

# Daylighting Conflict: Board Games as Decision-Making Tools

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Thursday, October 10, 2019  
1:30 - 3:00PM  
McCune Conference Room (6020 HSSB)

Janette Kim will join us to discuss Win-Win, a series of board games that play out climate risk scenarios. By designing interactions among players, objectives and resources, these games model the social justice implications of innovative financial and legal strategies. Equally important, they model the space of cities, offering unique ideas about the built environment in direct relationship to such dynamics. Together, these two interpretations of a 'model' serve as a new kind of decision-making tool—one that imagines new relationships among economies, publics and architectural design.



Image Credit: Janette Kim/Urban Works Agency



Janette Kim is Assistant Professor of Architecture and Director of the Urban Works Agency at California College of the Arts, principal of design practice All of the Above, and founder of *ARPA Journal*. Her work spans across scholarship, research and design and focuses on political ecology and the built environment. Janette is author of *The Underdome Guide to Energy Reform* (Princeton Architectural Press, 2015). Her recent projects include Win Win, a series of climate change board games and designs for collective ownership of housing as part of the Resilient by Design Bay Area Challenge.

*Sponsored by the Environmental Justice & Climate Justice Research Hub of the Orfalea Center for Global & International Studies and the Interdisciplinary Humanities Center Parameters of Play Research Focus Group*