

Helsinki

OmaStadi

Plan. Participate. Influence.

A game for
making
suggestions on
participatory
budgeting

2018

ABOUT THE OMASTADI GAME

What is the game about?

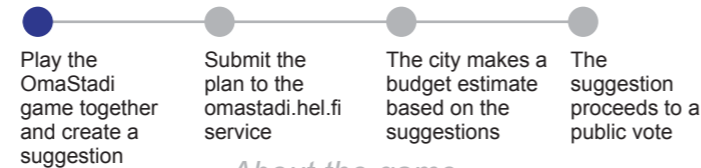
OmaStadi is a problem solving game with the goal of coming up with suggestions for the city's participatory budgeting. The city has allocated 4.4 million euros to be used as the citizens decide, with the idea of developing a more functional Helsinki.

How is the game played?

The game has four stages. A new team starts playing from stage 1 and proceeds according to the instructions. The game is also suitable for further development of existing ideas. In this case, you should start from stage 4. However, playing the full game guarantees the creation of good ideas and suggestions! One game takes around 45–90 min, depending on the number of players.

What will happen after the game?

The plans formulated through the game will be submitted to the City of Helsinki's OmaStadi service at omastadi.hel.fi. From there, they will first proceed to be evaluated by the city and then to a voting stage open to the public.



PREPARATION

1. Place the cards on the table

Sort the cards into piles according to the card type, so that you have six decks on the table. Give each participant a pen and paper.

2. Choose the Director, Scribe, Wild Card and Time Keeper of the team

The Director is in charge of the flow of the game and reads the instructions out loud.

The Scribe writes down the results of each game stage.

The Wild Card draws a card from the Wild Card deck as needed to help the team think creatively for alternative solutions.

The Time Keeper keeps track of the time spent on each step and urges the team to move on to the next stage as needed.

3. Read the Limiting Factors cards

Read the Limiting Factors cards before the start of the game, so that you understand what kind of plans or ideas the game is looking for.

4. Remember the name of the game

The OmaStadi game is about pulling together. Each team member has something to offer, so encourage everyone to participate in the planning.

• Game instructions •


1 What kind of Helsinki do we want to build?

Required playing cards:

 **Great City** 7 cards

 **City Districts** 8 cards

Playing time:

 **5–10 min**

1. Take out the **Great City** cards and spread them on the table for everyone to see. Spend a moment familiarising yourselves with the contents of the cards. Each team member should think about what they want to promote in the city.

2. Together, choose **1–2 Great City cards that you want to focus on**. You can also vote, if necessary.

3. Next, take out the **City Districts** cards and together familiarise yourselves with the major districts presented in the cards. Choose one major district where your solution could take place. You may also choose to plan a suggestion for the entire Helsinki.

4. Next, reflect on the problems you have noticed in the city. Discuss and write down some problems that you have noticed in the city related to the cards you chose. Pick one problem that you would like to solve.



Finally, the Scribe writes down the theme and area chosen by the team. Place these for everyone to see.


• Game instructions •

2 Ideas on the table

Required playing cards:

 **Ideas & Solutions** 7 cards


Playing time:


 **15–20 min**


1. Take out the **Ideas & Solutions** cards. Draw one card from the deck and follow the instructions on the card. Notice that the ideas must focus on the problem, theme and area you chose in the previous stage.

Do not hesitate to develop lots of ideas through the exercise. Continue the development of ideas by drawing a new card as needed.

Note! It is a good idea to challenge your own perspective from time to time. If your idea is to add more parking spaces in Helsinki, for example, you should think again about why parking spaces have not been added already, and what kind of challenges might be involved.

 If you want, you can draw **Citizens** cards to open up new perspectives.

 If the work comes to a halt or you come across a conflict, the Wild Card of the team can draw a **Wild Card**.

 Finally, the Scribe writes down short descriptions of the best ideas. Place these for everyone to see.

• *Game instructions* •

3 From an idea to a solution

Required playing cards:

 **Limiting Factors** 4 cards

Playing time:


 **10–15 min**

 **Great City** 7 cards

1. Take out the **Limiting Factors** cards and check if the ideas you have developed fit within the limiting factors of participatory budgeting. Choose the 1–3 best ideas or develop the ideas further to fit within the limiting factors.

2. Next, take out the **Great City** cards. Test which one of the ideas best supports the objectives of a great city by going through the cards and giving a point to the idea each time it supports the objective indicated in the card. The more points the idea gets, the better its chances of success are.

3. Choose the idea that received the most points and that your team thinks is the best one. If none of your ideas got any points, think about whether the ideas could still be developed. If necessary, return to stage 3 to develop more ideas. Remember that the city can help with the practical planning of the suggestions later.

 Finally, the Scribe writes down a short description of the idea. Remember to describe why your idea is functional, important and useful.

• *Game instructions* •

4 Bringing the suggestion forward

Next, it is time to present the suggestion to the City of Helsinki. Check that you have written down the following information:

- The team's contact information
- The name of the suggestion and a short description of your idea
- Where does the suggestion take place, or does it concern the entire Helsinki?
- Why is the suggestion important, functional and useful?
- If the suggestion is realised, what kind of good things will happen?

If you want, you can make a short video presentation of your idea. The Scribe's task is to submit the plan to the City of Helsinki's participatory budgeting service: omastadi.hel.fi. In the meantime, the other team members will think of a nice way to reward the Scribe for their trouble, such as a cup of coffee.

If you do not want to submit your idea to the city for some reason, develop a plan for promoting the idea in other ways:

- By realising it yourselves
- By establishing a community, e.g. a Facebook group
- By applying for funding elsewhere

• *Game instructions* •

THE NEXT STEPS

When your team has finished the suggestion and submitted it to the OmaStadi service, it is time to sigh and shout 'Hurray, go team!'

- Next, budget proposals will be formulated based on the plans. During this stage, similar suggestions may be combined and those that have submitted suggestions may be invited to develop a joint solution.
- After this, the city's divisions draw cost estimates for the budget proposals.
- After the estimation, a public vote will begin. Remember to share your idea on social media and urge as many people as possible to vote. When the most impressive and brilliant suggestions have been chosen, the city will be responsible for implementing them. The teams behind the chosen suggestions have the opportunity to take part in planning the projects, if they wish.

Thank you for your contribution to the development of the city!

For more information about the OmaStadi game and participatory budgeting, visit omastadi.hel.fi

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• *After the game* •