

RESEARCH. the site

Within the project 'Iconic city - Dialectics between imaginary and materialities' at the Interdisciplinary Centre for Urban Culture and Public Space we analysed the urban planning process, the challenges and opportunities within a new urban quarter in Vienna. The Donau City caught our attention at first sight: it's winding paths in it's evolving history, the 'autistic' atmosphere we sensed at our first joint visit and the grasp of all the deals, that have been made, were reasons for working on this site. Our research question "How did the Donau City come into being?" resulted in a systematic analysis on various levels of the DC.

TRANSFORMATION. the process

The idea of 'producing' the Donau City while playing this board game is based on our interpretation of the development process. The complex interactions in the urban quarter, where as usual various actors had different visions, led to complicated relations. In the game four different players are trying to realise their own visions - depending on their power and negotiation skills - more or less successful. External influences mix up the process within the 'Action Cards' and show the variety of possible outcomes.

RESULT. the board game

Between 'Alter and Neuer Donau' (Old and New Danube) in the northern part of Vienna, a new quarter comes into being: The Donau City. A lot of desires, hopes and expectations are directed towards the project. In particular the process on the board is being shaped by the City government, the developing agency, the citizens and the residing companies. Each move within the game is depending on the negotiations with the others.

The City of Vienna wants to bring 'Vienna closer to the Danube' and win pole position in city rankings with a new multifunctional and vivid second urban city centre. The WED (Wiener Entwicklungsgesellschaft für den Donauraum AG) - the development agency of the DC - mainly consisting of Austrian banks and insurance groups is responsible for 'creating the DC' and of course interested in exploiting the land as profitable as possible. The Companies are trying to get the most modern office spaces for representation purposes and the citizens are trying to influence the development of their city with smaller interventions. The power relations in the Donau City seem very diverse - are they?

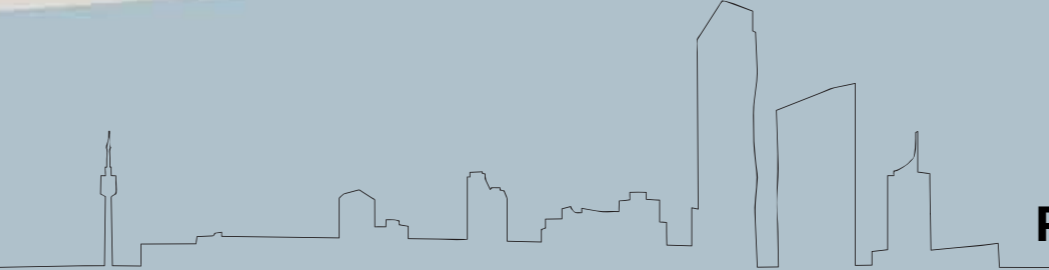
On the one hand the game is filled with lots of information about the Donau City, but its not only about getting to know this particular site. While playing it, a lot of processes that people (planners as well as not planners) might not be aware of become visible and can be understood.



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Let's start 'Playing the Donau City' and see, who becomes the most powerful player on site!



Playing the Donau City
Fun with Funds!