Examples of serious games in participation and urban planning, university campuses included.

Name of game	Creator, place, year	Reference to real-life space	Type of game	Characteristics
The DuBES-game	Ellen van Bueren, Pieter Bots, Robin Seijdel, Igor Mayer – TU Delft, (the Netherlands, 2002	Based on real urban revitalization (e.g. projects in Emmen), where participants create an action plan considering sustainable development	Simulation, participatory	Thanks to the simulation and participatory approach, players learn to negotiate, analyze costs and benefits, and familiarize themselves with the point of view of other stakeholders, which is key in serious games (games oriented towards solving real problems). The MEDI(A) (decision-support) tool supports decision-making by providing information on the consequences of different solution options.
NextCampus	HafenCity University, Hamburg, 2009	Based on an actual university campus	Simulation, decision-making	It involves the academic community in the campus planning process, teaching the consequences of urban planning decisions.
Play the City	Ekim Tan, Amsterdam (and other cities), since 2009	Based on actual urban spaces (e.g. Almere, Istanbul, Shenzhen, Cape Town)	Simulation, participatory	It involves local communities, officials, and designers in the process of co-creating the city, and teaches negotiation, compromise, and the complexity of urban decisions through interaction and narration.
Participatory Chinatown	Engagement Game Lab, Emerson College, Boston, 2010	Based on the actual space of Chinatown in Boston	Fictionalized social simulation	Users take on the role of citizens and make decisions that affect real urban planning.
Community PlanIt	Engagement Lab, Emerson College, Boston, 2011	Virtual environment, real-life meetings	Strategic educational game	It allows citizens to participate in urban planning by solving missions and submitting the results to local meetings.
Neighborland	Candy Chang, Dan Parham, Trey Parham, New Orlean (USA), 2011	The platform was created to involve residents in the processes of shaping local communities. The project started in New Orleans but has also been implemented in other US cities. It supports real-life public consultations concerning urban planning, transport, public area development, etc.	Platform with elements of gamification	Real social purpose - Neighborland is used to collect residents' opinions and ideas which makes it possible to affect real-life decision-making processes (e.g. urban development plans, development of public services). Gamification mechanisms - points, rankings, the possibility to comment, vote and give likes to other people's ideas motivate users to actively participate, increasing the sense of shared responsibility for the common space. The platform lets users better understand the planning process and the nature of public consultations thanks to transparent tools for discussion and collaboration. Serious game, although Neighborland is not a game in the strict sense (more of a "serious gamified platform"), its main purpose is to provide users with the opportunity to have an impact on authentic urban decisions, rather than purely to entertain them. It has educational, participatory, and pro-social values, which places it in the "serious" category.

Name of game	Creator, place, year	Reference to real-life space	Type of game	Characteristics
Block by Block (based on Minecraft)	Mojang (Sweden), in collaboration with UN-Habitat and Microsoft, beginning of the initiative, 2012	The game (or rather its modified "worlds") replicates actual urban areas, which can then be co-designed and tested by the community virtually before being implemented in reality.	Sandbox (creative)	Participants (residents, officials, and architects) jointly create and modify a digital model of the planned urban space; the tool serves for education, public participation, and improvement of urban design in the real world by involving local communities.
B3 – Design Your Market Place	Aalborgu University (Denmark), research project, around 2013	Based on existing urban structures - design embedded in the context of real urban spaces	Digital, simulation, educational	The game involves citizens in the digital design of urban spaces; it teaches the complexity of urban planning and promotes participation and understanding of decision-making processes through interactive simulation.
Stroll Around Yesterday	LivingLab PJATK, Warsaw, 2015	Urban game in the actual space of Warsaw	Geolocation, educational	It educates seniors in the use of digital technology, combining learning with an interactive tour of the city.
Age of Energy	Clicks and Links, Amsterdam, 2015	The game refers to real-life energy-saving challenges - citizens compete to reduce energy consumption in their environments by taking specific actions in their daily lives.	Mobile application with gamification elements	The game uses competition, scoring, and ranking mechanisms to motivate users to take eco-friendly actions; the game combines education (raising awareness of energy saving) with a real impact on the environment - through the introduction of challenges relating to real-life energy-saving actions.
Mobility Safari	Katharina Gugerell, Martina Jauschneg, Mario Platzer, Martin Berger, Vienna, 2017	The game was set in the urban context of Vienna - participants explored urban mobility issues and the complexity of transport systems in a dynamic urban environment.	Co-located serious game, i.e. a game conducted in the form of workshops, simulations, and an interactive participatory experiment	It involves the users through active participation in simulations of real urban problems (e.g. mobility issues, intermodality, and integration of transport systems).
Cities: Skylines – Campus	Colossal Order, Paradox Interactive, 2019	Fictional simulation world	Strategic--economic	Although mainly entertaining, the game educates the players about the management of the educational system and urban planning.
UniverCity	ThinkOfName, Great Britain, 2020	Fictional simulation of university management	Strategic, tycoon	It develops planning skills, the main aim is not just to entertain.
E-polis	Democritus University of Thrace, Athens, 2023	A virtual city that dynamically changes according to the player's decisions	Educational, simulation	It allows the players to shape society according to their values and analyses their choices for sociological studies.
EquiCity Game	TU Delft, TU Eindhoven, 2024	In an urban simulation, the player's decisions influence the city model.	Strategic, decision-making	A tool for democratizing urban planning, which helps to develop fair spatial solutions.

Source: own elaboration based on Poplin, 2011; Prilenska, 2019; Gordon and Schirra, 2011; Gordon and Baldwin-Philippi, 2014; Alexandros Gazis, Eleftheria Katsiri, 2024; Eliëns, n.d.; Jaskulska and Jankowiak, 2019; Boston.gov, 2011; Boston.gov, n.d.; CitiesSkylines.pl, n.d.; Gabellone et al., 2022; Gordon and Walter, 2017; Living Lab PJAIT, 2015; Koutsoukos and Moschovitis, 2023; Nikolopoulos, 2024; Kostakis, n.d.; Ghosh et al., 2023; Genesis Lab, n.d.; Archined, 2018; Poplin, 2013; Siebers and Molendijk, 2024; Salter and Haindlmaier, 2017; Janssen et al., 2023; Van der Zee and Van Bueren, 2013; Devisch, Poplin and Sofronie, n.d.