



SERIOUS GAMING TO STRENGTHEN URBAN MULTI STAKEHOLDER PROCESSES

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Photo Cordaid

Serious gaming is a type of simulation game. In collaboration with T-Xchange, Cordaid has developed two serious board games; the Urban Collaboration Game and the Urban Planning Game. These games were designed as a tool for the facilitation of multi stakeholder processes in cities. Stakeholders involved in a specific area are mobilized around a shared common agenda on the basis of each stakeholder's own interest. Action is cooperatively planned and agreed upon through the identification of win-win solutions for all parties.

Why the need

NGOs and communities usually recognize their different roles and responsibilities, but are often not able to overcome their internal political contradictions, hegemonies and power relations vis-à-vis the local authorities and private sector. This can interfere with the successful outcome of solutions that will be beneficial to all parties (win-win solutions).

The game is specifically designed to create a safe space where representatives of local authorities and other stakeholders, such as community representatives, can sit down together and debate these issues. It is important that there is a political will from all sides to join the table. In the game stakeholders discover that only through cooperation they can achieve their own objectives.

Key Aspects

- Facilitates discussions between stakeholders to identify opportunities for improving the quality of life and economy in slums areas
- Gives slum dwellers a central role in urban planning: New initiatives will be better tuned to the needs and aspirations of the slum residents.
- Involves both public and private stakeholders in urban planning: The coordination of development initiatives and the synergy between these will improve.
- Keeps discussion between stakeholders constructive by using game elements rather than overly argumentative

HOW IT WORKS

Each game takes one day for the participants; two days in total. There are six different stakeholders involved in each of the games, which all need to be present during both days. It is also possible to play the game at different times in the process.

The two games are:

Urban Collaboration Game

The Urban Collaboration Game is the first game and designed to make stakeholders aware of the power of collaboration in slum development. The game can only be won through cooperation. The players must jointly develop an urban area by realizing facilities such as housing, sanitation, electricity, employment, etc. The challenge for the stakeholders is to fulfill their individual mission, which can potentially clash with the mission of urban stakeholders and the common goal to develop the urban area.

Urban Planning Game

The second game, called the Urban Planning Game, is designed to support the joint identification and planning of improvement projects for slum development. The players are stimulated to generate project ideas for slum development, but also to find innovative solutions. To realize the project, stakeholders need to pitch their ideas and acquire support from the other stakeholders. The game can only be won if at least one common project is identified.

OUR ROLE

Both games are facilitated by Cordaid Urban Matters experts. Urban Matters has a track record facilitating multi stakeholder processes in Africa, Latin America and the Caribbean. In the game itself, representatives of slum dwellers, private sector, local authorities, NGO's, project-developers and service delivery providers should participate.

Cordaid Urban Matters strives to improve both the living environment and the living conditions of slum dwellers around the world. To accomplish this we work in various cities in Africa, Latin America and the Caribbean. What makes Cordaid Urban Matters exceptional is that we focus on specific neighborhoods and bring the key stakeholders together to work on a common agenda for change and development. Cordaid Urban Matters actively seeks cooperation with local authorities, residents, local entrepreneurs and NGO's as well as professionals, companies and knowledge institutions. With these partners we seek innovative and sustainable solutions to problems related to housing, clean drinking water, sewerage, waste disposal, electricity, youth employment opportunities and safety issues. If you are interested and would like to receive more information about the games, please contact Inge Bouwmans or Evert van Walsum.

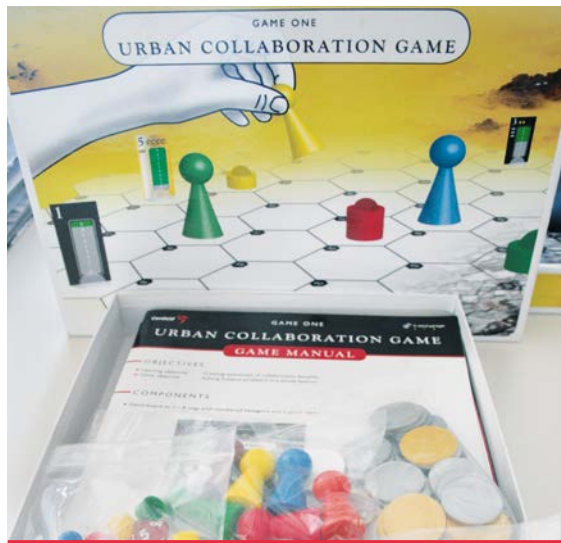
THEMES

In the Urban Collaboration Games the thematic areas dealt with are infrastructure, social cohesion and economic activities. In the Urban Planning Games, projects are commonly formulated based on the participatory feasibility study and prioritization. Depending on the context different projects can be formulated.

- Infrastructure: Housing, Water, Waste, Energy
- Social Cohesion: Youth, Employment, Safety
- Economic Activities: Local Entrepreneurship, Urban Agriculture

“By using serious gaming we help stakeholders discovering how much they can gain through cooperation”

Evert van Walsum, Programme Expert, Cordaid Urban Matters



ABOUT T-XCHANGE

T-Xchange has evolved out of collaboration between Thales Netherlands and the University of Twente. T-Xchange develops serious games based on scientific models and aims to gain insight in serious gaming technologies that support and facilitate human judgment and decision making processes: Game Based Decision Making.



ABOUT CORDAID

Cordaid is a Catholic organization for Relief and Development, headquartered in the Netherlands. We fight poverty and exclusion in fragile and conflict areas. Working with over 800 local partners we are ideally positioned to mobilize citizen (social) enterprises, NGO's and governments to bring about real change. Cordaid is a founding member of Caritas Internationalis and CIDSE. In the Netherlands, we are supported by 316,000 donors.

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