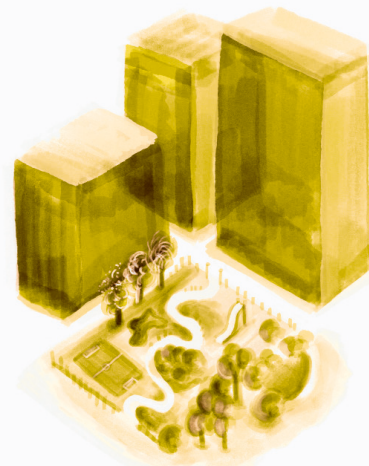


Greenery is applied to buildings' fachades, roofs and infrastructures



SMART CITY

Underused urban areas are transformed into urban parks



POST-GROW CITY

Dismissed urban areas of the city are demolished and re-naturalised



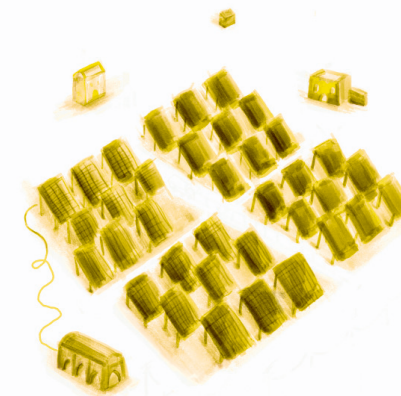
DE-GROW CITY

Digital systems based on real-time data allow for a more efficient use of energy



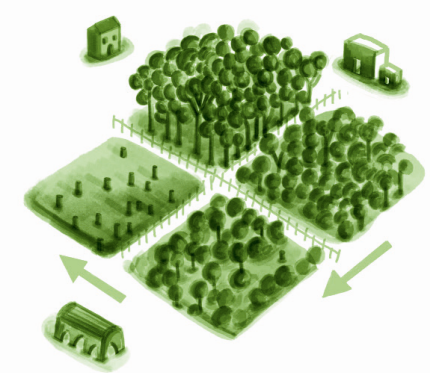
SMART CITY

Solar panels are installed in peri-urban fields



POST-GROW CITY

Peri-urban forests are cyclically cut to use



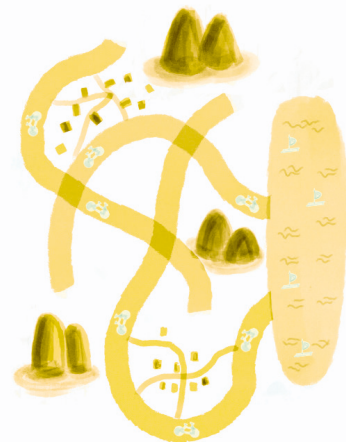
DE-GROW CITY

As the efficiency of logistics improves some industrial areas can be cleared



SMART CITY

Green and blue infrastructures are designed to promote slow mobility



POST-GROW CITY

Slow mobility (e.g., walking, cycling) becomes the main means of transport



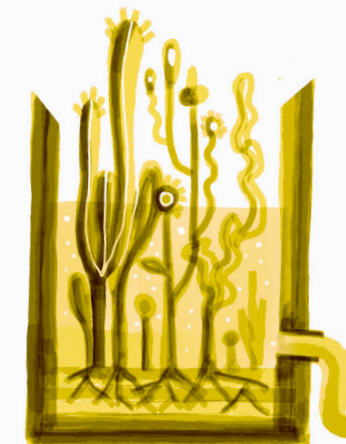
DE-GROW CITY

Peri-urban water basins are created to store rainwater



SMART CITY

New vegetation improves the drainage of green areas



POST-GROW CITY

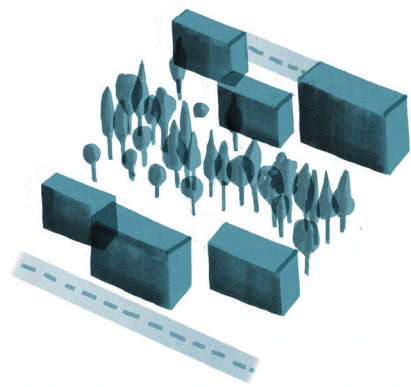
Dismissed urban areas of the city are demolished and re-naturalised



DE-GROW CITY

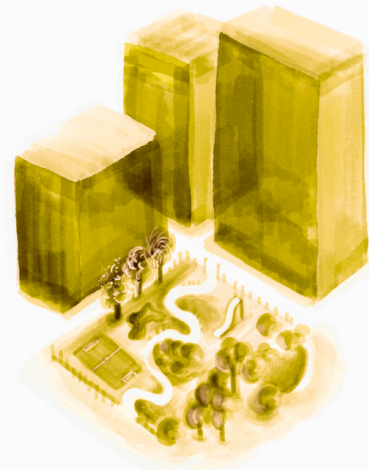
<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>DE – GROW CITY</div> <div>Sustainable energy</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>POST – GROW CITY</div> <div>Sustainable energy</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>SMART CITY</div> <div>Sustainable energy</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>DE – GROW CITY</div> <div>Urban greening</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>POST – GROW CITY</div> <div>Urban greening</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>SMART CITY</div> <div>Urban greening</div>
<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>DE – GROW CITY</div> <div>Water management</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>POST – GROW CITY</div> <div>Water management</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>SMART CITY</div> <div>Water management</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>DE – GROW CITY</div> <div>Sustainable mobility</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>POST – GROW CITY</div> <div>Sustainable mobility</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>SMART CITY</div> <div>Sustainable mobility</div>

Plantation of new trees on private land is promoted



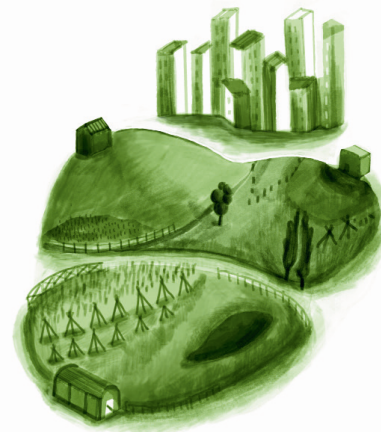
SMART CITY

Collective farms substitute most current urban parks



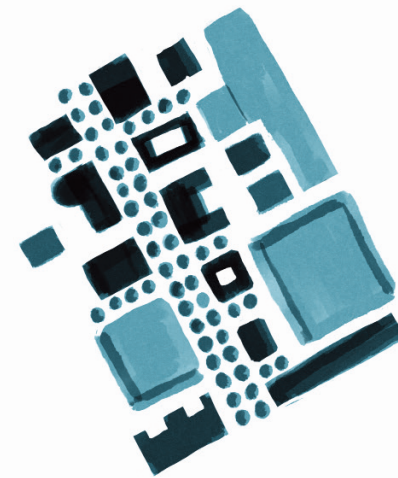
POST-GROW CITY

Farming production become decentralised and self-managed



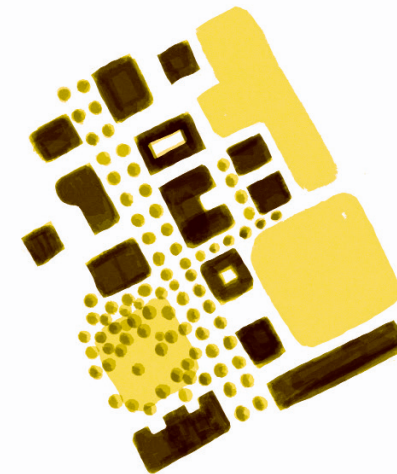
DE-GROW CITY

New trees are planted along infrastructures



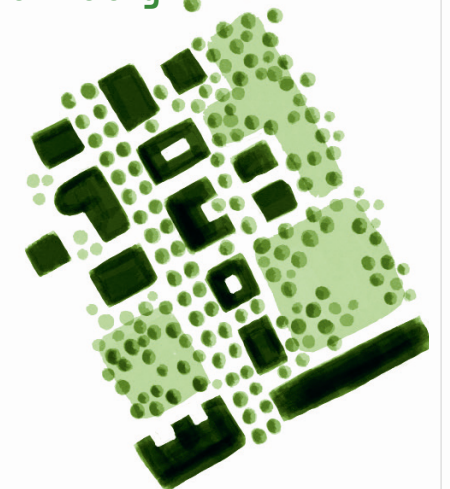
SMART CITY

New trees are planted along infrastructures and in underused plots



POST-GROW CITY

New trees are planted in dismissed areas of the city



DE-GROW CITY

Population grows but the city does not expand



SMART CITY

New urban developments are forbidden



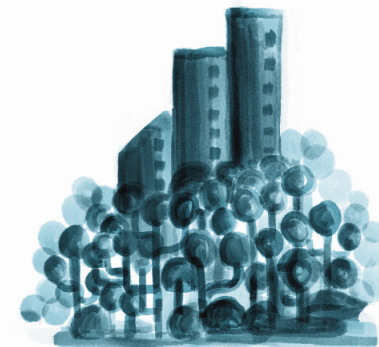
POST-GROW CITY

Population declines and peripheries become more cultivated



DE-GROW CITY

As food waste is reduced, some peri-urban fields can be converted into forest



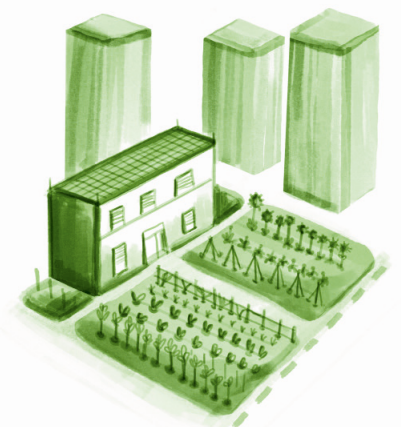
SMART CITY

Agriculture is reorganised to enhance the diversity of crops



POST-GROW CITY

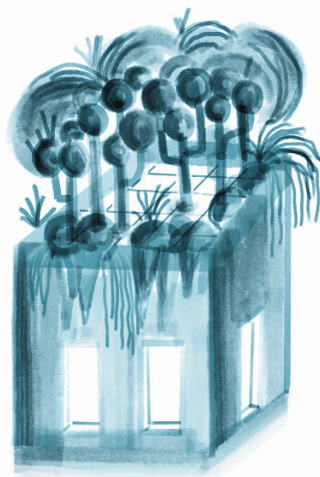
All private gardens are used to farm



DE-GROW CITY

<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>DE – GROW CITY</div> <div>Urban forestry</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>POST – GROW CITY</div> <div>Urban forestry</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>SMART CITY</div> <div>Urban forestry</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>DE – GROW CITY</div> <div>Urban farming</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>POST – GROW CITY</div> <div>Urban farming</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>SMART CITY</div> <div>Urban farming</div>
<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>DE – GROW CITY</div> <div>Farm to Fork</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>POST – GROW CITY</div> <div>Farm to Fork</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>SMART CITY</div> <div>Farm to Fork</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>DE – GROW CITY</div> <div>Urbanisation</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>POST – GROW CITY</div> <div>Urbanisation</div>	<div>THE COLLECTIVE ECOSYSTEM GAME</div> <div>SMART CITY</div> <div>Urbanisation</div>

All rooftops have greenery



SMART CITY

Underused urban areas are transformed into urban parks



POST-GROW CITY

All urban greenery and sports fields are re-naturalised



DE-GROW CITY

			<div>DE – GROW CITY</div> <div>Biodiversity</div>	<div>POST – GROW CITY</div> <div>Biodiversity</div>	<div>SMART CITY</div> <div>Biodiversity</div>