lab website. The browser's address bar shows the URL geogameslab.de. The website's header features the GeoGames Lab logo, a navigation menu with links for Home, Why GeoGames?, Projects, Research, News, Team, Links, and Contact, and a search icon. The main content area is divided into two columns. The left column is titled "Projects" and features two project cards: "B3 – Design your Marketplace" with a screenshot of a game interface and the caption "ONLINE PARTICIPATION GAME", and "Pop-up Pest" with a photograph of children and the caption "PLAYFUL PARTICIPATION FOR CHILDREN". The right column contains a "What's new?" section with a news item about Alenka's research at Harvard and MIT, and a "Like us on the Facebook" section showing the GeoGames Lab Facebook page with 43 likes.

GeoGames Lab - Mozilla Firefox

File Edit View History Bookmarks Tools Help

GeoGames Lab

geogameslab.de

DuckDuckGo

„The old-fashioned barriers are removed; everyone participates in a new experience.“ Abt Clark C., Serious Games

Home Why GeoGames? Projects Research News Team Links Contact

Projects

B3 – Design your Marketplace

Entwurf von: [Name]

ONLINE PARTICIPATION GAME

Pop-up Pest

PLAYFUL PARTICIPATION FOR CHILDREN

What's new?

Alenka presents our research at Harvard and MIT July 14, 2013

Like us on the Facebook

GeoGames Lab

Like 43

GeoGames Lab Games for

I hope you enjoyed my presentation!

Thank you – Hvala – Danke - Grazie

Please, register
before you start
playing the game.
See the green
button on the right!



Contact: Alenka Poplin

Democracy Fellow, Harvard Kennedy School, Cambridge, MA

Assoc. Professor at HafenCity University Hamburg

E-Mail: alenka_poplin@hcu-hamburg.de