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

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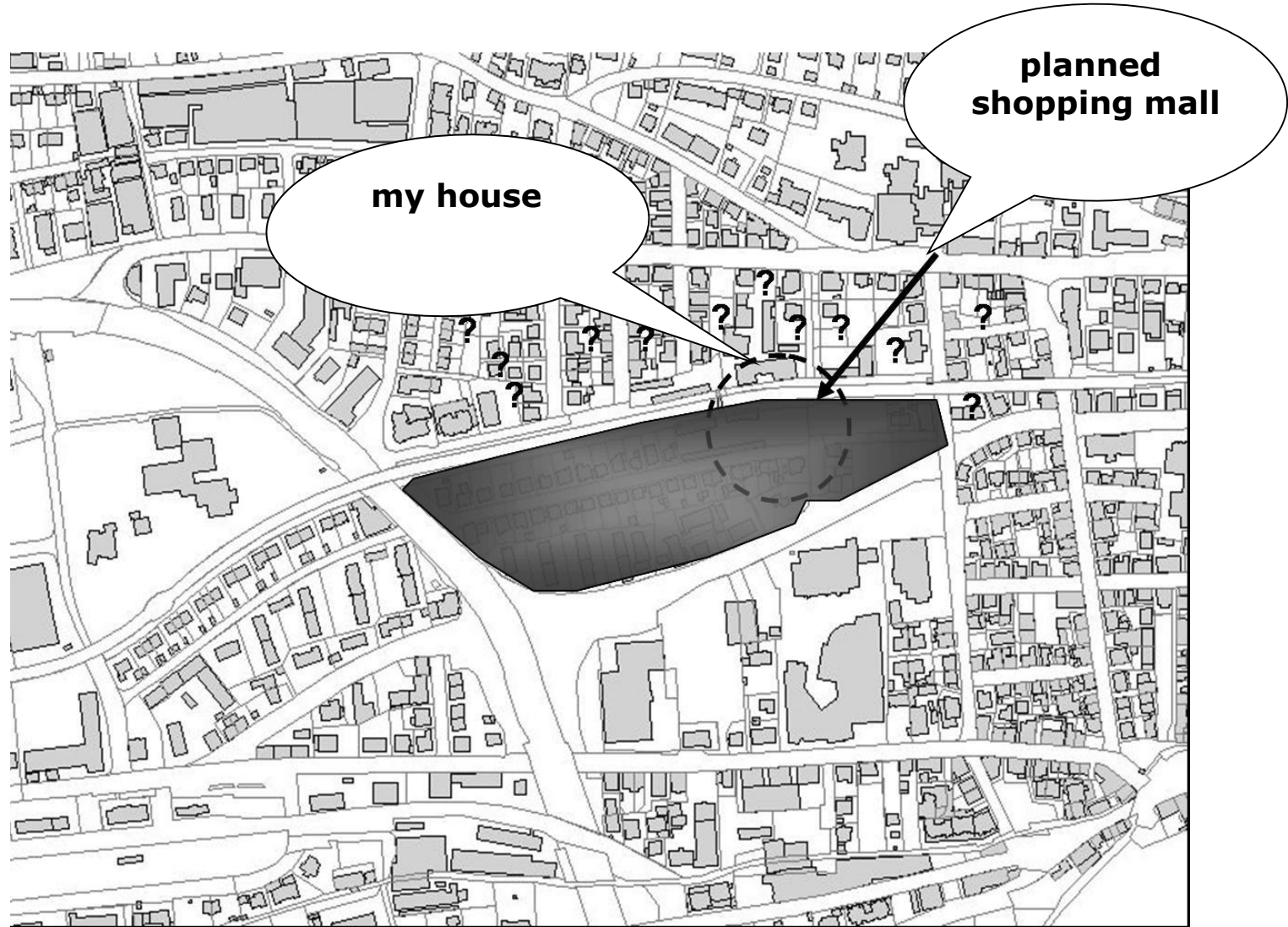
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AGILE 2014 Workshop Geogames and Geoplay

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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.

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

"…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.)

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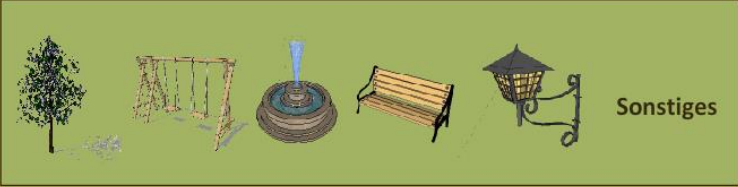
Can a digital serious game help to foster the process of reaching consensus among different stakeholders?

YouPlaceIt: Built on the concept of the B3-Game

(Poplin 2012, Poplin 2013)

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

- Social media
- Interaction
- Evaluations

YouPlaceIt!: The main goal and the structure

The game play will start with one of the players proposing a planto 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

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

I hope you enjoyed my presentation!

Thank you – Hvala – Danke - Grazie

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