GREEN SKILLS
FOR CITIES

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## DESIGN GAME

# CONTENTS

## 1. RULES

- Students will be divided in small groups, possibly of 3 students;
- All groups will focus on the same site;
- Students will define objectives and strategies for the site;
- Students will be allowed to draw sketches/diagrams, but will not be required to. The aim of the exercise is to set a strategy, not to design a project.

## 2. SITE FOR DESIGN GAME

- A public outdoor space;
- Each institution will choose a site their students know well (UNIGE will use piazza Sarzano in Genoa).

## 3. MATERIAL PROVIDED

- Pictures of the site and maps of the area if available
- Pen, pencil, paper, markers and boards

## 4. STEPS

1. Presentation of the site and rules of the game, and formation of groups, _10 minutes_
2. Each group individually will identify at least 5 design objectives for the site, _30 minutes_
3. One representative per group will present its objectives to the other students, _5 minutes per group_
4. One moderator (with the help of the entire class) will take notes and build a map of objectives (summarize and connect, etc.), _20 minutes_
5. Each group individually will work on define site-specific and objective-specific design strategies, _30 minutes_
6. One representative per group (not the same that presented before) will illustrate the design strategies to the other students, _10 minutes per group_
7. All students will comment and discuss on the results obtained by other groups.