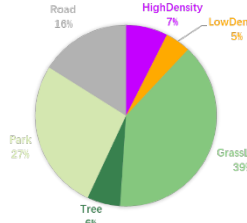
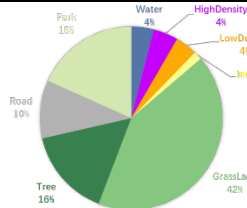
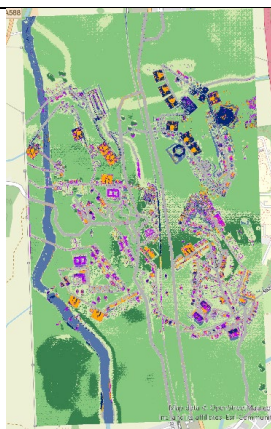
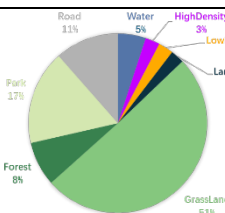
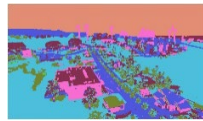
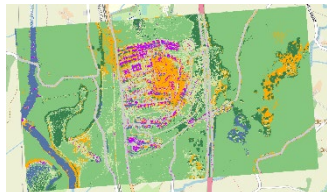
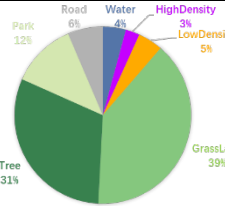
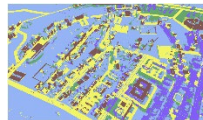


From City-Builder to Geogame: A Geodesign Process for Participatory Urban Planning
Supplementary Material

A.		<table><tr><th>Class_name</th><th>COUNT</th><th>AREA</th></tr><tr><td>HighDensity</td><td>299001</td><td>512384.44</td></tr><tr><td>LowDensity</td><td>181788</td><td>311521.84</td></tr><tr><td>GrassLand</td><td>1565457</td><td>2682652.6</td></tr><tr><td>Tree</td><td>236906</td><td>405975.06</td></tr><tr><td>Park</td><td>1080102</td><td>1850921.8</td></tr><tr><td>Road</td><td>644644</td><td>1104697.2</td></tr></table>	Class_name	COUNT	AREA	HighDensity	299001	512384.44	LowDensity	181788	311521.84	GrassLand	1565457	2682652.6	Tree	236906	405975.06	Park	1080102	1850921.8	Road	644644	1104697.2			<table><tr><th>Lowest Confidence</th><th>Exclusion</th></tr><tr><td>0.605035</td><td>173/1635</td></tr></table>	Lowest Confidence	Exclusion	0.605035	173/1635						
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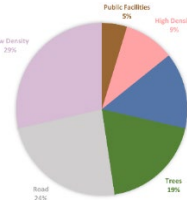
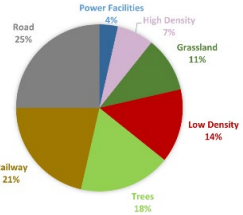
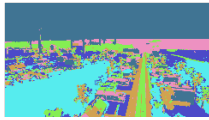
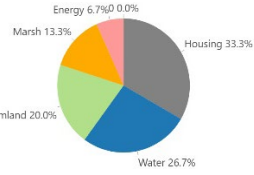
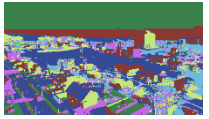
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C.		<table><tr><th>Class_name</th><th>COUNT</th><th>AREA</th></tr><tr><td>Water</td><td>115871</td><td>652956.7692</td></tr><tr><td>HighDensity</td><td>59910</td><td>337605.0957</td></tr><tr><td>LowDensity</td><td>62186</td><td>350430.8209</td></tr><tr><td>Landmark</td><td>56209</td><td>316749.2042</td></tr><tr><td>GrassLand</td><td>1153946</td><td>6502721.579</td></tr><tr><td>Forest</td><td>183145</td><td>1032059.51</td></tr><tr><td>Park</td><td>388817</td><td>2191063.27</td></tr><tr><td>Road</td><td>262964</td><td>1481855.89</td></tr></table>	Class_name	COUNT	AREA	Water	115871	652956.7692	HighDensity	59910	337605.0957	LowDensity	62186	350430.8209	Landmark	56209	316749.2042	GrassLand	1153946	6502721.579	Forest	183145	1032059.51	Park	388817	2191063.27	Road	262964	1481855.89			<table><tr><th>Lowest Confidence</th><th>Exclusion</th></tr><tr><td>0.95035</td><td>0/367</td></tr></table>	Lowest Confidence	Exclusion	0.95035	0/367
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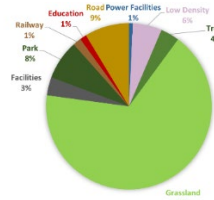
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E.		Class_Name	COUNT	AREA			Lowest Confidence	Exclusion
		Public Facilities	116814	116243.12			0.609651	0/1346
		High Density	848521	844374.24				
		Education	305216	303724.4				
		Trees	1733869	1725395.51				
		Road	634420	631319.56				
		Low Density	557279	554555.55				
F.		Class_Name	COUNT	AREA			Lowest Confidence	Exclusion
		Power Facilities	19284	72180.3			0.618351	100/997
		High Density	53126	198851.42				
		Grassland	1170393	4380798.76				
		Low Density	151346	566490.37				
		Trees	231131	865126.84				
		Railway	54652	204563.26				
G.		Class_Name	COUNT	AREA			Lowest Confidence	Exclusion
		Energy	102932	96564.3371			0.608677	84/1564
		Marsh	453901	425821.38				
		Farmland	2422620	2272749.78				
		Water	864948	811439.83				
		Housing	940946	882736.38				
		Road	306273	287326.07				

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H.		Class_Name	COUNT	AREA			Lowest Confidence	Exclusion
		Power Facilities	29822	26884.99			0.603772	84/1127
		Low Density	221096	199321.44				
		Trees	142623	128576.82				
		Grassland	2608660	2351747.11				
		Facilities	137594	124043.1				
		Park	300710	271094.69				
		Railway	63001	56796.37				
		Education	50255	45305.65				
		Road	338202	304894.3				

* Area = The area is measured in square map units, meaning the spatial reference data determine the units, which in turn determine the total area of each unique zone (defined by the input raster or feature data).

** Majority count = The frequency of all cells that contain the majority value in the value raster that belong to the same zone as the output cell will be calculated.

*** SAM detection confidence at >60% and exclusion.