



creativecities

Creative Cities in Europe

To enhance creativity, entrepreneurship and innovation to make people's lives better in cities

- Provide aspiring urban innovators with knowledge, networks, skills and tools to make positive changes in cities
- Work in partnership with cities and with organisation driving creativity, entrepreneurship and innovation in cities to strengthen the enabling environment
- Encourage widened participation and collaboration between creative industries, education, technology and social sectors.

About Future City Game

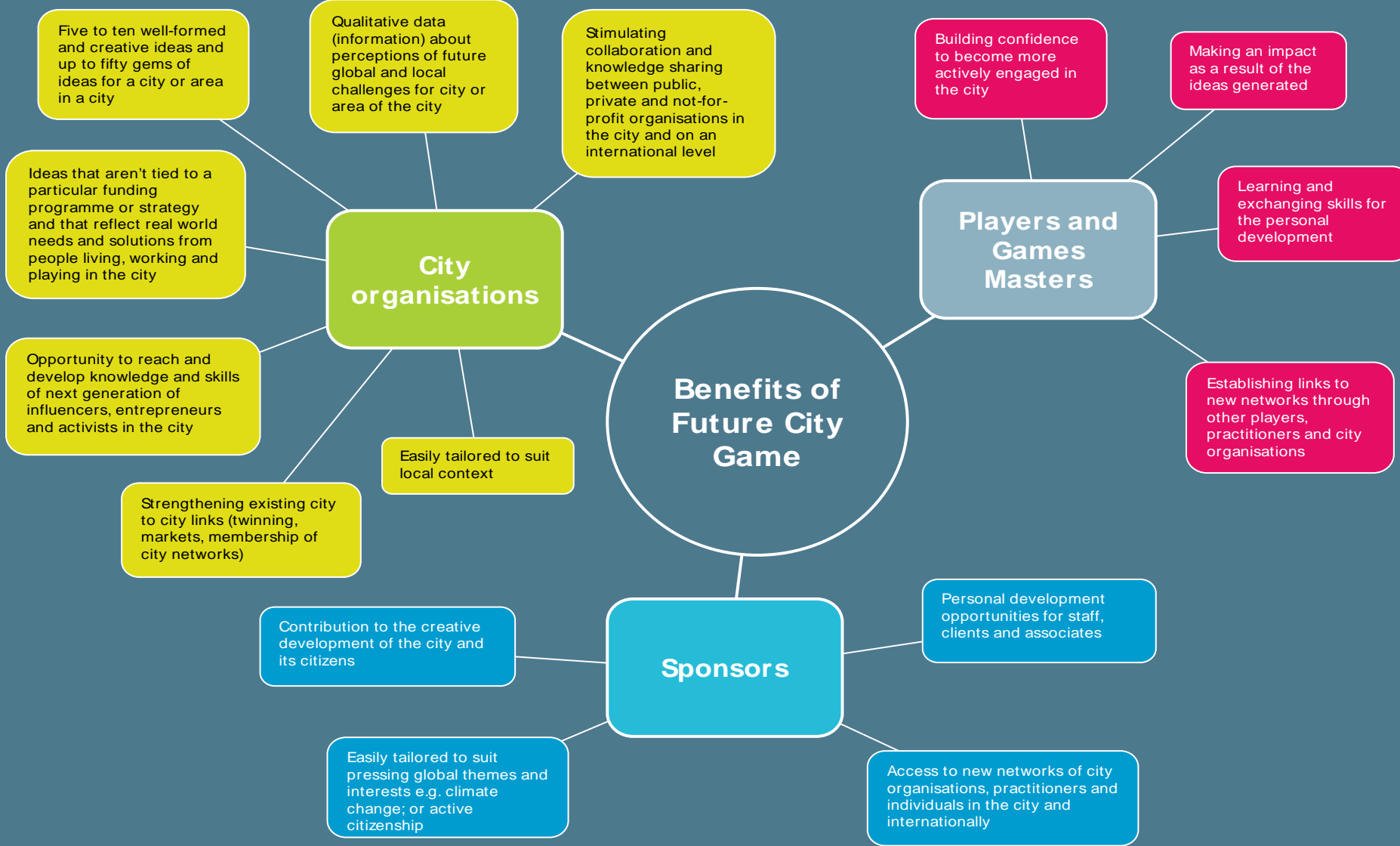
Future City Game is a team-based process designed to create new thinking and action to improve quality of life in cities

Future City Game

- stimulates original thinking in cities about ways to address global and local challenges
- builds skills of professionals and communities working in cities
- creates a tool for international exchange and collaboration

A UK perspective on successful cities





How do you play Future City Game?

The aim of the game is to come up with the best possible idea to address long-term challenges facing cities and that could be implemented.

It is also about players developing:

- a greater critical understanding of sustainable urban development
- soft skills and behaviours in team work, communication, working across disciplines and cultural differences, active citizenship
- hard skills in design, research, analysis, presentation

The approach

- The game looks at the future of cities in a ten to twenty year trajectory
- The game reflects a view of cities as places where economic, social, cultural and environmental sustainability are carefully balanced
- The game allows people to think about the impact of global and local change on their cities
- The game combines traditional game board game play and practical work in a specific location with local practitioners, policy makers and community members
- Game licensees and partner organisations in cities determine how the game can best be used to tackle local priorities. They are encouraged to use the results from the game to help them in their work

Stages



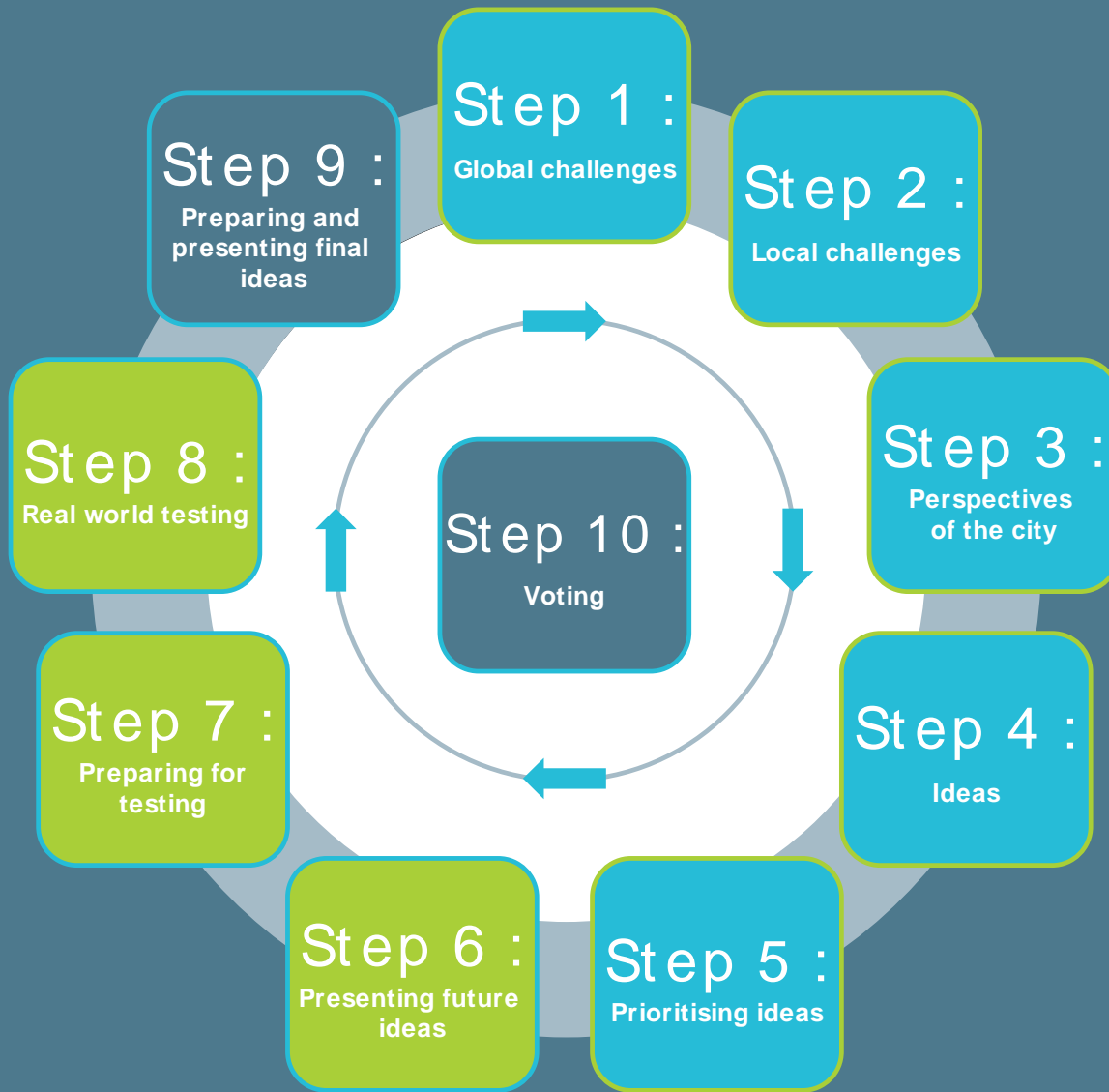
Visioning



Testing



Presenting



Future City Game activities

Warm-up game

**Future City
Game Steps 1
to 10**

**Action
planning
follow-up**



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Rules of play

Rules of play

- This is a competition
- Your task is to come up with the best possible idea to make peoples' lives better in cities
- Our city is **Andrejsala**
- You will need to look ahead to the future. The future is **2018**
- You will need to work in your teams
- You will need to consider future challenges - global and local
- You will need to test and research your best ideas
- You will need to win votes if you want to win the game
- Your ideas will be judged against a set of criteria for creative cities
- No idea is a bad idea so have fun!

The ideas criteria

- Don't forget we are looking for the best possible idea to make peoples' lives better in cities
- Your idea can be anything - a policy, service, product, building or behaviour
- Ideas are judged against criteria:
- **Fun** - exciting and creative
- **Innovative and futuristic** - will produce something new or different
- **Meets local challenges**
- **Meets global challenges**
- **Relevant to community** - people are supportive
- **Sustainable** - has a positive and lasting impact
- **Feasible and achievable** - the right resources can be found to make it happen

Your game kit

- The game box
- The game board to record your thoughts and ideas
- Team area
- Games Master support
- Co-Games Masters
- Your knowledge and expertise
- Team members
- Practitioners - a tour guide to Andrejsala and a local dossier today!
- Community members
- Cameras
- Internet



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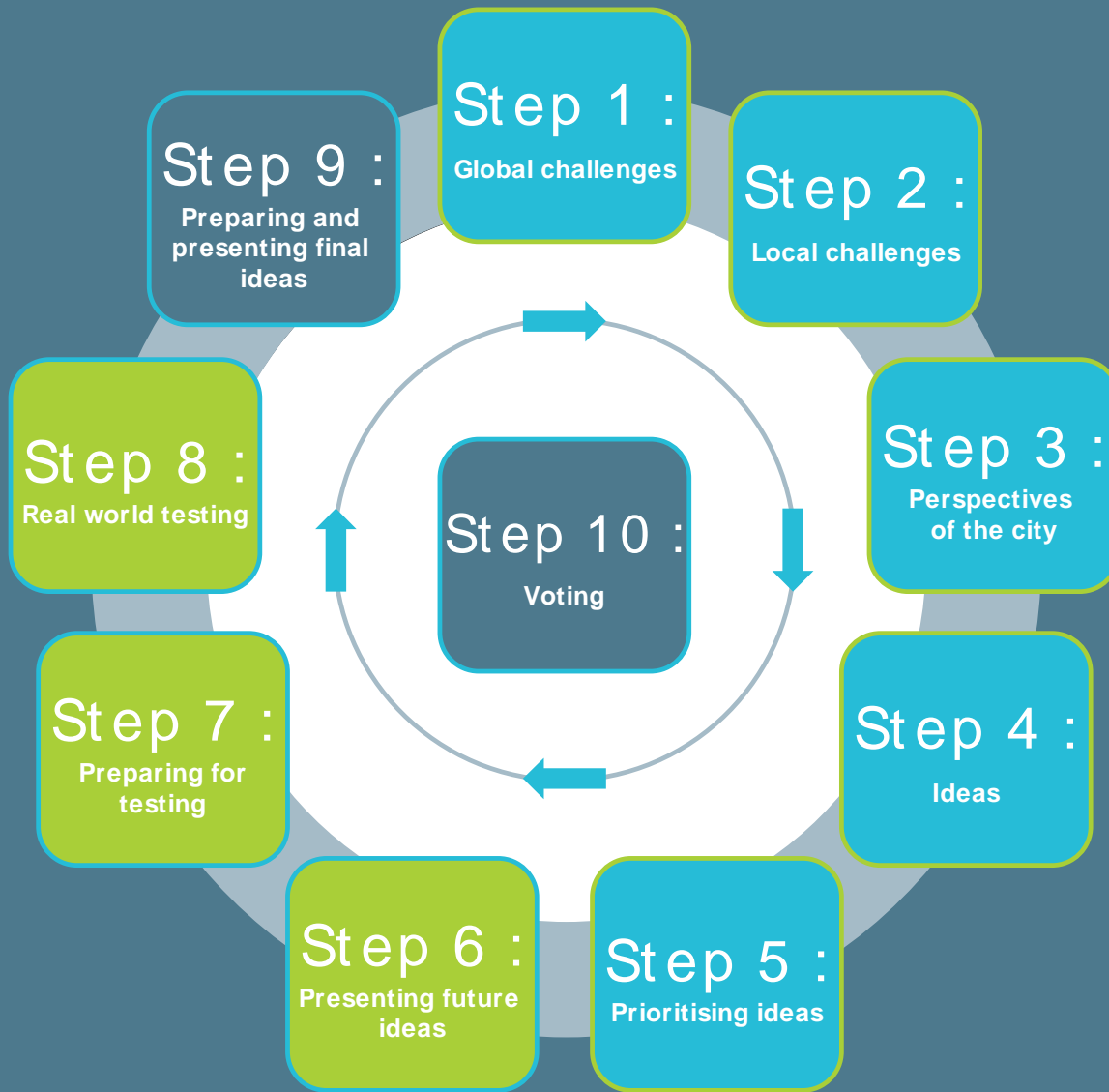
Let's begin Future City Game

Lodz, October 2008 – The Future of PIOTRKOWSKA
STREET



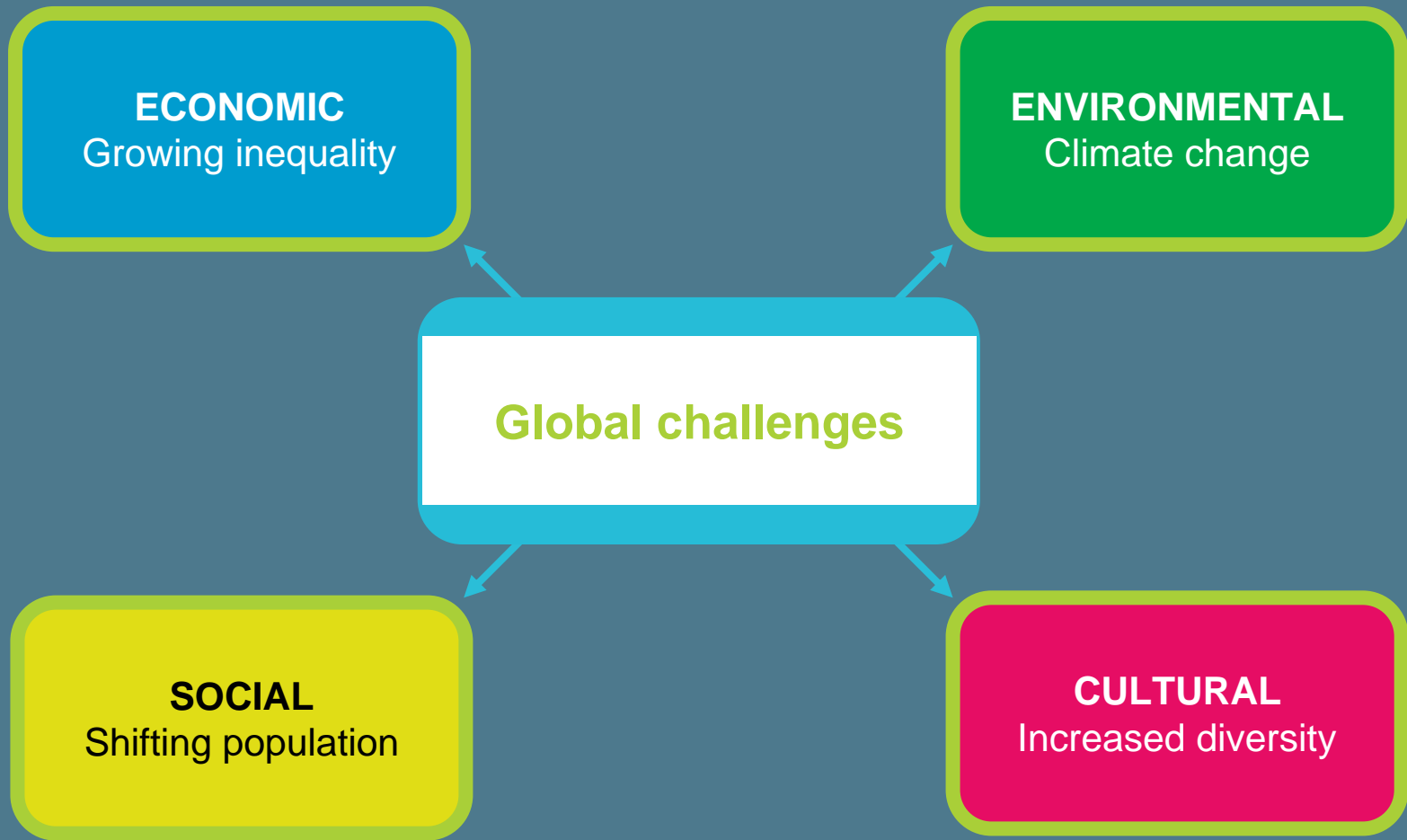
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Open the box



Step 1: Global challenges

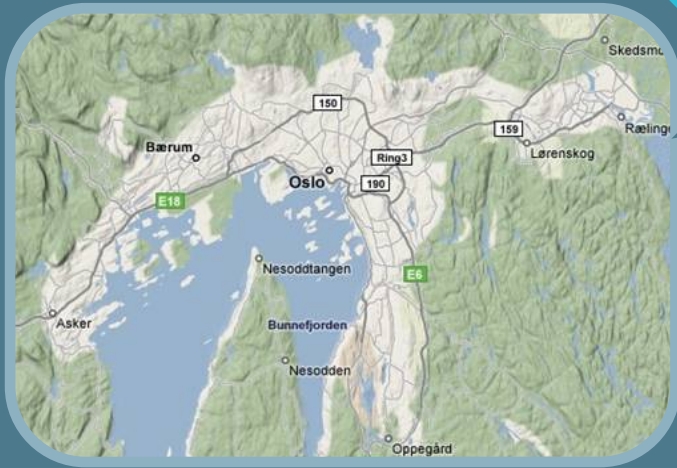




Step 1: Global challenges

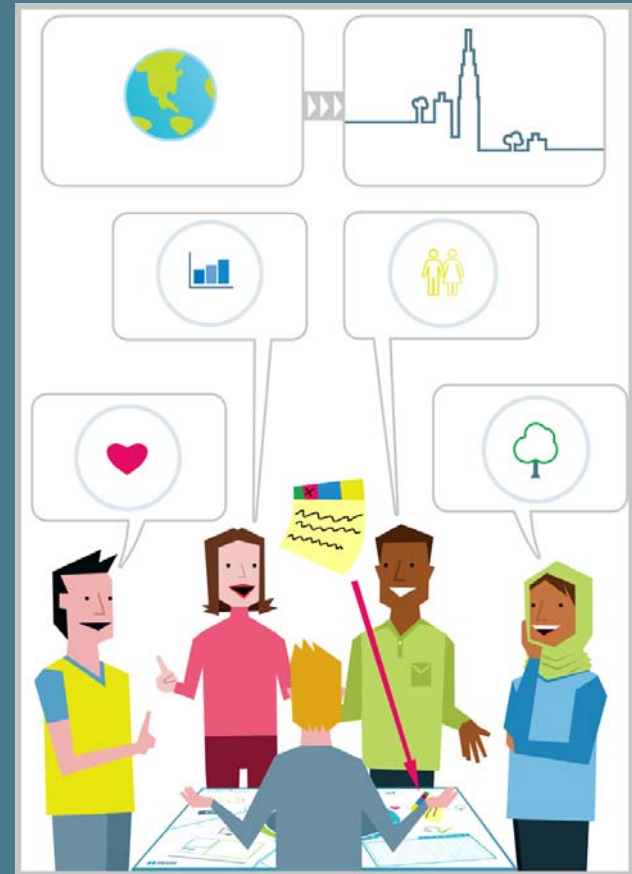
- What global challenges will cities face in the future?
- Are those challenges economic, social, cultural or environmental?
- Do any of your challenges cut across all four perspectives?
- Record your global challenges on Post-it notes and place them around the symbols for economic, social, cultural and environmental perspectives on the game board





Step 2: Local challenges

- You have thought global. Now think local
- Read the local dossier about ***Piotrkowska Street***
- What do you think the most important local challenges facing ***Piotrkowska*** will be in the future?
- Are they economic, social, cultural and environmental or something in between?
- What are the links between global and local challenges?
- Record the local challenges you identify on Post-it notes and place them around the symbols for economic, social, cultural and environmental perspectives on the game board



ECONOMIC
'the wealth of the city'

- Jobs and employment
 - Business
 - Investment
 - Skills

ENVIRONMENTAL
'the nature of the city'

- Public space
 - Waste
 - Energy
- Topography and landscape

**The structure
of your city:
four perspectives**

SOCIAL
'the wellbeing of the city'

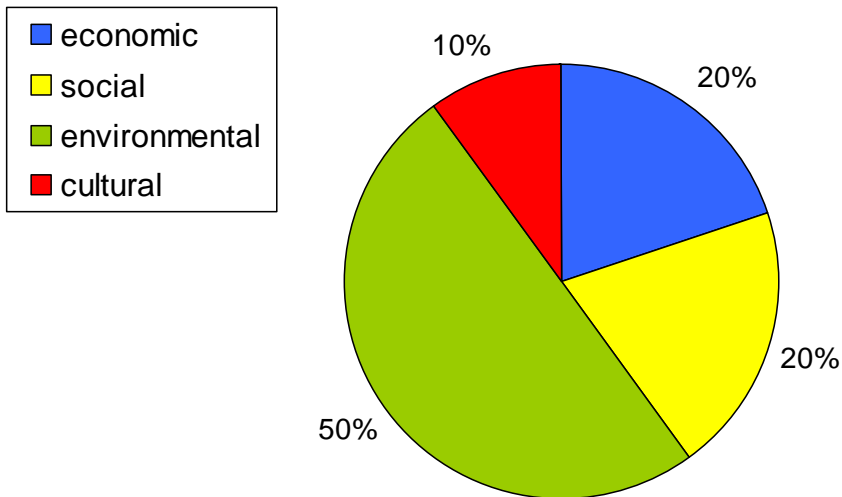
- Welfare
- Housing
- Crime and justice
 - Health
 - Education
 - Happiness

CULTURAL
'the life of the city'

- Diversity
 - Faith
- Arts and events
- Leisure and play

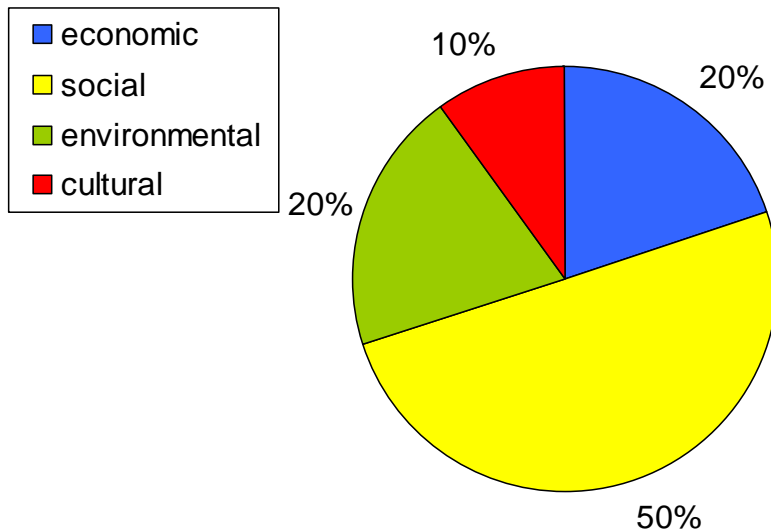
Step 3: Perspectives of the city

Huangbaiyu in China: “Eco city”



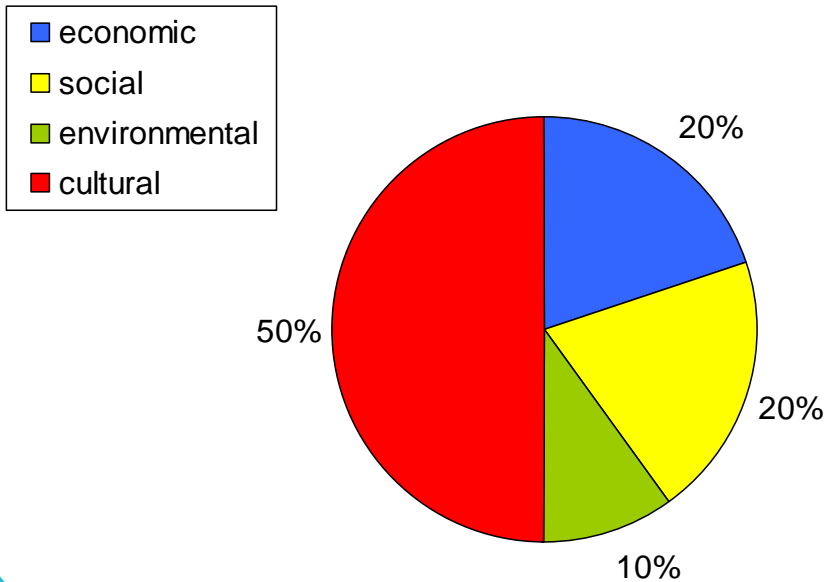
Step 3: Perspectives of the city

Canberra: city based on provision of services and administration



Step 3: Perspectives of the city

City of Mecca: a cultural city

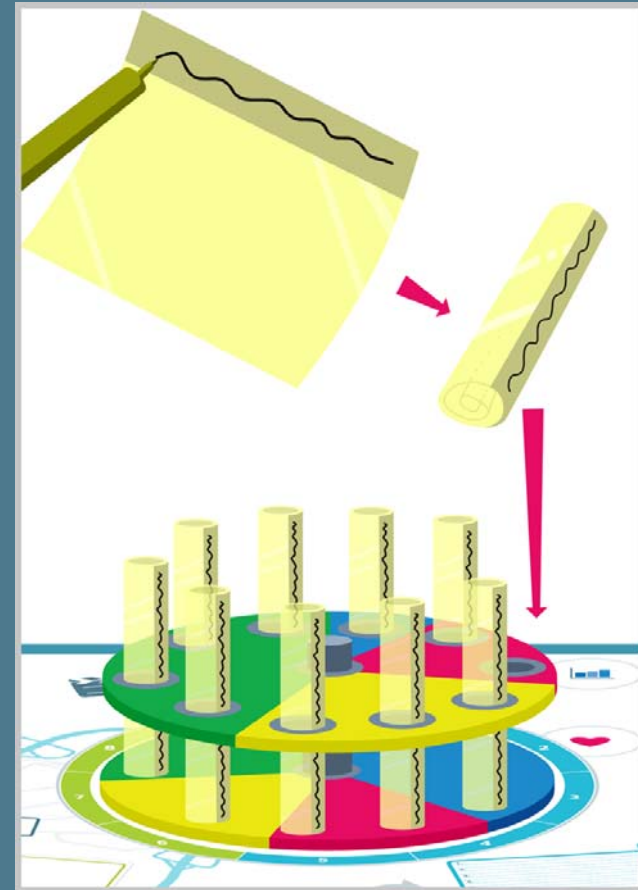


Step 4: The ideas criteria

1. **Fun** - exciting and creative
2. **Innovative and futuristic** - will produce something new or different
3. **Meets local challenges**
4. **Meets global challenges**
5. **Relevant to community** - people are supportive
6. **Sustainable** - has a positive and lasting impact
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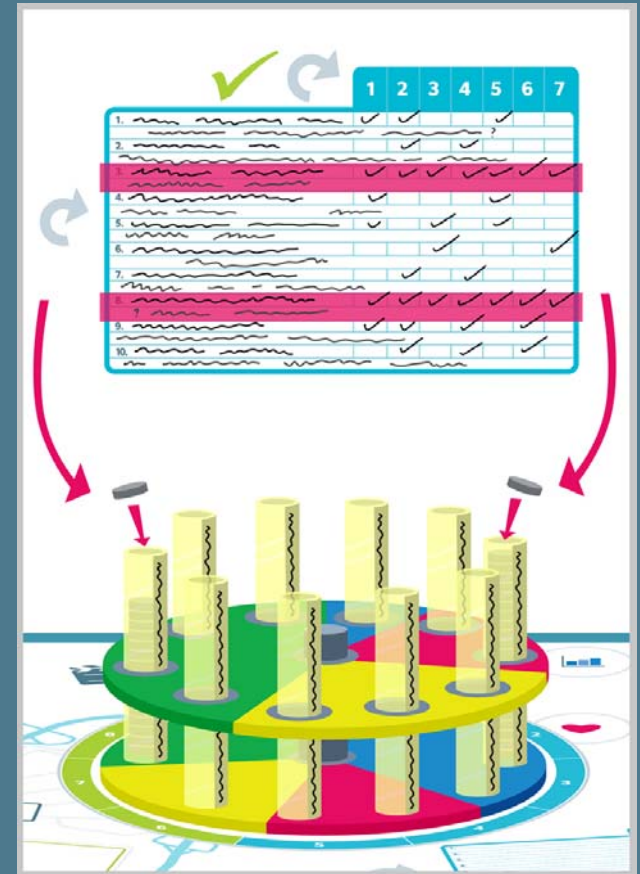
Step 4: Ideas

- Come up with ten ideas that will help you achieve your vision for **Piotrkowska Street**
- Each idea corresponds to an economic, social, cultural or environmental perspective in the PIE chart
- There are ten holes in your future vision PIE chart. Each hole represents an idea. So, if you have five holes in the economic colour you will have to come up with five economic ideas
- Write the name of each idea on the acetate. Roll the acetate and put it in a hole that corresponds to the economic, social, cultural or environmental perspective
- Your ideas must address the global and local challenges you identified earlier
- Think of one advantage and one disadvantage of each idea for your vision of **Piotrkowska Street**
- Remember to consider the idea criteria



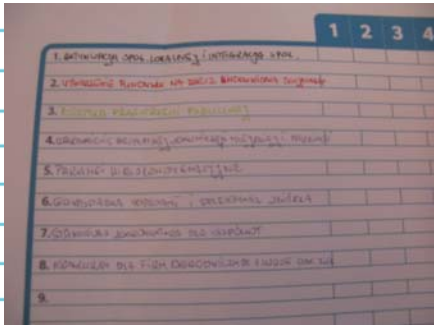
Step 5: Prioritising ideas


- Narrow down from ten ideas to one top idea
- Use the matrix on the game board to rate each of your ideas against the ideas criteria
- Write your thoughts about each idea on the matrix to help you choose
- Vote for the strongest ideas by placing counters in the acetate tubes
- You can vote as a team or individually if you prefer
- You can only take one idea forward for the rest of the game so you must reach a decision that everyone is happy with





- 1
- 2
- 3
- 4
- 5
- 6
- 7

- 1.
- 2.
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- 5.
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- 8.
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- 10.



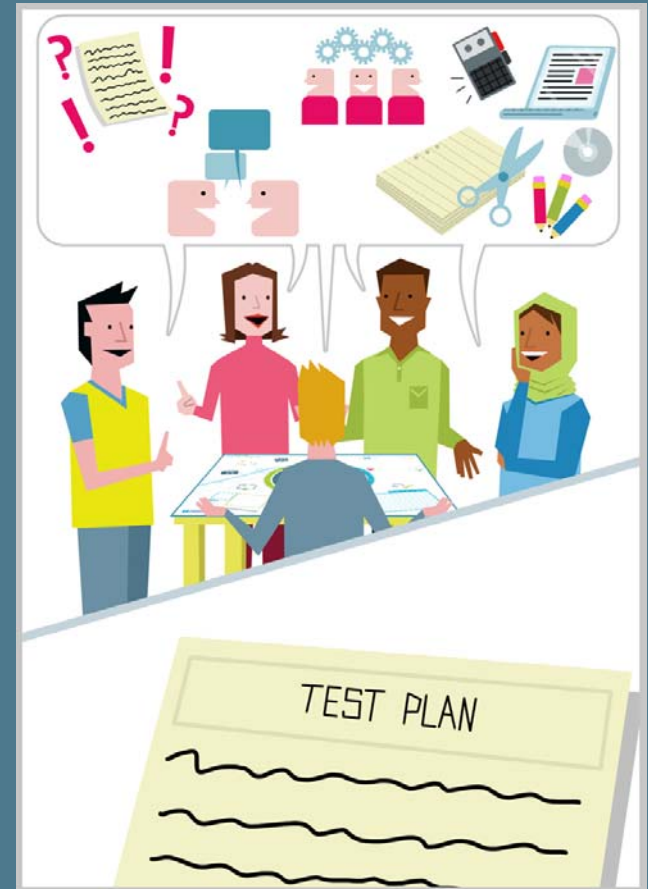
Step 6: Presenting future ideas

- Prepare a presentation about your strongest idea
- You will be presenting to all the teams
- You can present in any way you like
- The other teams will give you helpful hints after your presentation
- Think carefully about what to tell other groups as they may steal your idea!



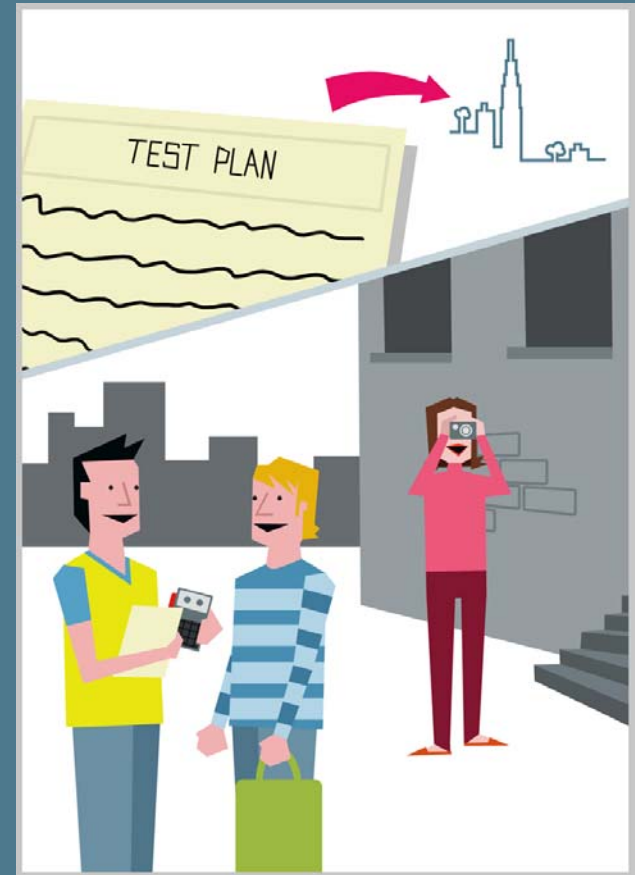
Step 7: Preparing for testing

- Think about how you are going to test your ideas
- Use the ideas criteria to decide what you would need to test
- Decide how you would like to present your ideas to others
- Decide who you need to speak to and how you are going to involve them
- Decide what information you need to gather and check
- Decide what materials and tools you will need and can use
- Decide who is going to do what in your team
- This is your test plan



Step 8: Real world testing

- Put your test plan into action
- Keep track of your team and of time
- Use the game kit
- Use your own resources



Step 8: Real world testing

Pre-arranged tour of location

Pre-arranged meetings with experienced practitioners

Pre-arranged meetings with community members

Interviewing local community members (unarranged)

Using local library and internet facilities

Getting out and about in the area and considering sites for ideas

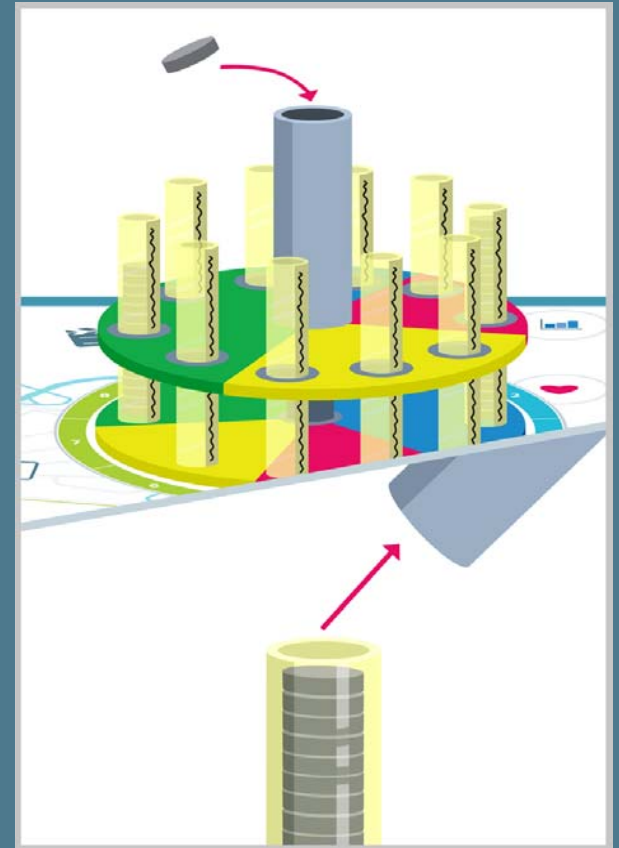
Step 9: Preparing and presenting final ideas

- Prepare and deliver a vote winning presentation
- It is the quality of your idea that really matters
- Don't forget you'll be judged against the ideas criteria
- Use all the materials you have collected so far
- You can present in whichever way you choose



Step 10: Voting

- Put your voting tube in the middle of your game board. Place the cover over the tube.
- Take a voting counter. You are going to vote for the best idea
- Make sure you judge each idea against the ideas criteria
- You must vote on your own
- You cannot vote for your own idea
- Remove the cover from the tube to count your votes.
- Don't count your team's votes until everyone has finished voting!



Lodz Future City Game : The Winning Idea

ECO PIOTRKOWSKA: THE LONGEST „GREEN STREET” in EUROPE



Implementation of the Winning Idea

Linking it to other similar processes:
Green courtyards, the Blue-Green network,
the Strategic options in the Strategic Document

The Future City Game in Lodz is planned to be used as a common tool in the development Creative ECO District of Ksiezy Mlyn

The British Council is interested in Lodz implementing all the useful tools developed in the Creative Cities project