COMMUNITY QUEST
a land use planning game
SPEAKERS

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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
COMMUNITY QUEST
a land use planning game
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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