# WELCOME TO ROFFANOVA

Welcome students of the new course The City Impact Challenge! We are in Roffanova, a futuristic metropolis where the human world has seemingly morphed into the digital, making most people fully dependent on tech.

**A crisis has occurred!** The city is under attack by an uncontrollable AI virus. It distorts the information flows in the city, leading to a decline in social cohesion, institutional trust and innovative capacity. The municipality has reached out to you to help them navigate this threat.

As the integrity and usability of digital mediums are at risk, the physical and social infrastructures become crucial. Unfortunately, in Roffanova the locations that once contributed to a thriving society have been abandoned and replaced by digital counterparts, leaving the urban landscape in an inactive state.

You are being called on to build the foundations and conditions for Roffanova to face the threats to come. Your course assignment is clear: **revive Roffanova by transforming it into an open, vibrant city that fosters collaboration, community building and human interaction.**

Together with your group members, you have 15 days to re-design Roffanova, using your knowledge, networks, and skills to make a lasting impact. But what kind of places does Roffanova need to become resilient? Once you have agreed on a shared vision, you activate the locations that match it – and watch the city come to life!

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## ROLES

TEAMWORKER  STRATEGIST
CREATOR  ACTIVIST  RESEARCHER

Student roles and goals vary among players, each possessing unique abilities aligned with their persona. These abilities can be unlocked by activating specific locations. Distribute role cards randomly at the start of the game, ensuring everyone understands their role, values, and abilities.

**Goal:** You want to activate as many locations of this category as possible.

**Role:** Your role in the group and the values you stand for.

**Ability:** Your unique ability that can help the group achieve their goals.

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# REVIVING ROFFANOVA

You have revived Roffanova if you have at least 10 active locations at the end of the game.

## 0. Set up
Distribute the role cards randomly and start the game with 6 tiles lying in a grid in inactive state: black side up.

## 1. Daybreak
Each person starts their turn with taking a Daybreak card. Together you must respond to the event.

The Daybreak can address 3 dimensions: -
**Glitch:** The Ai virus affecting the city
**Stakeholder Notification:** addressing your working relationship with the municipality
**Assignment Update:** about your progress in the course assignment

## 2. Activate location
Use your communal resources to 'flip' a City Tile, which activates the location. Only activate locations that matches your vision on a resilient city. 1 Location per turn allowed!

Each location costs a certain type and number of resources – stated on each City Tile.

There are 6 types of locations: Teamwork, Community, Wisdom, Politics, Creativity, and Adaptability. The locations serve different purposes and define the identity of the city. Consult the Masterplan Toolkit to scan all locations.

## 3. Expand the city
If you have activated a location you can add a new City Tile to the grid, black side up. Is this a location that you want to activate at some point? End of turn.

# CITY MASTERPLAN

| Teamwork | Community | Wisdom | Politics | Creativity | Adaptability |
|---|---|---|---|---|---|
| **Honesty Chamber (1 TT)** Only here you can be truly honest with your team. Challenge and test your ideas with opposing viewpoints. | **Coffee Corner (1 CC)** The get-together coffee corner to connect with friends, acquaintances or strangers. | **Library (1 WW)** Here knowledge is collected, preserved, and made accessible - the old-fashioned way. | **Policy Printshop (1 PL)** Print all the new policies and laws and distribute them to the citizens. | **Erasmus Hub! (1 CB)** In this vibrant pop-up space there is room for innovation, prototypes and failure. Changemakers are are cultivated here. | **High Tower of Oversight (1 AA)** Rise to great heights for a helicopter-overview. Here you can see connections and get the big picture. |
| **Appreciation Mirror (2 TT)** Here you acknowledge each other's contributions & increasing collective spirit. Time for compliments. | **Demonstration Square (1 CC)** For the collective expression of feelings, interests and needs. | **Aula (1 WW)** Where major lectures and events take place inspiring intellectual stimulation. | **Voting Booth (1 PL)** Use your democratic right! Participate in important public decisions. Every vote counts. | **Playground (1 CB)** A place to reconnect with your inner child: play, wonder and imagine. New things arise here, strange plans are given space. | **Hop-on Hop-off Boat (1AA)** Hop on when inspired, hop off when you need a break, it's all about the process. |
| **The Retreat (1 TT)** A quiet moment to reconnect with your team - build a strong identity and spend quality time together. | **Muddy Grounds of Reality (2 CC)** A place to get in touch real problems, pains and loss. | **Knowledge Market (1 WW)** Different stakeholders offer their unique knowledge on this market. | **Rector's Room (1 PL)** Influence management by taking a seat at the table and make an impact on the university's strategy. | **Open Art Collective (2 CB)** An atelier where common ideals and goals are expressed with beauty and rage. | **Wiggle Room (1 AA)** Try various doors, walk various paths, find the space to change your mind. |
| **Bridge of Agreement (1 TT)** Navigate team conflict with empathy and patience, finding common ground. | **Community Garden (2 CC)** A social incubator to spark community building and foster a collective identity. | **Erasmus Statue (2 WW)** Where traditional science with rigorous methods is developed and protected. | **Islands of Funding (1 PL)** Obtain money for your project, have people believe in your ideas and get kick-started. | **Head-in-the-clouds Zeppelin (2 CB)** The sky is the limit! Your biggest and wildest ideas are born here. | **Wilderness (2 AA)** An exuberant expression of nature without clear rules: everything is possible. Get lost and embrace your primal instincts. |
| **Harmonization Centre for Diversity and Bright Futures (3TT)** Dream big in this welcoming paradise: imagine your ideal future and turn your dreams into reality. | **Hierarchy Free Street (3 CC)** A hippie-like lane where all opinions are valid and valued, and deep personal stories are shared. | **Neighborhood Data Cooperative (3 WW)** A place to empower individuals by giving them control over the data they share. | **Hidden Tunnel of Influential Handshakes (3 PL)** Real decisions are made on the move, in the shadows, where some are invited and nobody is watching. | **Hydrogen Harbour (3 CB)** Stay ahead of the curve: Here cutting-edge innovation is developed and tested. World dominance, here we come! | **Endless Construction Site (3 AA)** This site constantly changes, offering opportunities for transformation & expansion. |

# CATEGORIES

Use the City Masterplan to assess the design of the city throughout the game. How are your personal and group values reflected in the locations you want to activate? You can count how many locations of each type you have or highlight a special location you really want to activate.

## The categories of the locations

**Teamwork**
Facilitates collaboration using Teamwork Tokens (TT).

**Community**
Foster a sense of belonging with Community Crystals (CC)

**Wisdom**
Gather all types of knowledge with Wisdom Whispers (WW).

**Politics**
Have a seat at the decision-making table with Political Leverage (PL).

**Creativity**
Spark innovation with Creativity Blasts (CB).

**Adaptability**
Navigates uncertainty, increase flexibility and confidence with Adaptability Amulets (AA).