Urban-Planning Game

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Abstract. The project Urban-planning game represents a way of democratic involvement of the public in the shaping of the future of historic towns by way of an interactive game. It is based on cooperative behavior between the inhabitants, the experts and the government. The object of the game is acquiring ideas and guidelines for a lasting development on the basis of people's needs and problems. As a possible way of communication I propose a publicly accessible cooperative nonzero-sum game on the playground of Geographic information system technology. The player has a free use of symbolic infrastructural elements. He can arrange them in the urban space according to his experience, needs and wishes and in agreement with his co-players. The end of the game is supposed to represent work and life in a modern town, organized according to the player's plans.

1 The Circumstances for the Formation of the Project

The idea for the Urban-planning game appeared in Split in Croatia in 2004. The town of Split is an obvious example of the gap between 2000 years of history of the urbanistically unsurpassable Diocletian's palace and between the present which shows a disorganized picture and its everyday problems.

2 Comparable Projects and Theoretic Findings

I got very few useful practical cases that could serve me as a model or comparison and that I could test (CLUG [02], SimCity [07], DuBes [08]…).

Three parts of the theoretical basis of the game were formed: democracy, future of towns and game theory.

These chapters confirm my original idea and its benefits for protection of cultural heritage and help understand the backgrounds of urban systems [03], [04].

Crowding, swarming and socializing are a basic right and frequent phenomena in the modern society. Crowds create goods and exploit them. But they also have to strike and keep the balance. This balance could be called - the Social game. One segment of the social game works in the sphere of urban systems. This segment could be called – the Urban-planning game.
This is a game that would in practice be worth as much as there would be knowledge, experience and advice of the players in it. So it has to be a mass game.

The more there would be active communication, that is, understanding, negotiating, learning between the players, the greater and more precious would the stock of knowledge be.

Knowledge of social behaviour, on which the proposals for the realization of the lasting development are based, is always insufficient and all information is welcome [05], [06].

This kind of game and the information from its contents can be used by experts to predict the future and lasting development of towns as one of the methods for gaining and supplementing their bases of knowledge [01]. (It does not replace the existing methods of sociological research.)

3 Concept of My Urban-Planning Game (Fig. 1.)

Fig. 1. To illustrate the concept I will use a sketch which otherwise shows the navigation in the user interface of the game