

# How to play

## Urban QUEST

A Decision-Making  
Challenge

## Instructions

Sustainable MED Cities - Integrated Tools and Methodologies for Sustainable Mediterranean Cities, is a capitalization project whose main objective is to enhance the capacity of public administration in delivering, implementing and monitoring efficient measures, plans and strategies to improve the sustainability of cities, neighbourhoods and buildings.

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# URBAN QUEST

Ages +18

5 to 20 players

Contents: Game board, Time line, 20 cards of stakeholders, 10 issues cards, 29 categories cards, 29 diagnosis cards, 100 solutions cards.

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# Object:

Dear players, the objective of the game is to understand the decision making method, this will help you to identify problems and challenges at the neighborhood level, leading you to propose solutions where several people with their own point of view are involved, your goal will reach consensus and understand the priorities of each particular issue.

For this, the game is divided into 7 phases:

1. Initiation.
2. Preparation.
3. Diagnosis.
4. Strategic definition.
5. Retrofit scenarios.
6. Decison-making.
7. Retrofit concept.



# General aspects:

The players will open the box and identify the material inside, you will see the board, the timeline that provides the general overview of the game, the context which presents the current situation of neighbourhood, and 4 different types of cards:

1. Stakeholders cards will be used in the phase 1 (Initiation).
2. Issues and categories cards will be used in phase 2 (Preparation).
3. Diagnosis cards will be used in phase 3 (Diagnosis).
4. Solutions cards will be used in phase 5 (Retrofit scenarios) and phase 6 (Decision-making).

You will have a maximum duration of:

2:00

Good luck !



## Context:

Urban Quest will provide a card context to all participants, they should read it carefully to understand the strenghts, weaknesses, opportunites and threats of the neighbourhood.



# 1 Initiation:

After having read the context of the neighborhood, the players must assign themselves a role. For this, they will use the stakeholder cards that are on the board. Urban Quest can be played with a minimum of 5 people and a maximum of 10.



There stakeholders are part of different interest groups, those are:

1. Municipalities local authorities.
2. Experts.
3. Utilities and services.
4. Public interest group.
5. External parties.

Players, this first phase is crucial to become part of the reality of the neighbourhood, understand your interests, objectives and challenges in order to be able to defend your point of view.

Phase time: 5 minutes



## 2 Preparation:

For the second phase you will select 5 of the 10 issues the game have. The issues are a description of general themes, recognized as relevant for assessing the sustainability of a neighbourhood.



There are 10 issues:

1. Use of land and biodiversity.
2. Energy.
3. Water.
4. Solid waste.
5. Environmental quality.
6. Transportation and mobility.
7. Social aspects.
8. Economy.
9. Climate change.
10. Governance.

To all stakeholders!

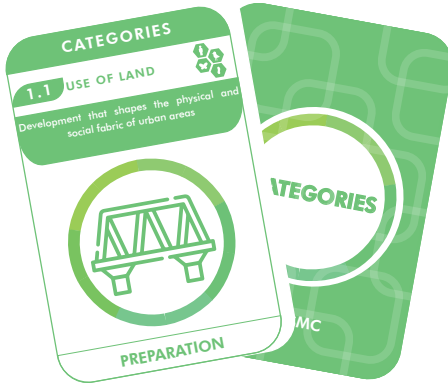
You will have to discuss and select the most relevant issues according to the current situation in the neighbourhood.

Remember to identify the most critical aspects of the context you read at the beginning, you are the responsible to make your neighborhood a better place to live!

Phase time: 5 minutes.



Repeat the process but with the categories, those are concern particular aspects of issues. There are 29 categories, 3 categories for each of the 10 issues, excepting the issue number 4 (solid waste) that just have 2 categories.



You will enter in more detail and select the categories you consider more relevant.

You already have 5 issues selected, for each issue you will choose only one category of the 3 possibilities the game provides you (excepting issue number 4).

Remember that is through the discussion of your personal interests and objectives which will raise consensus of categories you choose.

Phase time: 5 minutes.



### 3 Diagnosis:

The diagnosis phase consists in the evaluation of the current condition and relative level of sustainability of the urban area in a score, for this the players will discuss and analyze the information to take the best decisions in the next phase.



The information the card have is a range score:

- 1 Worst performance possible.
- 0 Acceptable performance.
- 3 Optimal performance.
- 5 Best performance possible.

Time phase: 5 minutes.

It is useful to:

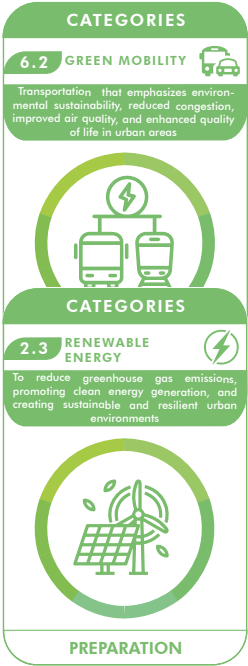
Identify strengths and weaknesses as well as assets (such as hard infrastructure or intangible resources) that can be leveraged to support interventions

Identify interconnections, co-benefits, synergies, or trade-offs between city systems that can help guide efficient use of resources.

Explore gaps in awareness and opportunities for action.



# 4 Strategic definition:



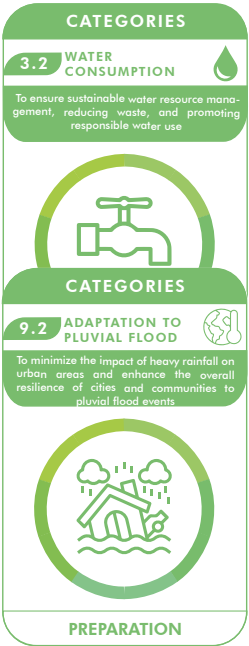
This phase is crucial to understood the hierarchy among the 5 categories the stakeholders are working with, this will help in the next phases to focus and prioritise possible solutions to be deployd in the neighbourhood.

Time phase: 15 minutes.

Once all the stakeholders understood the score of each category and have clear their necessities, the stakeholders will assign a score, from 1 to 5:

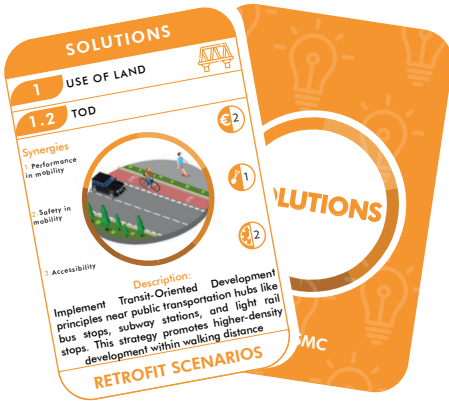
1 the category that will achieve the minimum achivable performance

5 the maximum performance achivable.



# 5 Retrofit scenarios:

The team will create scenarios to fulfil the sustainability targets previously defined, the scenario can be defined as a package of retrofitting interventions (solutions cards).



There will be 108 solutions in total, each category will have 3 solutions, the stakeholders will choose two for each category, leaving 20 solutions for each category and issue.

Time phase: 15 minutes.

Interventions may comprise changes to a physical (or hard) asset, such as a new development, technological solution. They can also comprise a soft intervention, such as a process or policy that builds knowledge or empowers skills and leadership.

Interventions should promote a holistic, interconnected approach to urban functions and consider the urban area as a system.




# 6 Decision – making:

The overall goal of this phase is to select the best scenario in terms of efficiency of all the categories as well as the overall sustainability among the ones created in the previous phase. Players will discover the budget of the project and will decide between the two solutions of each category just one.

SOLUTIONS

2

GREEN URBAN AREAS



2.1

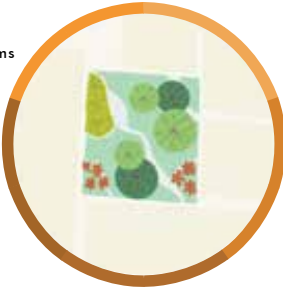
Pocket Parks and Green Roofs

Synergies

1. Biodiversity and ecosystems

2. Air quality

3. Noise




Description


Create small parks and green spaces within the neighborhood to provide recreational areas and improve air quality. Consider encouraging green roofs and rooftop gardens on buildings to maximize green space

\$

2



2



2

RETROFIT SCENARIOS

To make the best decision you will take into consideration:

- 1. The synergies of the solution, meaning this that one solution can affect more than one category.
- 2. The cost of the development.
- 3. the maintenance cost.
- 4. The time it takes to finish it.

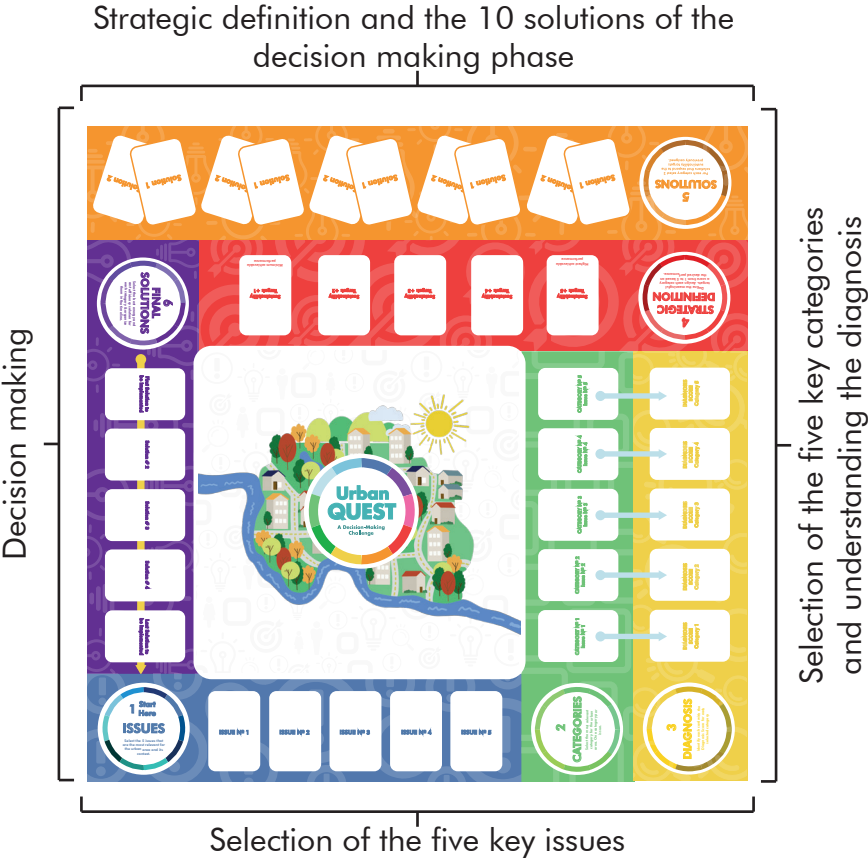
BUDGET: \$12

Time phase: 10 minutes.

If the team consider that the solutions given don't approach their necessities they will have the opportunity to propose no more than 2 solutions in the white cards, based on their priorities, diagnosis and budget, leaving at the end 5 solutions for each category and issue.

# 7 Retrofit concept:

The retrofitting concept will be a presentation describing the 7 phases of the decision making methodology. Participants will explain the current situation of the neighborhood, the issues they choose to improve as well with the categories, the solutions they decide to implement according to their costs and budget.





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