

## **ZONEDETROIT**

ZAG Meeting

April Meeting

4/10/19, 3 to 4:45pm

Triumph Church – East Campus, 2760 East Grand Blvd.

### **Introduction**

- The group went around and reintroduced themselves
- New version of zoning game—for larger groups, hangs on wall
- Timeline update—additional community engagement has slowed the timeline from original
- 8 community meetings were conducted in March—District 1, Pleasant Heights, CDAD, Corktown
- More meetings are scheduled for April; need eastside more than west
- Survey has 576 responses, need more, aiming for 1000, cut-off is 4/30

### **Discussion/Comments**

- People don't know that they care about zoning & sustainability; concerned about air quality with Fiat-Chrysler expansion, also buffering; need to educate people
- Several upcoming events were mentioned that ZoneDetroit can be promoted at (ECN annual mtg, National Youth Leadership Council)
- Need something to interest people, simple graphics, mount slides on foamcore, provocative
- Kick-off meetings for Project Ambassador volunteers will be held 4/16 & 4/23; have 10 volunteers; everyone is welcome
- Many block clubs need filler for meetings—the zoning game may be good
- The survey may measure things that people don't understand; the game may help them better understand leading to more useful survey responses
- Changes were made to the game based on input from last ZAG meeting. Different variations are possible—pre-conditions such as vacant buildings
- It needs an objective—could have roles assigned such as resident, business owner, developer
- It needs conflict, could add voting to resolve conflict
- Colored dice corresponding to the colors of the tiles instead of numbered dice
- An electronic version would be interesting; would be a coding project for students at Henry Ford Academy or CCS

- Game would be good at elementary schools; it's an accessible way to learn about planning and kids could make up rules
- The wall version is valuable for groups to discuss trade-offs, different options
- The text on the wall version may be a little too small
- Starting with an "existing conditions" board as opposed to a blank one might be more realistic
- A variance could be represented by a vote of all players; certain pieces could be required to be played such as industrial or marijuana
- The facilitator could have a deck of scenarios to add; moves could have follow-up effect such as housing requires parking
- Additional discussion about blank slate versus existing conditions
- Conversation during the game needs to be documented and compiled
- Kimani provided an overview of the "naming & framing" exercise as a next step to the game—will facilitate discussion of trade-offs, lets people determine problem or issue and possible solutions instead of telling them; helps to see other perspectives
- Could the game have a transit component? More emphasis on stormwater management? Maybe the next level to the game is systems
- Other City departments are also doing games, maybe the games should/could coordinate

### **Conclusion**

- Next meeting will be 5/8, will have survey results