



[ Urbancraft: Stakeholders' Symphony ]

- Harmonizing Community, Designers, and Developers in urban spaces by serious game setting

Urban design faces the challenge of coordinating among **stakeholders** with diverse backgrounds and interests, making it difficult to satisfy everyone.

Based on this research question, The initial vision is to propose a tool that helps different stakeholders (**community, architects, real estate**) think about trade-offs when it comes to urban space innovation. Specifically, it is about **enviro-responsive form VS social needs/ energy efficiency/ maximal buildable area**.

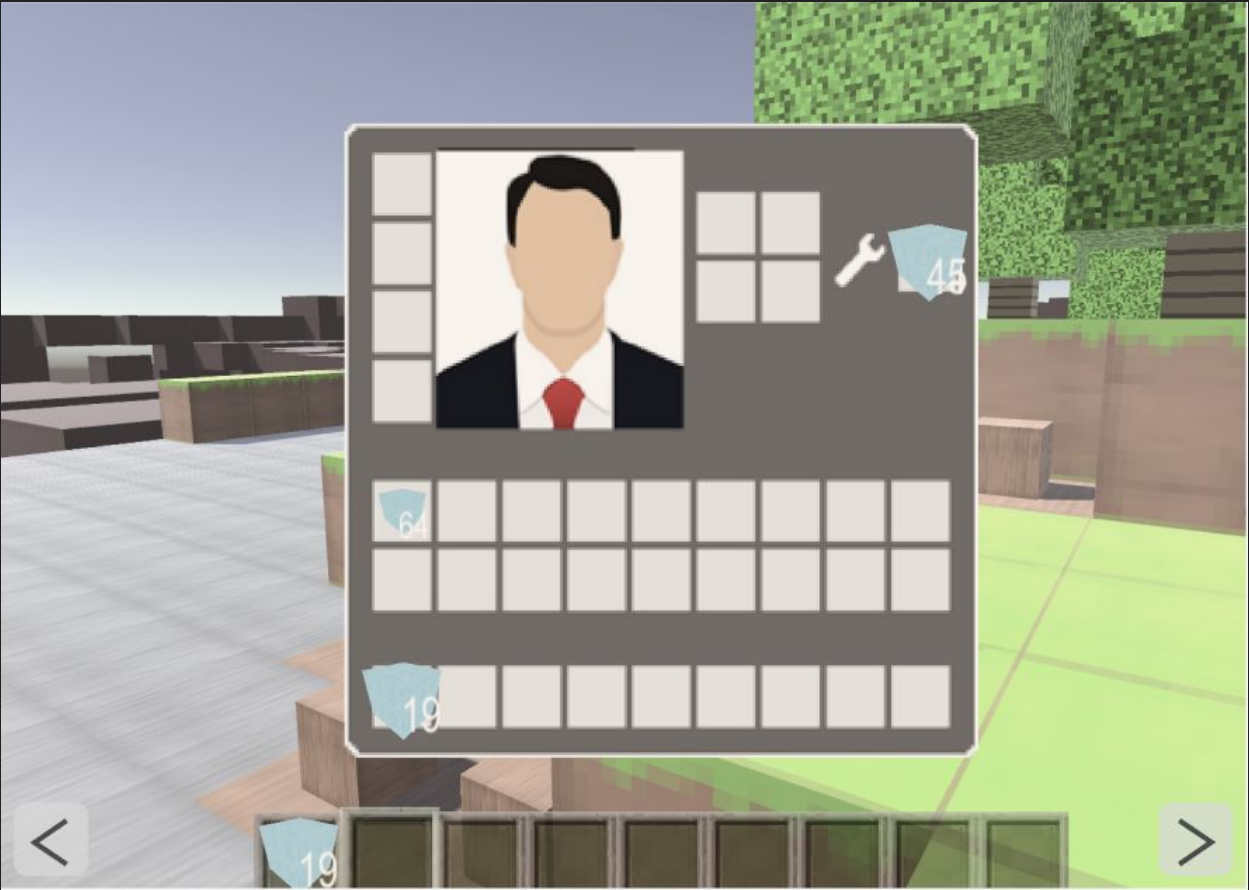




Can **community** participates into design process?

Can users play and organize blocks by themselves based on metrics they consider instead of preprocessing all data and demonstrate directly?

Can different stakeholders play the interface at the same time and get to learn trade-offs from each other?





Thanks for listening