

RULE CHANGE

No parking may be built on open (green) space.

PLAYING

Take turns, starting to the left of the banker.

On your turn...

1. Take **ONE** of the following actions:
 - a. Use/Purchase a Mobility Action
 - b. Undo one previous action (banker only)
2. Update the budget and meters

Once everyone has taken a turn..

1. Increase the number of trips to accommodate by 200
 - (Tip: use a spare lego to mark this increase on the Trip meter)
2. Reduce the community relations meter by one heart
3. Draw an event card follow the instructions
4. Proceed with the next round!

MOBILITY ACTIONS

People make transportation choices based on many factors. Mobility Actions are programs or services within your control as a campus planner that may support people's ability to choose more sustainable transportation options.

Playing Mobility Actions:

- Lay a card on the board in the appropriate "C" category and make the according adjustments to the budget and meters.

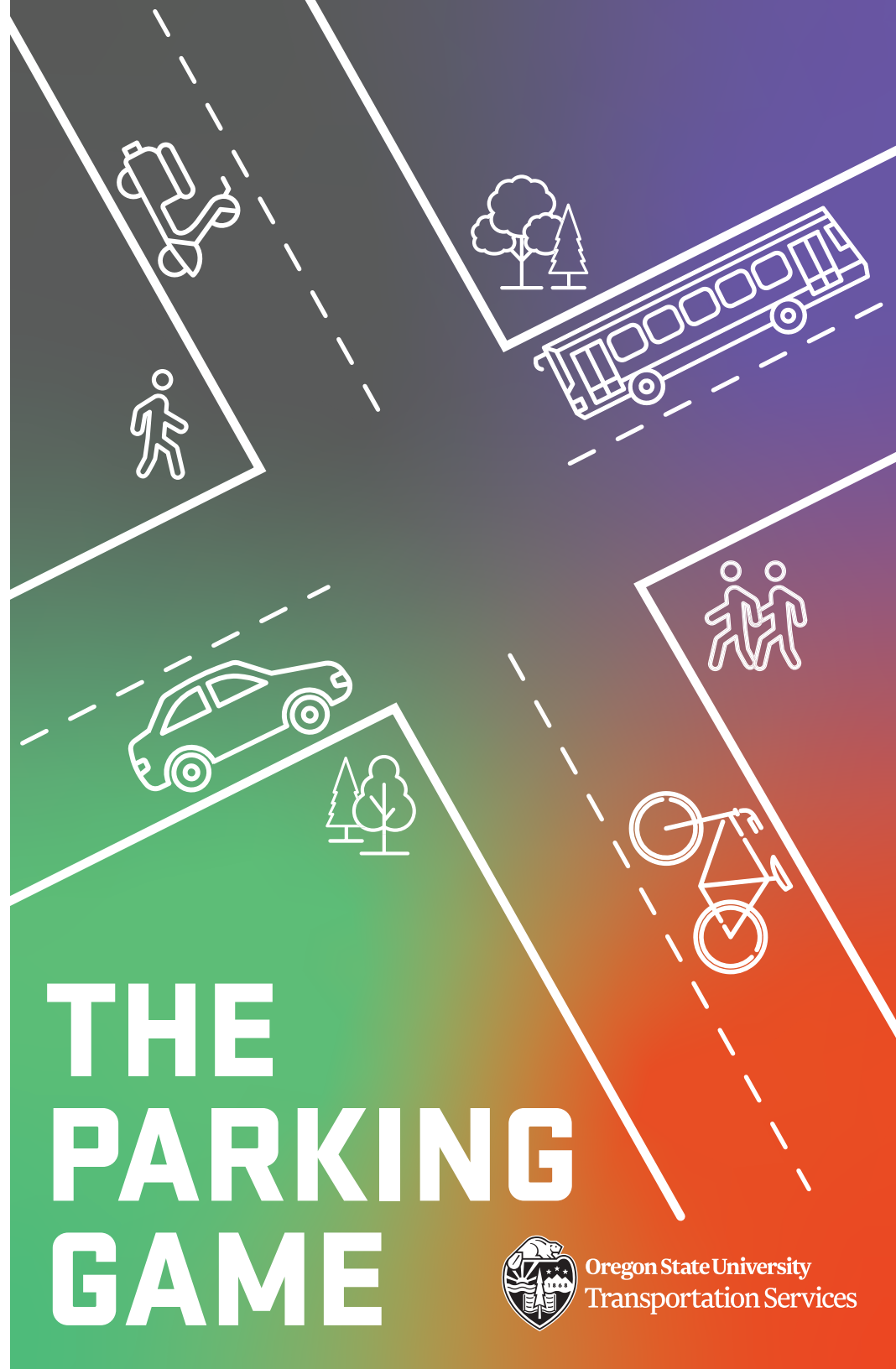
THE FOUR C'S

Actions are divided into four categories based on how they influence behavior:

- **Cost:** Amount a trip costs and the way that cost is experienced.
- **Culture:** What we see our peers and leaders doing.
- **Convenience:** Amount of time/effort involved in a transportation choice.
- **Concrete:** Transportation and commuting choice are impacted by how safe people feel in their physical environment.

ENDING THE GAME

The game is over when the group has accommodated all trips to campus, when the budget is spent, or when the Community Relations Meter reaches -5. If the Trip meter reaches your goal and there is still money left in your budget, each player may take one more turn. When you are finished, record the total acres used for new parking, money spent, GHG emissions, and Community Relations points.



THE PARKING GAME



Oregon State University
Transportation Services

INTRODUCTION

Your team is planning for students' and employees' travel to campus in ten years.

You anticipate that there will be 1,600 more trips to campus every day. There's a lot to think about: protecting open space, neighborhood relations, and affordability for students and campus staff. You will need to spend your resources wisely to bring everyone to campus while also minimizing your carbon footprint!

COMPONENTS

- Legos:
 - 16 grey "plates"
 - 8 blue bricks
 - 1 red bricks
- 2 magnets
- 6 rule sheets
- 1 deck event cards (marked !)
- 1 deck Mobility Action cards (marked Mobility Actions)
- 1 game board
- 1 calculator

GETTING STARTED

Lay the game board on a flat surface. The board portrays a map of campus where 1 square = 1 acre. Squares are color-coded by land use.

Meters track new trips to campus (# of Trips) and net new carbon emissions (Total GHG). Place a magnet as a marker for both meters at zero (0). There is also a meter for Community Relations points, measured in hearts. Place a red lego as a marker on the center of the scale. Beware! Public opinion can change suddenly. If you reach the broken heart, you will be fired, and the game ends.

Hand out rule sheets to each player. The calculator is for the banker, or whoever keeps track of the money spent.

Separate the 16 grey lego "plates" and the 8 blue lego bricks in two piles. These will be used to represent new parking construction. Place 1 red brick, 1 green brick, 1 purple brick, and 1 black brick in their corresponding empty squares near the top of the "Mobility Actions" area on the game board.

Set aside the Event cards (marked !) and the Mobility Action cards (marked Mobility Actions) for use in Phase II.

PHASE 1

In Phase 1, you must accommodate 1600 new trips to campus by building enough parking for everyone to drive alone. You will have to discuss and decide together what kind of parking to build, and where to place it.

PLAYING

Every parking space represents one trip. Your goal is to accommodate 1,600 trips, so you will need to build 1,600 new parking spaces.

To build parking, place a lego on a full square on the map.

1 Grey lego = 100 surface parking spaces (trips)

1 Blue lego = 200 garage parking spaces

RULES

Parking can't be built:

- outside the campus boundary.
- on top of existing buildings.

Parking can be built:

- on top of existing surface lots, but you must replace the 100 spaces that you displace.

COST

You have a set budget of \$15,000.

1 acre surface parking = \$200

1 acre/level of garage parking = \$3,000

- Parking garages must be built in increments of three, four, or five levels. (see rule sheet for each cost)

JOBS

Designate one person for each of the following jobs:

- banker/tracking budget
- track trips on the trip meter
- track greenhouse gas emissions on the GHG meter
- track relations on the Neighborhood Community Relations meter

PHASE 2

In Phase 2, you will still start fresh and take a more multimodal approach. You still need to accommodate 1600 new trips to campus, but you can do so by building parking and also by encouraging alternative transportation.

SET UP

Deal out all the Mobility Action cards to all players. Keep your cards face up on the table in front of you.