

# The Role of Dilemma Games as a Mediation Tool between Citizens & Policy Makers for Urban Rooftop Utilization: A Cypriot Case Study

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## Extended Abstract

This paper presents the role of a games-based activity as mediation tool between citizens and policy stakeholders in the field of sustainable urban planning and more specifically the reutilization of rooftops in the fight against climate change. The paper presents a case study methodology demonstrating the initial results of a pilot case based in Nicosia, Cyprus. The case study is part of a larger research project entitled 'GREAT' (Games Realizing effective and Affective Transformations). Great is a 3-year co-funded project under EU Horizon and UKRI. Research and Innovation in the 'GREAT' project aims to demonstrate that games have positive impact on social engagement and can create new forms of dialogue between citizens and policy stakeholders. By exploring the potential of games, it provides a platform for citizens to express their preferences and attitudes on policy issues. The context of the 'GREAT' research is climate change and this paper displays a case study which focuses on the exploration of the reutilization of urban rooftops in the city of Nicosia, Cyprus. The case study is designed in collaboration with Urban Gorillas, NGO, Nicosia who are members of the European Creative Rooftop Network (ECRN), a network of organizations, across 9 European cities promoting the creative and optimal use of urban rooftops to tackle contemporary urban challenges, which is co-funded by the Creative Europe Programme. This partially undiscovered layer of urban space offers a diversity of opportunities. From the generation of new places to meet and the creation of cultural breeding grounds to innovative living labs exploring sustainability. As a result of the initiatives of the 'rooftop' project, the GREAT team of Frederick University and Urban Gorillas, NGO have combined expertise to utilize the GREAT methodology to engage with multiple stakeholders promoting a new form of dialogue using the positive impact of games, allowing each group to express their attitudes and facilitate dialogue to policy issues. The initiative aims to drive change in the way our buildings are designed and how the utilization of currently 'lost' spaces of the city can be reclaimed in the context of the climate emergency. The game displayed in this paper is entitled 'Rooftop Revolution' and encompasses a role play perspective. The game presents participants with positives, challenges, incentives and fairness factors in relation to rooftop utilization. The game places the 'players,' citizens and stakeholders within situations that have real world implications, allowing them to explore how we can find balanced and fair policy solutions for all. The paper ultimately displays an innovative methodology which can be replicated in the same game format to suit multiple dilemmas to explore policy recommendations amongst target groups, thus yielding different results from traditional focus groups, workshops and consultations. Furthermore the 'GREAT' case study methodology has the potential to be applied to urban planners and stakeholders alike to address critical Urban challenges related to the climate emergency and beyond, as well as improving the connection between citizens opinions and the policy making process.

**Keywords:** policymaking; games; urban design; rooftop utilization; Cyprus

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