





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.



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.



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.



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.

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.



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