

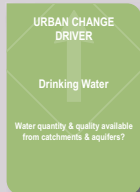







Room laid out for groups of 4 people, around 4 or more tables.

Each group follows similar process; and materials used differ between but not within the tables.

Step 1 (start)	Step 2 (20 minutes elapsed)	Step 3 (25 minutes elapsed)	Step 4 (45 min elapsed)	Step 5 (1hr elapsed)
You are in the present	You are in the present	Transition: today to 2030	In 2030 (and trend to 2055)	In 2030
<p>After introductions. Warm up activity - Past Trends: Table receives 2 (& if time 2 more) picture cards at random from a larger set, to look back 20yrs first, then look ahead)</p> 	<p>Receive 2 copies of a map of 'Central District', an imagined place some/anywhere in NZ - showing the urban form now.</p> 	<p>Receive 2 (& if time, more) Urban Change Driver example cards. Beyond these examples, what are the emerging influences on urban form & function?.</p> 	<p>Receive a future scenario description and a chart, showing its logical relationship to three other game scenarios. Each is a 'future possibility' but none are predictions.</p> 	<p>What would be the implications for 'Central District' after 20+ years of heading in <i>this given scenario</i> direction? (NB. It is not fully expressed as described until 2055).</p> 
15 minutes.	5 minutes.	20 minutes.	15 minutes	20 minutes.
Discuss in pairs. Share views with table.	Explore this map	Two adjacent tables work together: brainstorm & list on a flip chart or white board, likely drivers of urban change for the future.	Discuss which drivers seem to predominate in <i>this future</i> scenario? What's life like?	Draw on the map, with notes alongside. Label it with scenario name, and 2030.

Insert refreshment or meal breaks as required and adjust timings accordingly. *Continues overleaf.*

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Step 6 (1hr 20 mins elapsed)	Step 7 (1hr 35 mins elapsed)	Step 8 (1hr 55 mins elapsed)	Step 9 (2hr 5 mins elapsed)	Step 10 (2hr 30 mins + elapsed)
In 2030	In 2055	In 2055	In 2055	Back to Today
<p>Stay with the same scenario. Receive one or two 'wild cards' (to represent random future event or cumulative change trends passing thresholds)</p> <p>15 minutes.</p> 	<p>Now consider the longer term effects of this scenario and up to two wildcards on urban form. Nearly 50 years have passed, so your grandchildren have grandchildren, of their own.</p> <p>20 minutes.</p> 	<p>Discuss: How adaptable and resilient was Central District urban form to possible pressures, as envisaged in your future scenario + wildcard events?</p> <p>10 minutes</p> 	<p>Report back on your table's Central District 50 year scenario map, to the room. Across the room, this covers the 4 scenario 'contexts' to show resulting differences. The wildcards introduced more variation.</p> <p>5 minutes per table. Total time required depends on how many tables report.</p>	<p>Reflect on game process. (e.g. Exploring possibilities, and asking 'what if?') Could you apply such future possibilities to real NZ communities now?</p> <p>30 mins.</p>
<p>Discuss what could be the impact on Central District urban form, 20 years from now? Use map to aid discussion of impacts on form by 2030?</p>	<p>Looking 50 years ahead. Either annotate the map in a new ink colour or (preferably) draw on a clean copy. Label it with the scenario name, 2055 and which wildcards applied.</p>	<p>At the table: Make notes of key points, ready for reporting back.</p>	<p>Compare findings between scenarios. Ask if all or most of the change drivers (from earlier in game) were considered, and note any important ones that were missed out?</p>	<p>Room to discuss learning from the game: What features aid resilience in urban design? What, in urban form, aids behaviour that favours longer-term sustainability?</p>