

The Regeneration Game

The Regeneration Game is a simple toolkit designed to stimulate new ideas around town planning by introducing creativity and chance to urban design.

Our current system of planning and design has too often led to drab and unimaginative developments within our towns and cities. Regeneration projects frequently fail to meet the needs of the population they intend to serve. This game aims to inspire a more imaginative, democratic and inclusive process for urban renewal, taking the design out of the hands of planners and giving an opportunity for all people to develop an alternative urban landscape.

The Regeneration Game is a creative way for players of any age and experience to engage with local history and to explore their own personal vision for the built environment.

The Rules of the Game

The following instructions are based on the town of Margate but may be adapted for any locality.

To play the game the players will need the following:

One die

A notepad and drawing materials

Craft materials

Each player must throw the die in turn to select their site, cause of decline, future development and Section 106. For each player, make a note of this sequence of events. You will then develop your ideas in 3 dimensions using the materials at your disposal. You may wish to elaborate on the stories behind your regeneration project. There is no limit to the scale or ambition of your design. Unusual materials will help with the creative process.

Take as long as you need to create your proposal. Players may work individually or in pairs.

Site for Regeneration

- Harbour Arm
- Turner Contemporary
- Marine Gardens
- Old Town
- Margate Station
- Cliftonville Lido

Cause of Decline

- Site has collapsed due to an unknown network of smugglers tunnels
- Site has been bought by a Russian oligarch
- Site is no longer considered necessary and will be replaced
- Site has been affected by rising sea levels or other water damage
- Site has been built using non-standard materials and condemned by Building Control
- Site was economically unviable

Planned Development

- Aquapark
- Luxury flats
- Casino
- Marina with access to the sea
- Civic offices
- Heliport

To gain planning permission for your development you must include a socially beneficial component. This is called a Section 106.

- 20% affordable housing
- Public lavatories
- Arts centre
- Skatepark
- Recycling facility
- Public Artwork

Example: Player throws 1 – 3 – 3 – 1

The Harbour Arm in Margate is no longer considered necessary by the local authority and will be replaced with a casino featuring 20% affordable housing. It is your goal to design this building using the materials you have to hand.

The game is completed with a presentation from participants and a critical assessment of each project.

There are no winners or losers.

Celebrate the successes and failures of The Regeneration Game on Instagram @TransitMargate

This game was developed as part of Margate Reimagined, Margate Now 2019