

## Building The City of The Future

Previous compulsory steps / Prior students' knowledge	Basic concepts of urbanization, cities and city planning, this sequence is a follow-up on the sequence "The City of The Future".
Learning objectives	Developing knowledge about city planning, city management, urbanization and cities of the future.
Subjects	Geography, Philosophy, Social sciences
Recommended Age	15 – 18
Material needed	Video game Cities: Skylines
Sequence duration	90 - 120 minutes
Individual or group activity	Group activity
Expected production	Students build their cities and create short presentations after playing the game.
Skills developed	Collaboration & teamwork, Communication, Creativity, Critical thinking, Planning, Problem solving
Price range of the game	20-40€
Similar games to use with the approach of the sequence	SimCity

## Step by step: how to implement the sequence

- **Step 1: Introduction to the game (15 minutes)**

In the pedagogical sequence “The City of The Future”, students explored two video games: Detroit: Become Human and Cyberpunk 2077. They discussed different aspects of the games, such as elements of urbanism they noticed in the games, elements of city planning, organisation of transport and the challenges that come with urbanisation.

In this sequence, students will play the game Cities: Skylines, through which they will be able to put into practice what they learned about urbanisation, city planning and city management.

**Game description:** Cities: Skylines is a city simulation game in which players engage in urban planning. The player needs to take into account various elements of the city, its citizens, budget, health, infrastructure, and pollution level. Being a mayor of the city comes with many challenges, which are on the player to discover and solve.

You can check the trailer as a starting point for game exploration: [Cities: Skylines Official Trailer](#)

You can get the game here:

[https://store.steampowered.com/app/255710/Cities\\_Skylines/](https://store.steampowered.com/app/255710/Cities_Skylines/)

Launch the game in front of the students and show them the basics of the game before they start playing themselves. Instruct the students to take some screenshots while they are playing to show how they built their cities, what was challenging in the game, how they organised the buildings, etc. Those screenshots can be used for the presentations following the playing session.

- **Step 2: Gameplay and city creation (60 minutes)**

Divide students into pairs or smaller groups to play the game and build their cities. Introduce some requirements for their cities (this is optional, and they can build the cities beyond those requirements), such as:

- Choose a suitable location
- Create different districts
- Pay attention to the water supply
- Integrate transport
- Ensure jobs for citizens
- Make sure citizens are happy (or try to make sure they are happy)

- **Step 3: Students' presentations (15 minutes)**

After playing the game, students will present and discuss the cities that they built.

**Points for discussion:**

- How did the students organize the workload among themselves?
- How did they build their cities?
- What was the most challenging?
- How did they solve the problems and challenges that they encountered along the way?
- What could be a sustainable solution to the challenges urbanization poses?
- What could be a sustainable solution to the traffic jams?
- Do they notice some of the problems they encountered in the game in real life as well? If yes, how could those problems be solved?



## References:

Cities: Skylines (April 9<sup>th</sup>, 2020) 'Cities: Skylines Official Trailer' [Video]. Youtube.

[https://www.youtube.com/watch?v=1jnLFh2HXVY&feature=emb\\_title](https://www.youtube.com/watch?v=1jnLFh2HXVY&feature=emb_title)

Cities: Skylines Official Website: <https://www.citiesskylines.com/>

Paradox Interactive (2015) Cities: Skylines [Video game] Colossal Order.

