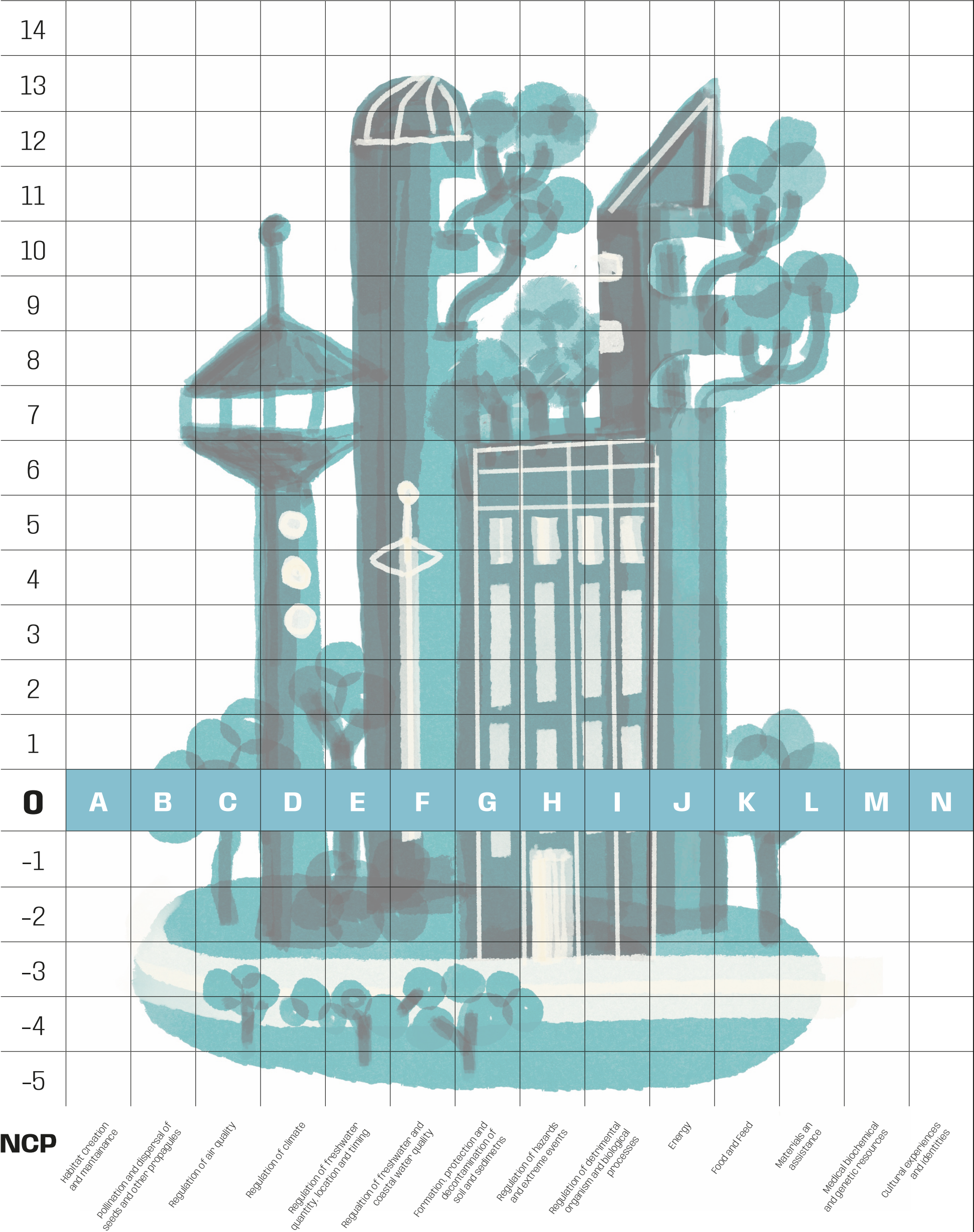
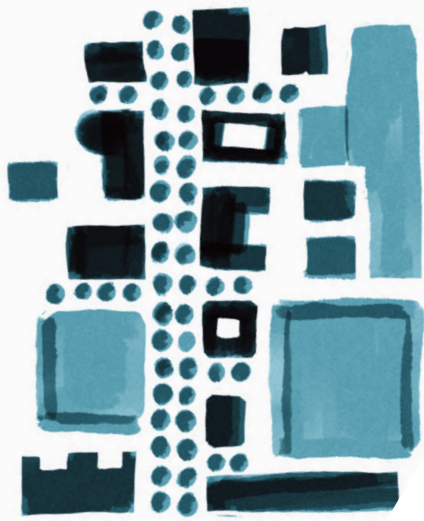
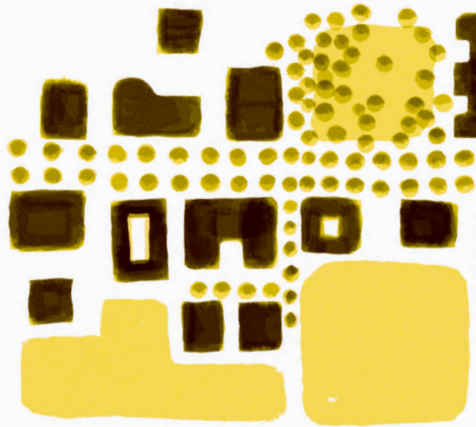


# SMART CITY

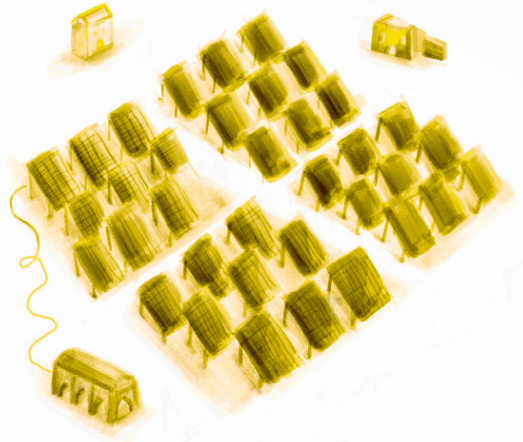
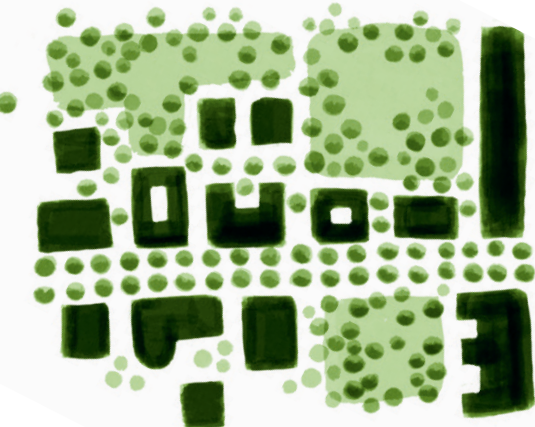
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# THE COLLECTIVE ECOSYSTEM GAME



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Bringing together landscape transformations  
and “Nature’s Contributions to People”

# POST-GROW CITY

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NCP	Habitat Creation and Maintenance	Pollination and dispersal of seeds and other propagules	Regulation of air quality	Regulation of climate	Regulation of freshwater quantity, location and timing	Regulation of freshwater and coastal water quality	Formation, protection and decontamination of soil and sediments	Regulation of hazards and extreme events	Regulation of detrimental organism and biological processes	Energy	Food and Feed	Materials assistance	Medical biochemical and genetic resources	Cultural experiences and identities





The complexity of environmental issues often hinders our ability to comprehend their relationship with human activities.

The “Collective Ecosystem Game” is a board game designed to address this issue by fostering social learning about the relationship between environmental processes and land use transformations.

The game uses the concept of “Nature’s Contributions to People” (e.g., food, energy, climate regulation, etc.), assuming that the ability of urban and peri-urban areas to provide such contributions is heavily influenced by land use patterns. First, players choose one of three diverse development scenarios, forming the teams accordingly. Second, they make decisions about the future transformations of an ideal territory surrounding a medium-sized city.

In each round, teams choose the strategies and interventions they want to implement by selecting one card from a small deck, actively transforming the territory’s land use and influencing its capacity to provide “Nature’s Contributions to People”. The team that most effectively enhances the territory’s ability to support human societies wins.

# DE-GROW CITY

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The proposed scenarios range from a more optimistic and smart development to a degrowth-inspired future and are the following: **(a) smart city**, **(b) post-grow**, and **(c) de-grow**.

Following a brief overview on the purposes of the game and on the concept of NCP, the facilitator will describe the three proposed scenarios. Then, players (ideally up to 18 people) will be asked to choose one of the scenarios, forming three, or at least two, teams according to the players' choices.



## SMART CITY

The "smart city" scenario assumes that more sustainable cities can be achieved by adopting technological and digital solutions that can foster better resource use and reduce emissions. While this change encompasses many aspects of the city, it does not imply a radical departure to support human societies wins.



## POST-GROW CITY

The "post-grow city" scenario acknowledges the necessity to reduce human interferences on the natural environment. Changes in behaviours and lifestyle are deemed more relevant than technology in achieving a greener society. New urban developments are forbidden, and greenery and farming are increasingly introduced in urban spaces.



## DE-GROW CITY

The "de-grow city" scenario is characterised by a strong commitment towards sustainability, in a general context of reduction of the anthropic pressure on nature. Underused urban areas are dismissed, society tends to form smaller communities, and low-tech solutions are favoured over high-tech ones.