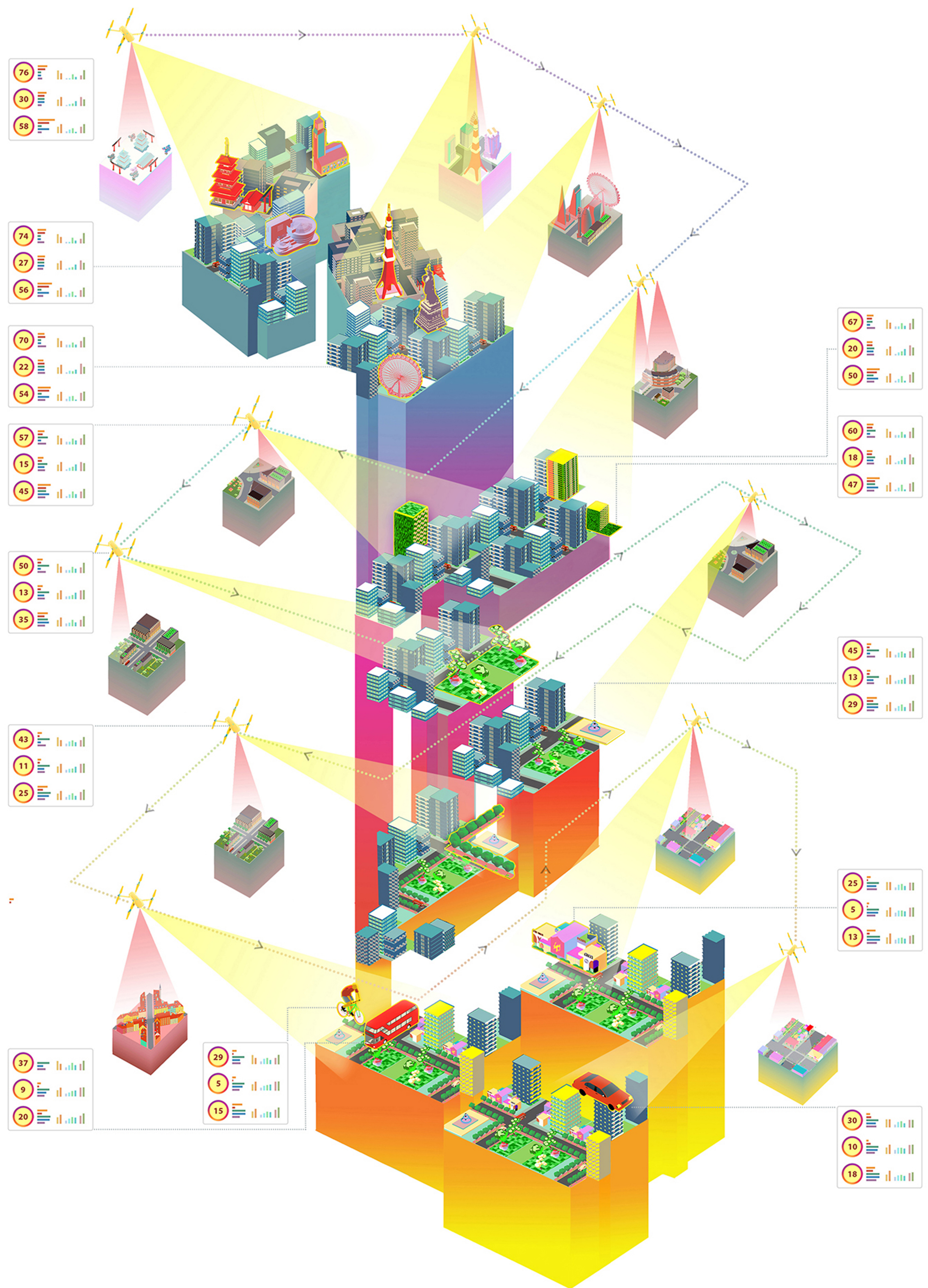


# Procedural Liveability



## Procedural + Liveability

Generation Technique Metrics of Cities

'As we question the resilience of our cities and their ability to adapt to the global pandemic, 'Procedural Liveability' exposes the liveability metrics awarded to cities. Various aspects that constitute the liveability metrics of a city are explored in this videogame project which is intended to be an experimental tool to test the strategies that would alter the liveability level of a city. Videogame being an interactive medium is chosen for receiving the user's perspective as the liveability of a city is determined by its inhabitants. The game critically questions the reliability of the globally accepted liveability ranking systems that primarily focus on the spatial aspects and its universal implications, by illuminating the significance of context and the impact of city's spatial alterations on the hidden social metrics. Reflecting on the strategies adopted by different global cities, the players acquire tools from these 'scannable' cities to apply and test the effectiveness of the strategies to transform a city by adjusting its spatial parameters to impact its liveability metrics by deploying a 'liveability drone'. The game randomly chooses one of the three 'transformable cities' geolocated in different parts of the globe for the player to transform, each responding differently to the strategies applied that are drawn from real urban scenarios. The cities in the game are procedurally generated, imparting randomness and variance as each gameplay would generate different spatial configurations of the same city. The game also throws light on some of the challenges faced by cities nowadays and the strategies that could be implemented to revive the city. The player who proceeds by modifying the transformable city to adjust its visible spatial metrics using the tools gained from the scannable cities is presented with an annual liveability report revealing the 'Spatial adjusted liveability rank', consequences on social metrics and overall liveability level. The project emphasises the need for redefining the criteria for ranking the liveability level of a city by focusing on the spatial and social metrics as well as the need for considering the contextual implications of the strategies before applying them onto the city.