Appendix A: NoVacancy Documentation

A game designed for mobile devices that harnesses the collective creativity of the public to visually reimagine urban environments and identify vacant land.

Overview
NoVacancy is a game that puts site planning and urban design in the public's pocket. Designed as a mobile application, players create site plans from scratch, envisioning what land in their communities could be. Through NoVacancy's online community and linked social media accounts, players can share, collaborate, and provide feedback on each other's visions of the city.

By building a participatory network around better urban design, NoVacancy fosters enhanced interaction between the public and planning experts. It encourages players to engage with their urban surroundings, considering the possibilities and limitations of the planning process. The game's point system rewards site plans that target vacant parcels, effectively crowdsourcing the identification of vacant land.

Basic Functionality

Home Screen
Players choose from three paths: create, imagine, and collaborate. Touch and swipe panel enables players to browse by top-rated, favorites, and

User Interface
NoVacancy features an interactive user interface enabling players to easily create their urban visions. The Home screen provides simple navigation to the game's paths, and a touch-and-swipe browser to quickly view top-rated, favorite, and nearby site plans. The Snapshot screen prompts players to take a photograph of the parcel and indicate its occupancy status (i.e., vacant or developed).

The Editor screen is where the design vision comes together. Players use the sliding toolbars at the top of the screen to select drawing tools and drag design elements (e.g., house, factory, tree, garden, etc.) onto the editing grid. Selecting a design element converts the slider to a context-sensitive menu, providing additional editing options.
NoVacancy players access one of three paths when opening the game:

- **Create**: create a site plan from scratch to visualize your vision for a parcel
- **Imagine**: express your development vision through a short narrative
- **Collaborate**: connect with other players to develop a collaborative vision

Players access the game’s Forum to browse, provide feedback, and rate site plans from others in the NoVacancy community.

NoVacancy uses mobile location services to determine the parcel’s address, generate a parcel wireframe from the County Assessor’s GIS database, and populate the **Parcel Brief** with demographic information from the US Census and local land use regulations to inform design.

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**Snapshot Screen**

*Players take a photograph of the parcel and note its occupancy status. Photograph serves as visual verification of land occupancy and, camera orientation helps geolocate the parcel address.*

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**Parcel Brief**

Provides a snapshot of local demographic information and land use regulations for the parcel to inform site design.
After NoVacancy automatically generates a wireframe of the parcel, players use the interactive editing interface to design their site plan. Players access drawing tools and drag-and-drop design elements from the top slider panel. Upon selecting a design element, the top slider becomes a context-sensitive menu with additional element-specific design options.