



Planning and Urban Design Simulation

Problem statement

The Department of Infrastructure, Local Government and Planning (DILGP) is looking for a solution to encourage young adults to engage in urban planning and design, development and infrastructure policy and programs.

Overview of the problem

The Department, and the Queensland Government, is involved in a number of major planning and urban design initiatives that will have major impacts on the future of our cities and regional centres, especially in South East Queensland:

- the 50-year South East Queensland Regional Plan
- State Infrastructure Plan
- South East Queensland City Deal
- North Queensland Regional Plan
- major projects such as Cross River Rail.

An opportunity exists to engage with young adults on these policy initiatives through reality simulator technology. The simulator could be used to model real infrastructure and planning scenarios in Queensland, allowing people to respond to challenges and the government to better interact with young adults and their data in policy development. This will allow more informed feedback and community engagement on urban planning and design projects.

A planning and urban design simulator could be used by the Department when community consultation is sought on either large scale planning strategies or on specific developments (e.g. Carseldine urban village).

We are open to games developers providing a solution to this problem.

Opportunity for applicants

The Testing Within Government (TWiG) Program aims to help Small to Medium Enterprises (SMEs) to improve the positioning of their products for government and large enterprise markets by working collaboratively with Queensland Government on a range of problems.

Applicants are invited to propose ICT solutions to these problems, and if selected, receive funding to test their product in collaboration with Queensland Government.

Being selected as part of the program will offer the opportunity to develop knowledge, skills and experience improving the potential to access broader commercial opportunities in Queensland, Australia and abroad.

At the end of the program, the applicants will have an opportunity to showcase their products and their TWiG program experience to a wide group of government representatives, which could lead to a procurement activity in Queensland Government.

Why is it important

Engaging with young adults will directly benefit the planning and infrastructure decisions being made for the future of our state.

However young adults can be harder to engage through traditional engagement tools (such as written submissions, forums and workshops). The current digital era, where everyone essentially



carries a personal computer around with them (a smart phone) presents an important opportunity that can be leveraged to find new ways of engaging with young adults.

Increasing young adults' engagement in the areas of planning, development and infrastructure, and improving the government's ability to capture the thoughts and ideas of Queensland's youth, will provide better decision making and more appropriate major infrastructure and regional planning for the future. There is also the potential, through technology and innovation, to build intergenerational partnerships in these areas.

Problem context

The customer

Young Queenslanders; future Queenslanders; the planning industry; the Department.

How the problem is currently being solved

The Department currently engages with young Queenslanders through standard online consultation tools (qld.gov.au), but also through specific targeted engagement activities around major projects, for example at the Brisbane Exhibition and through youth summits.

Technical constraints

- Offered as a service
- Internet/mobile accessible
- Access to up-to-date cityscapes for regional Queensland could be limited.

Benefits sought

- Increased awareness of infrastructure and planning challenges among young adults to help government policy development.
- Ability to gather real data and ideas rather than making decisions based on what government thinks young adults want or think.
- Providing a more interactive model to engage with young adults in their preferred media.
- Potential opportunities for other Queensland Government agencies to adapt the tool for their own consultations as well as local governments as a planning and urban/regional design consultation tool.