



United Nations

**HABITAT III**  
URBAN FUTURE REPORT

<b>Submitted by Lead Organization</b>	
<b>Name of lead organization</b>	TizaPapelByte
<b>City and country where organization is based</b>	Buenos Aires , Argentina
<b>Title of Urban Future event</b>	Videogames as a way to generate interest in urban contemporary issues
<b>Date of Urban Future event</b>	10/11/2016
<b>Partner organizations for the event, including city and country where these organizations are based</b>	Flacso Argentina , Area Buenos Aires
<b>Number of participants at the event</b>	100
<b>Percentage of women participants</b>	60%



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<p><b>Background information on Urban Future event (themes, issues, context).</b></p>	<p>Videogames can be a way to connect with younger audiences and present subjects of the contemporary agenda like urbanism, civil rights and the importance of an active participation in the community in a participative and dynamic way. The process of investigation that is the development of this videogame was built around the idea of stimulating the debate that comes with a major change in a city. The main focus in this case study are the citizens in favor and the citizens against this changes. Why would anyone support or oppose a change? Is technological progress always in people's best interest? Our team, TizaPapelByte, wants to emphasise the idea that for a sustainable urban development, citizens participation is necessary. Our videogame "The Challenge of Villa Gironde" is a fictionalization of an actual event that took place in Argentina in the 70's in the middle of the desarrollism era, when the city of Federaci3n in the Entre Rios province had to be relocated due to the construction of the "Salto Grande" dam. In the simulation, you are a citizen of Villa Gironde, a town that has to be relocated. You are given a position at random, you are either against or in favor of the city's re localization, and your main mission is to convince as many other citizens as you can to join your position. The idea is to create an atmosphere that generates debate and consciousness around the idea of community and participation. All this questions among others can be found all along the videogame. Once the simulation is over, participants are encouraged to debate about real cases through documentation and exercises designed for that purpose. TizaPapelByte, our organization, designs videogames similar to Villa Gironde to encourage people to learn and get involved as citizens in subjects related to the urban agenda.</p>
<p><b>Concise summary of the event proceedings, including key points discussed</b></p>	<p>At the event we shared with people some of our videogames, and our background about serious games. The audience was very interested in the possibilities of using that sort of tools in their communities. We discussed about of the power of games in order to involucrate people in citizens right to be active participants in urban challenges.</p>
<p><b>Concise summary of the app or technology promoted during the event</b></p>	<p>Our work can be shared in <a href="http://www.tizapapelbyte.co">www.tizapapelbyte.co</a></p>
<p><b>Full name, title, and organization of the 1st speaker at event.</b></p>	<p>Analia Edit Segal, Profesor in Psychology and Education, TizaPapelByte</p>