



# SHOWCASE THE HAGUE

## URBAN PLANNING FOR SECURITY AND QUALITY OF LIFE

### GOAL

Designing and setting up an area takes time and requires patience. Procedures that take years ensure that the interests of all parties involved, or should be involved, result in carefully weighed decisions that make up an area. Could this process be expedited with another approach? In which way could we develop a stakeholder-wide supported design, which includes all stakeholders from the start, for a given area? Which stakeholders need to be connected and what knowledge is required?

The project Showcase has developed a serious game, including toolbox with techniques and software models, that allow the realization of a market-driven, innovative, area design. The serious game is an interactive tool in which stakeholders with the use of technology jointly come to resolve complex decision-making issues.

### RELEVANCE

The Showcase game is ideally suited for large urban design tracks that involve many stakeholders, with often competing interests. It is applicable for large integral design tracks that are characterized by multi-level decision making processes.

### CURRENT STATE OF AFFAIRS

The Showcase methodology is tested in cases pointing out the promising affectivity of serious gaming in complex decision-making situations. For more information on Showcase you can visit the website at [www.showcaseveilignederland.nl](http://www.showcaseveilignederland.nl) (in Dutch).

### CONTACT

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