

TOWARDS A RESILIENT CITY  
WITH INTERACTIVE PUBLIC  
PARTICIPATION APPROACH

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In the past, the development of a township in Malaysia started within the tin and agriculture commodities settlement. Consequently, as population and economy grew steadily, more city spaces have been taken up for physical entities such as buildings, roads, irrigation, and waste management infrastructure. These situations put pressure to the city in finding equilibrium between social, environmental and economic needs. The situation is further complicated by global warming issue, in which, many city planners and researchers argued that in order to survive global warming onslaught, a city need to be resilient. It is an approach, in which the capacity of a city to tolerate and absorb disturbance (examples such as social, economic, environment and infrastructure) and at the same time still able to maintain its functions, systems and city identities. It is argued that one of the key fac-

tors to enhance city resiliency is the community because the community is the people that will live, use and protect the city. Therefore, public participation in the planning process is very importance, so, what is the most appropriate public participation technique for city planning? Critiques of public participation argued that some techniques are very conservative and tend to be a one way communication. It is suggested that information and communication technology (ICT) tools could be used to obtain a greater and more democratic responses from the public. However, the ICT tool must be interactive, enjoyable and perhaps mobile. Computer games such as “SimCity” might provide a glimpse on how different group of users can state their city planning preference and thus, make our cities more resilience, green, smart and benefit the future generation.



An interactive video game for urban planning - 2016

