Urban Design Showdown

The Urban Design Showdown

You will inevitably come face-to-face with urban design throughout your life, and the choices others have made in this regard.

We know that you could do better, so let's put that theory to the test, shall we?

Today, you will be given the space to design a city from scratch to whatever specifications you (or you and your team) think best. *If you have a strong disagreement on your team about what to do, split up.*

While everyone benefits from the strengths of more brains brainstorming together, you can get the benefits of feedback from others while still building into your vision.

Let's get to it!

References

- Urban planning
- Urban design

The Challenge

For this challenge, you will need the largest format paper you can muster, or tape to create a large workspace. You don't want a small city! Also, work in pencil, because first ideas are rarely our best ideas!

You will work in teams for this challenge, if possible, large enough for the benefits of brainstorming, but small enough that everyone has a ready ability to draw on the paper.

The Rules

- **Two work periods.** You will have two work periods, and be given specific amounts of time you can work during each period. Once the timer sounds, pencils down!

- **Scoring periods.** *Nothing* may be added to your design during the scoring periods!

- **Labeling.** Only labeled features will count for scoring purposes. Misspelling is not a disqualifying concern, nor is poor penmanship, so long as the label is decipherable.

- **No cheating.** Do not look at the scoring pages in advance!

Round 1 Scoring

After 15 minutes, or however long you are given for the first draft, take a break from your design and go through the checklist below. Give yourself (or your team, if you are working collaboratively) one point for every item on the list that is incorporated into your design, remembering the rules!

The items must be labeled on your design!

Synonyms are fine, however, such as "house" or "apartments," instead of "housing."

Round 1 Checklist

Schools
Roads
Parks
Housing
Industrial buildings
Library
Mass transit
Hospital
Grocery Stores
Commercial buildings (shopping)
Office buildings

Round 2 Scoring

After 40 minutes, or however long you are given for your second iteration, put your pencils down! Give yourself one point for each of the items you included in your design (properly labeled) from the list below.

Round 2 Checklist

Cellular towers
Utilities (even if underground)
Sanitation facility
Water treatment facility
Sidewalks
Roundabouts
Renewable energy solutions
Fire Station
Police Station
Jail
City Hall / government buildings
Courthouse
Entertainment
Post Office
Restaurants
Gym
Parking

Total Up!

The team with the most overall points wins, and if there is a tie, the team with the most overall items in their design wins!

Round 1 Score

_____

Round 2 Score

_____

Total Score

_____

0 - 10 points
More brainstorming next time!

11 - 20 points
Keep practicing!

20 - 28 points
Excellent work!

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