



COMMUNITY QUEST

a land use planning game

SPEAKERS

SCOTT MCCOMB

Regional Planner

Bear River Association of
Governments, Logan

AUBREY LARSEN

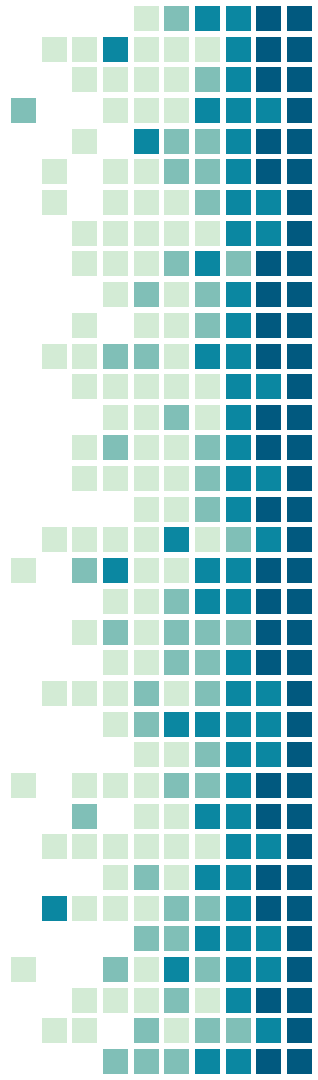
Community Development Specialist

Utah Community Development
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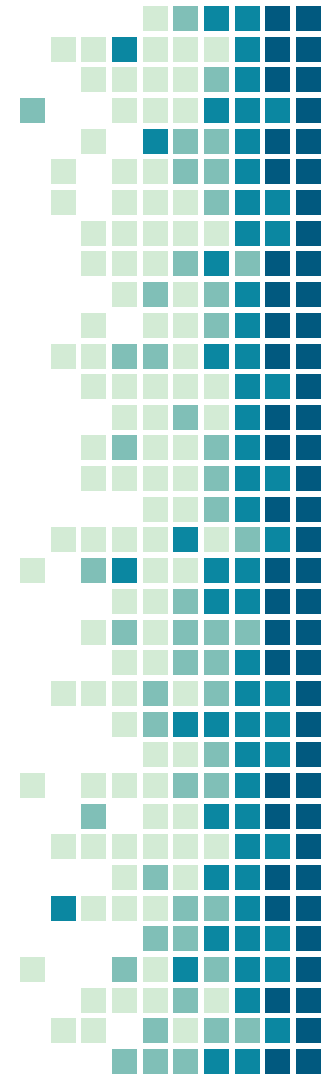
OUTLINE

- The birth of Community Quest
- Play Community Quest
- Discuss the game and how to apply it

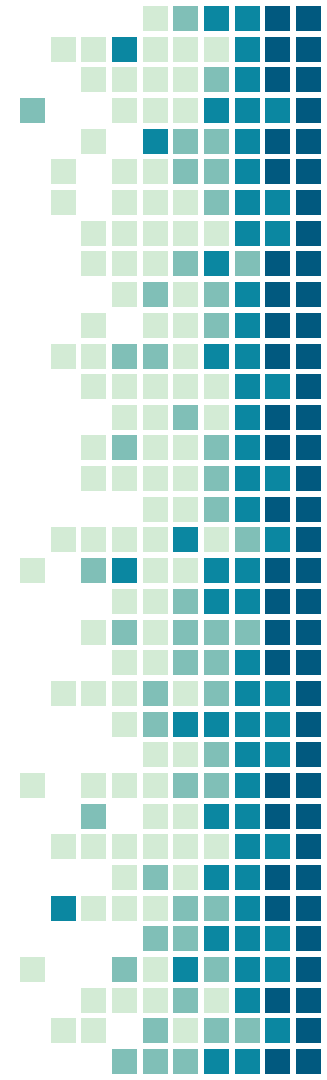
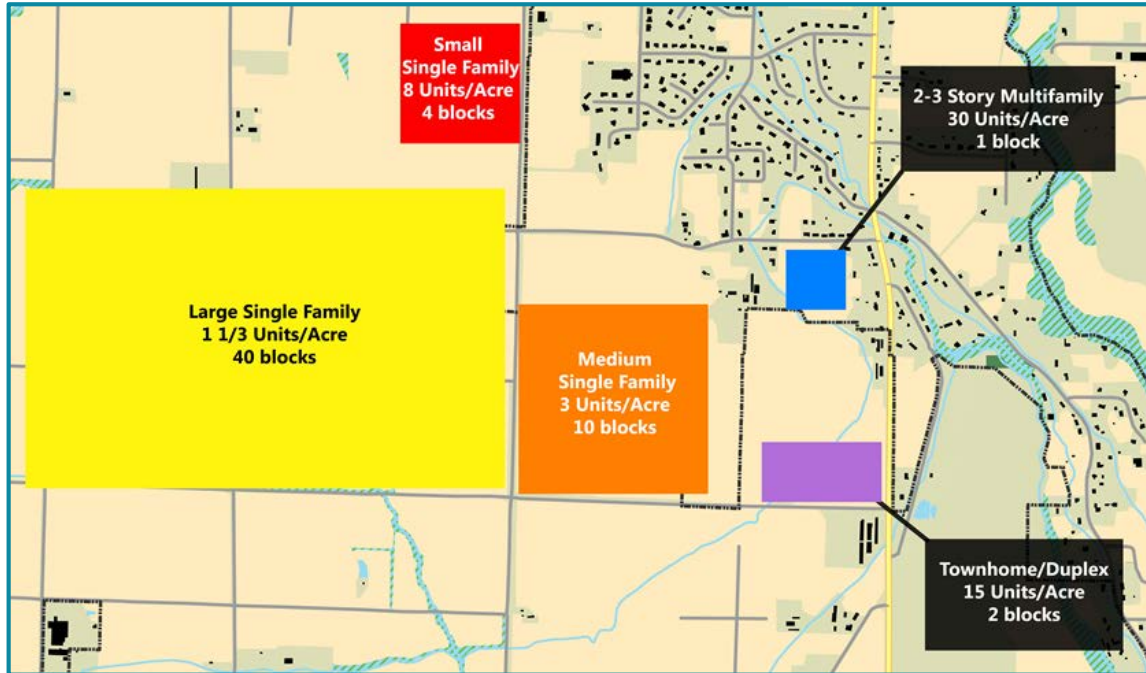


CACHE SUMMIT

- Began in 2015
- Annual gathering of the leaders to discuss the vision and growth of Cache Valley
- *cachesummit.com*



2018 CACHE SUMMIT



LESSONS LEARNED

- Educate, empower and communicate
- Geography matters
- 90% thought the game was a valuable exercise
- 85% wanted to do a similar activity next year



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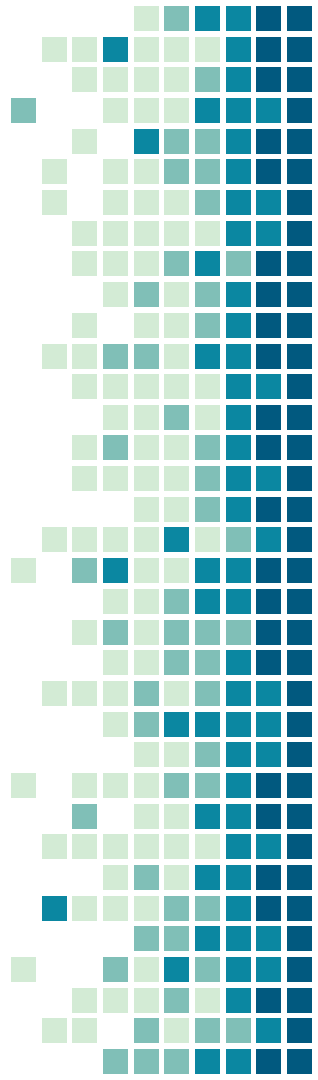
GOALS

- Environment: no pressure, fun
- Communicate: build and sustain relationships
- Educate: tradeoffs of development and conservation
- A new location
- Test and improve



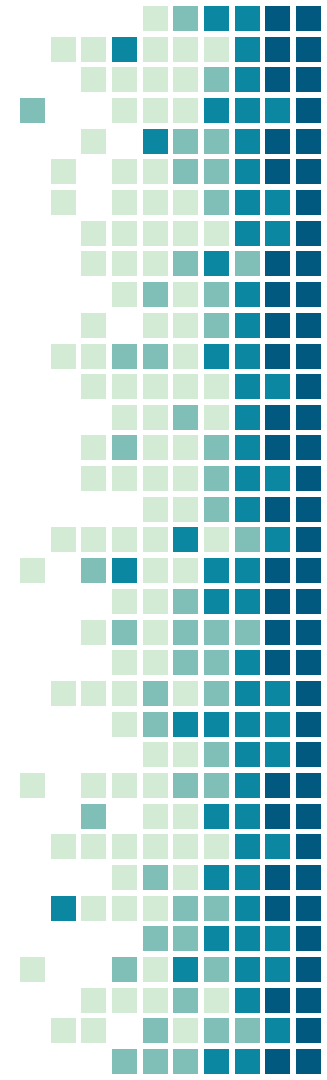
GAME PLAY

- Instructional video- 5 min
- Play- 30 min
- Discuss- 10 min



AS YOU PLAY THINK ABOUT...

- Exploring new ideas
- How can this be applied to your community?
- What can be gained from the game and this experience?



LESSONS LEARNED

- Balance: simple vs. complex
- Resources: time, number of people, facilitators
- Test, test and more testing
- Games educate, empower, communicate and inform



THANKS!

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