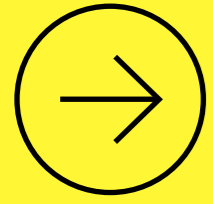


1



# Set the mood



Pick three words that characterizes and define the mood of your city.

timeless

mysterious

noisy

vivacious

airy

faded

magnetic

robust

boastful

fickle

melodious

tense

bright

ice-cold

narrow

proper

fragile

grand

decorative

peaceful

messy

coarse-grained

patient

extensive

cramped

heavy

precise

lively

sharp

hungry

raw

unstable

dark

hollow

ruthless

warm

dynamic

stagnant

soft

headstrong

eclectic

frayed

modest

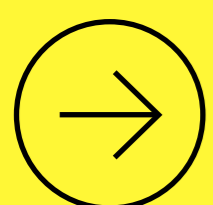
skewed

peculiar

powerful

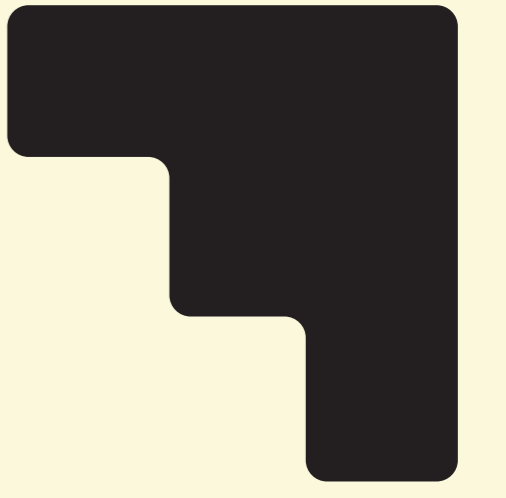
fiery

sleepy

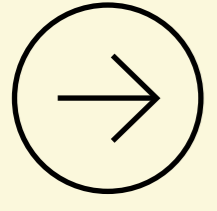


Our city is....

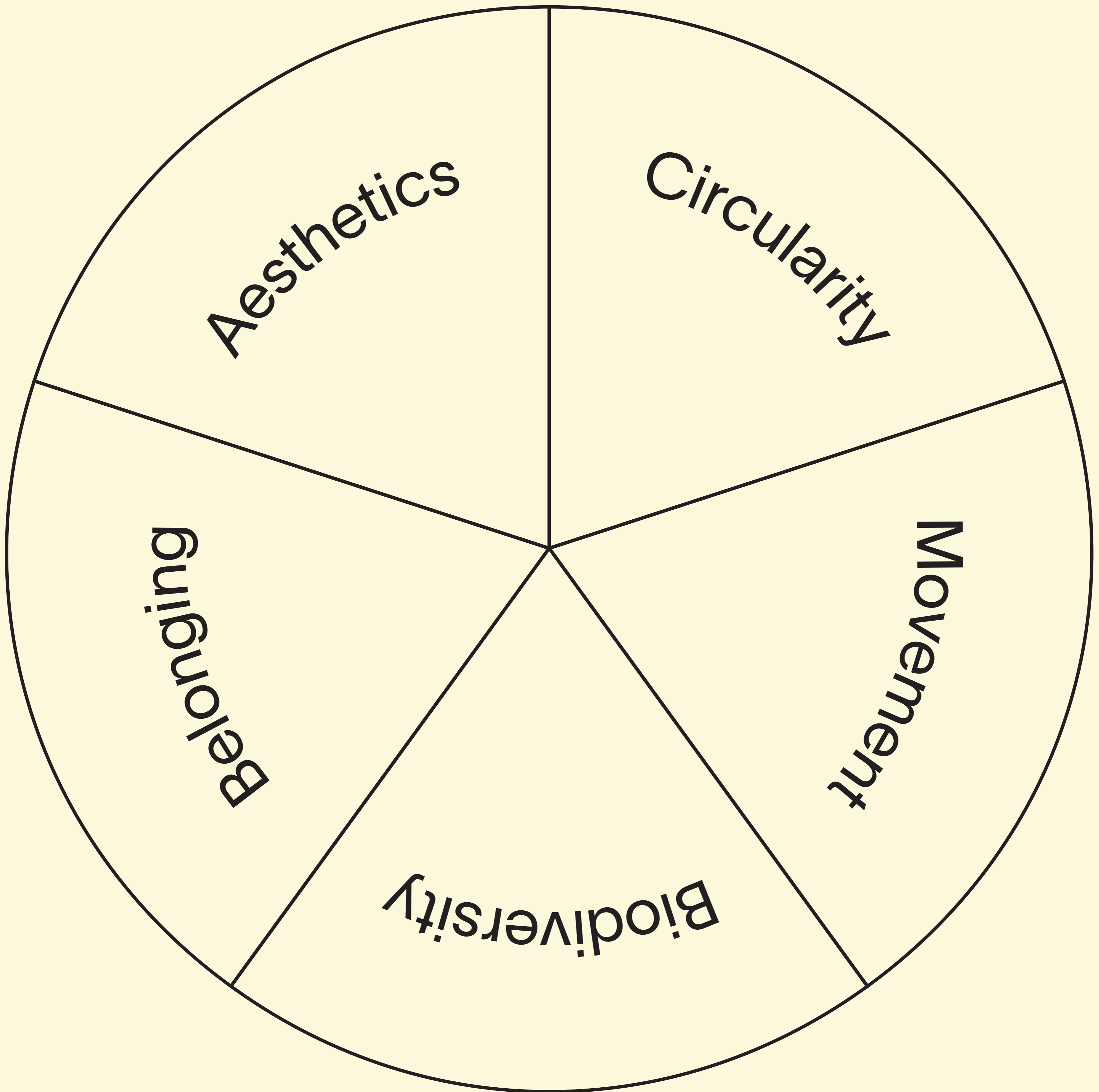
2



## Set the direction



Spin the arrow and find the principle you will be working with.



3



## Explore your city

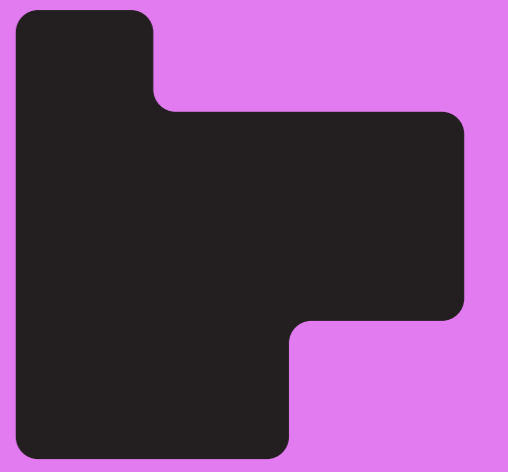


Based on the principles and the mood of your city, each choose a card and develop a space, an event, or a citizen (all species) using the templates.

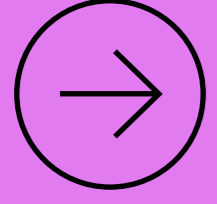
Spend a couple of minutes individually and then share with the group.

Place your cards here

4



# Design your city



Based on your different elements (spaces, events, citizens), design your city.

What is it called?

What does it look like?

How big is it?

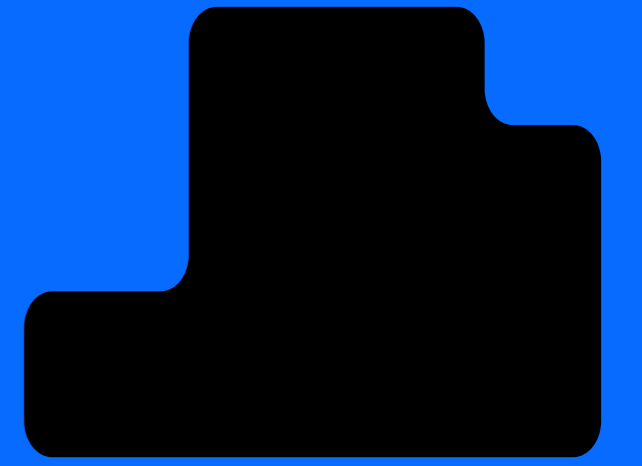
How is it organized (governance)?

What is the mood?

Who live there?

Unfold your city - sketch it here

5



# Define the city makers



Now you have a better idea of what your irresistible future looks like. But what will it take to get there? How do you become an irresistible city maker and who will you collaborate with? What roles, competencies and collaborations are needed to make this happen? Elaborate on cards and in the box below.

The irresistible city makers

What will it take to achieve this scenario?

Place your cards here