

PLANNING FOR GROWTH GAME - FACILITATOR INSTRUCTIONS

BASIC GAME INFORMATION

- Goals:*
- (1) For participants: To gain an understanding of the challenges of prioritizing areas for conservation and development, and to gain familiarity with some of the different densities used in development.
 - (2) For researchers: To introduce participants to different development densities, and to discover participants' preferences for different development and conservation strategies in order to articulate place-specific planning proposals and adaptation policy.

Objective: Players work together to plan for future development in their community when faced with conservation, population growth, and quality-of-life considerations.

Duration: 30 minutes of game play, plus 10 minutes for presentations.

Players: 6-10 players plus 1 facilitator per group

Materials: More details provided in the "Additional Facilitator Information" section.

- Game Board
- Unit Record Sheet
- Reference Cards (4 pieces)
- Team Response Sheet
- Average Density Worksheet
- Game Pieces
 - Regular Game Pieces
 - 2 Units per Acre (2 neighborhood designs, 20 pieces each)
 - 4 Units per Acre (40 pieces)
 - 6 Units per Acre (40 pieces)
 - 8 Units per Acre (40 pieces)
 - 12 Units per Acre (40 pieces)
 - 24 Units per Acre (40 pieces)
 - Unique Game Piece
 - Town Center – 5 Units per Acre (1 piece)
- Paper, pens, and pencils
- Camera
- Calculator

FACILITATOR TASKS

1. Review instructions.
2. Set up the game.
3. Facilitate the game, answer players' questions, and solve any problems that arise.
4. Collect and post results.
5. Clean-up after the game.

1. Review Instructions

After reading these instructions, review the player instructions that are located in the game set. If you have any questions about the game, ask the Moderator.

2. Setting up the Game Board

- a. Secure the game board to the table using the mounting tabs provided. Place a tab under each corner of the board and press down firmly to secure the board to the table.
- b. Lay out game pieces. The game contains 6 different types of regular game pieces. Remove the game pieces from the plastic bags and divide the contents of each bag into fourths. Place game pieces of each type on the table near each of the board's four edges. Make sure these pieces will be easy for players to reach during game play.
- c. Place the unique Town Center game piece on the table with one group of regular game pieces.
- d. Place the Unit Record Sheet and pencil together on the table.
- e. Place the note paper and pen together on the table.
- f. Place the Team Response Sheet on the table.
- g. Place one Reference Card on each of the four sides of the board.

- h. Keep the Average Density Worksheet. You will be completing this sheet at the end of the game session.

3. *Facilitating the Game*

- a. There will be a minimum of 6 players and a maximum of 10 players at each game board.
- b. After the Moderator explains the game, instruct players to choose a team representative who will present the team's strategies, decision-making process, and development plan to all workshop participants at the end of the game. When a representative has been selected, pass him/her the note paper, Team Response Sheet, and pen.
- c. Instruct players to select a record keeper who will record the game pieces that are placed on the board. When a record keeper is chosen, pass him/her the Unit Record Sheet and pencil.
- d. Instruct players that they have 5 minutes to examine the game board and game pieces. Ask players to consider how they would like their community to develop. Answer any questions players may have while they are examining the materials.
- e. At the end of 5 minutes, instruct players that they have 5 minutes to go around the group and have each person *briefly* state their initial ideas for development patterns. Begin with the record keeper. Ensure that all players are involved in the discussion.
- f. If necessary, remind the team representative that he/she should take notes during this session and make sure that he/she has the note paper, Team Response Sheet, and pen.
- g. After the 5 minute discussion period has ended, instruct teams to begin developing the site. Make sure that the record keeper has the Unit Record Sheet and pencil and is recording units as they are placed on the board.
- h. Answer any questions that may arise during the game.
- i. If necessary, obtain more regular game pieces for the team. See the 'Additional Facilitator Information' section for details.

4. *Collect and Post Results*

- a. ***At the end of the game, do not let players remove game pieces from the board.*** The pieces should stay on the board during the post-game discussion, and you will need to photograph the board (details below). If players want to help put away the game, they may assist you during clean-up.
- b. At the end of play, the record keeper will pass the Unit Record Sheet to you. Calculate the average density for the team, and then give the Unit Record Sheet and Average Density Worksheet to the Moderator. To calculate the average density, follow the instructions on the Average Density Worksheet. In general, you will:
 - i. Tally the Number of Units recorded in each column in the New Development section of the Unit Record Sheet.
 - ii. Write the Number of Units of each type in the associated Number of Units column.
 - iii. Multiply the Number of Units in each row by the Acreage Multiplier. Record the product in the number of Acres column.
 - iv. Add the Number of Units used for each density to get the Subtotal and write the sum on the Subtotal line in the Number of Units column.
 - v. Add the Number of Acres used for each density to get the Subtotal and write the sum on the Subtotal line in the Number of Acres column.
 - vi. If the team used the Town Center, add 120 to the Number of Units Subtotal to get the Total. Write this sum in the space at the bottom of the Number of Units column.
 - vii. If the team used the Town Center, add 24 to the Number of Acres Subtotal to get the Total. Write this sum in the space at the bottom of the Number of Acres column.
 - viii. Tally the Number of Hexes recorded in each column in the Redevelopment section of the Unit Record Sheet.
 - ix. Write the Number of Hexes of each type in the associated Number of Hexes Column in the second section of this worksheet.
 - x. Multiply the Number of Hexes in each row by the Unit Multiplier. Record the product in the Number of Units column in the second section of this worksheet.

- xv. Add the Number of Units in the second section to get the total number of units lost to redevelopment. Record the sum in the space for Total Replaced Units.
 - xii. Copy the sum from Total New Units from the top section and record it in the second section.
 - xiii. Copy the sum from Total Replaced Units and record it on the marked line.
 - xiv. Subtract the Total Replaced Units from the Total New Units. Record the difference on the line next to Total Units.
 - xv. Copy Total Number of Acres from the top section and record it in the marked space in the second section.
 - xvi. Divide the Total Units by the Total Number of Acres to get the team's Average Density. Write this number in the designated space.
- c. Photograph the final development on the game board and email it to dawnjourdan@ou.com. Cameras will be provided.
 - d. Collect the completed Team Response Sheet from the team representative.

5. *Cleaning Up*

- a. **Ensure that the game board has been photographed prior to clean-up.**
- b. Sort the game pieces by type, and place them back in the plastic bags. If you borrowed regular game pieces from other game sets, please return them.
- c. Place the Game Reference Card, Instructions, and Game Pieces back in the box. Please place the sheets at the bottom of the box with the bags of game pieces on top.
- d. Collect the pens, pencils, and extra paper.
- e. Remove the mounting tabs from the board. Take the board to the Moderator.

ADDITIONAL FACILITATOR INFORMATION

Game Board

The game board represents an upland area approximately 5 miles from the coast that is similar to the study area. The image used on the board is not in the Matanzas study area. Players should

focus on developing the site and not on trying to figure out where the site shown on the board is actually located.

To help players make development decisions, existing uses are indicated on the board. Players may 'redevelop' any area on the board.

Players do not have to avoid the wetlands or species habitat. If the players ask, the area shown on the board with 4-9 focal species is good land for conservation. However, we do not want to lead their decisions, and they are allowed to develop these areas.

There is no minimum or maximum for the number of acres they should set aside for conservation.

As the key indicates:

- Blue/green hatched pattern represents wetlands.
- Dark green overlay represents habitat for 4-9 undefined focal species. If players feel that defining the species is important in their decision-making process, they can define the species that live in that area.
- Pink overlay is an existing housing area with a density of 1 unit per acre.
- Purple overlays are existing housing areas with a density of approximately 2 units per acre. (These are not exact, but are rounded to the nearest density used in the game.)
- Blue Overlay is an existing housing area with a density of 8 units per acre.
- Each hex on the board and the game pieces represents one acre.

Game Pieces

The game pieces are color-coded, and when applicable, the color on the pieces matches the colors on the game board. The pieces show images of neighborhoods that have been developed at the density indicated on the game piece. Any given density can be generated from a number of different neighborhood designs. The pictures on the game pieces provides players with one example of what the neighborhood might look like if it was built at that density.

Pieces can be placed in any direction.

Pieces may not be cut or altered.

The roads do not extend to the ends of the pieces because teams should not attempt to align roads as they develop the site. Roads were included on the pieces to provide internal organization for the depicted neighborhoods.

The Town Center piece represents a mixed-use New Urbanist development similar to Haile Plantation or Celebration. This piece has commercial and retail space on the ground floor with apartments and condominiums on upper floors. The piece has a housing density of 5 units per acre. Teams have the option of using one of these pieces in their development, but it is not required. If the team chooses to use the Town Center piece, it equals 5 regular game pieces. Therefore, the team would only need to place 70 regular game pieces on the board to reach the target number of 1,800 housing units.

Forty regular game pieces of each density have been included in the game. This provides teams with the option of using any one density for more than one-half of the development. However, if the team runs out of any type of regular game piece, you can borrow additional regular game pieces from other teams. Since one of the goals of the game is to determine how the team would like to develop the site, their options should not be limited by the number of pieces provided in the game set. If a team wants to use 75 – 6 unit per acre pieces, you should attempt to locate those pieces for them.