



Habitat |

Boardgame about Bucharest

Context

In 2011, Urban INC tested methods of synthesizing and visualizing the legislative mechanisms that define the urban planning of Bucharest, in order to advance the debate on the contributing factors to the sustainable development of cities.

The methodology proposed by Habitat took form of a boardgame in which there were addressed, in a playful manner, topics such as: economic vitality, neighborhoods coherence, the built environment, the regulatory and legislative framework of urban planning, cultural vitality, local community and activism, actors in development urban. The game was designed to stimulate critical thinking, imagination and vision on the development options of Bucharest.

Results:

100 copies of the game Habitat produced and distributed in cafes and public places in Bucharest.

8 game nights organized with the support of logistics partners and 5 presentations made at public events, such as workshops, Pecha Kucha sessions, charity events, conferences, scientific communication sessions. In total, 1200 people have played or attended the presentation sessions of the game Habitat.

Mapping of 500 houses and buildings under heritage protected areas in the central area of Calea Mosilor, Schitu Magureanu, Unirii Boulevard.

Graphical transposition of 60 buildings from heritage protected areas in a playful manner.

One evening of improvisation theater with improve sketches based on situations identified in the game, during the launch event of Habitat.

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Sponsors:

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Content partner:

Asociația Salvați Bucureștiul

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