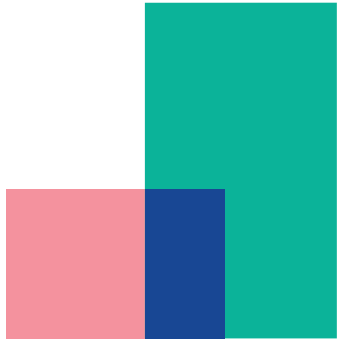


KUWAITSCAPES



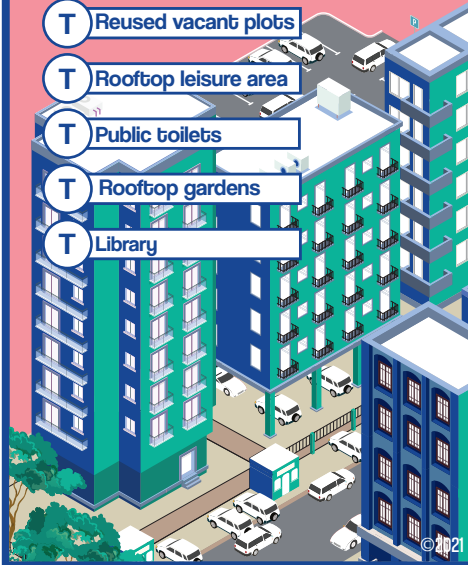
A game for reimagining
Kuwait's public space

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SB Salmiya BUILT FORM

Tools:

- T Reused vacant plots
- T Rooftop leisure area
- T Public toilets
- T Rooftop gardens
- T Library

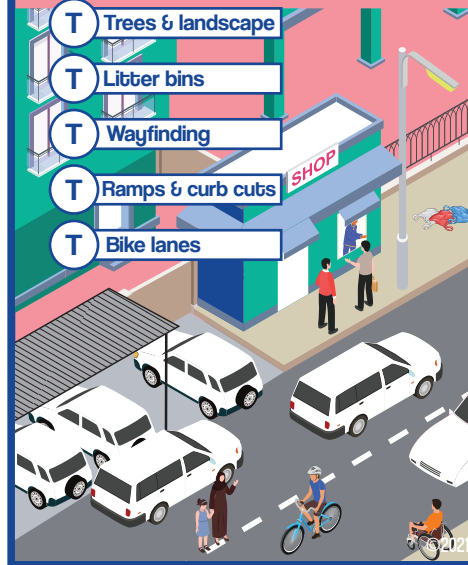


©2021

SS Salmiya STREETS

Tools:

- T Trees & landscape
- T Litter bins
- T Wayfinding
- T Ramps & curb cuts
- T Bike lanes

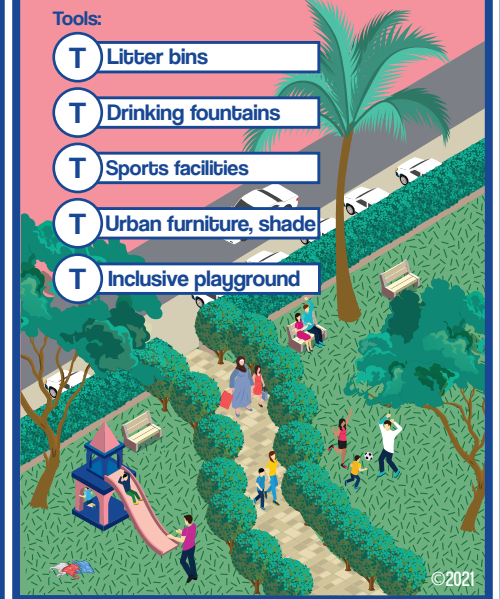


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SO Salmiya OPEN SPACES

Tools:

- T Litter bins
- T Drinking fountains
- T Sports facilities
- T Urban furniture, shade
- T Inclusive playground

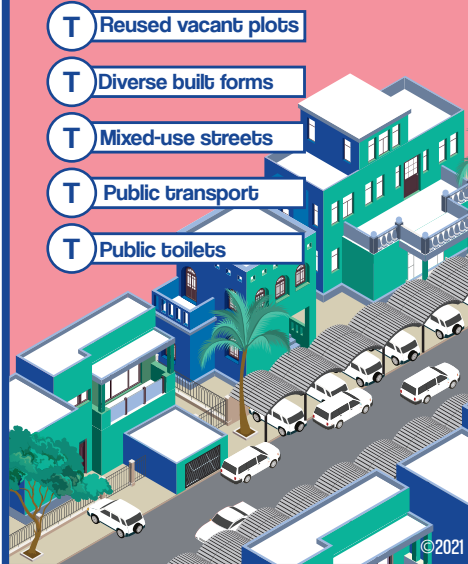


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QB Qortuba BUILT FORM

Tools:

- T Reused vacant plots
- T Diverse built forms
- T Mixed-use streets
- T Public transport
- T Public toilets

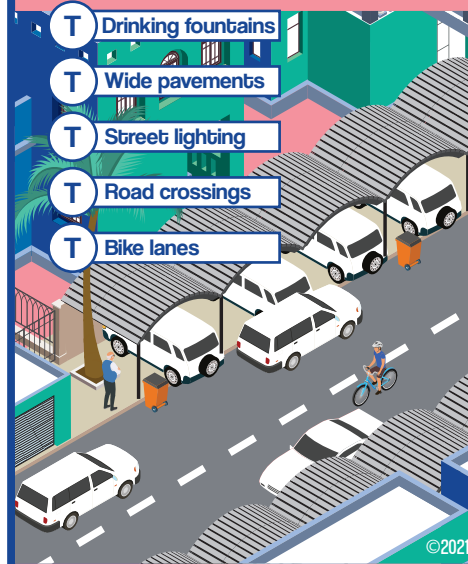


©2021

QS Qortuba STREETS

Tools:

- T Drinking fountains
- T Wide pavements
- T Street lighting
- T Road crossings
- T Bike lanes

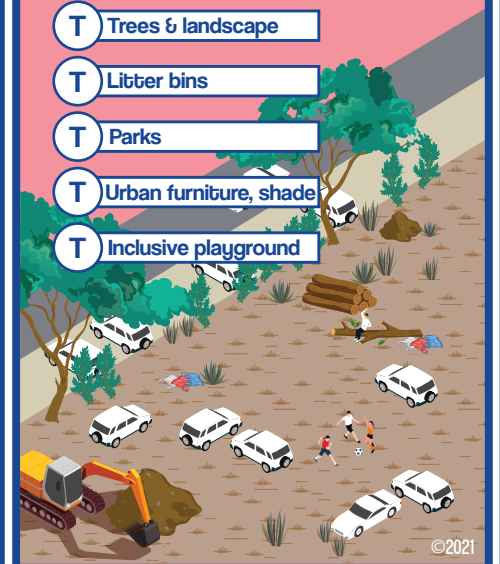


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QO Qortuba OPEN SPACES

Tools:

- T Trees & landscape
- T Litter bins
- T Parks
- T Urban furniture, shade
- T Inclusive playground



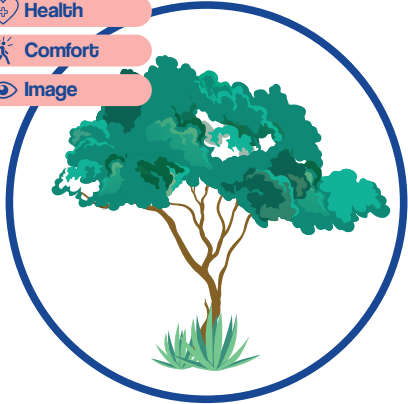
©2021

T Trees & landscape

Apply to: SS QO C3

Benefits:

- Health
- Comfort
- Image



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T Litter bins

Apply to: SS SO QO

Benefits:

- Image



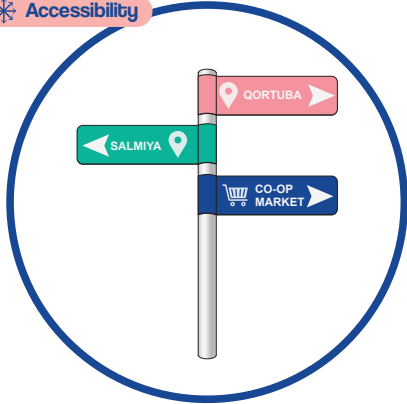
©2021

T Wayfinding

Apply to: SS C4

Benefits:

- Accessibility



©2021

T Parks

Apply to: QO C12 C14

Benefits:

- Health
- Sociability
- Image



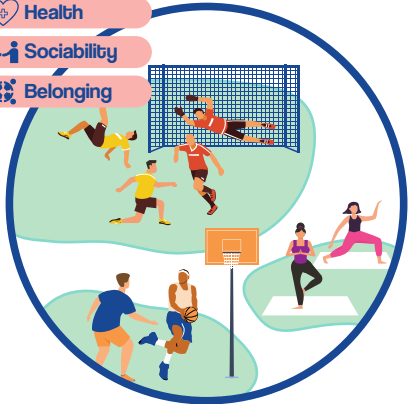
©2021

T Sports facilities

Apply to: SO C12 C13

Benefits:

- Health
- Sociability
- Belonging



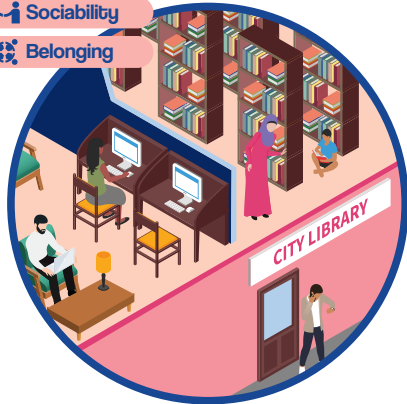
©2021

T Library

Apply to: SB C13 C14

Benefits:

- Sociability
- Belonging



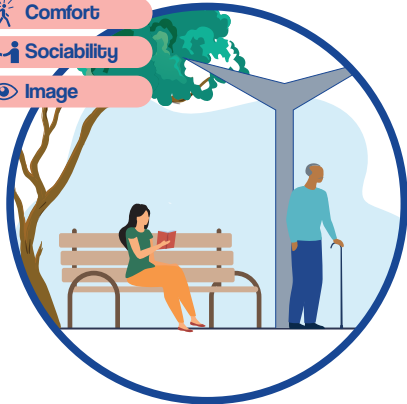
©2021

T Urban furniture, shade

Apply to: SO QO C10 C5

Benefits:

- Comfort
- Sociability
- Image



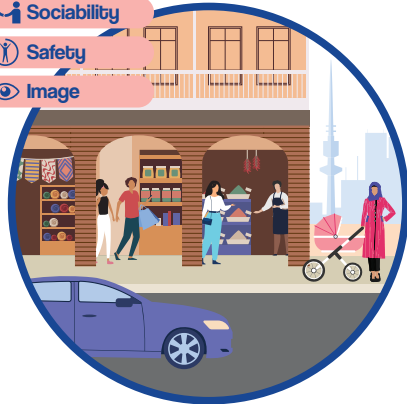
©2021

T Mixed-use streets

Apply to: QB C2 C3 C6

Benefits:

- Sociability
- Safety
- Image



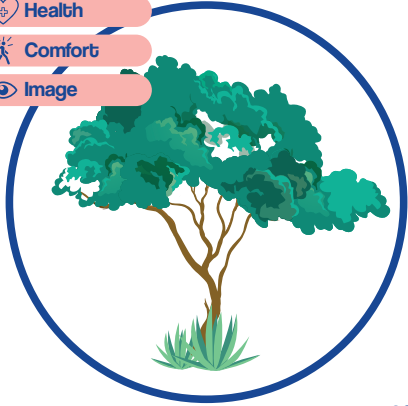
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T Trees & landscape

Apply to: **SS** **QO** **C3**

Benefits:

- Health
- Comfort
- Image



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T Litter bins

Apply to: **SS** **SO** **QO**

Benefits:

- Image



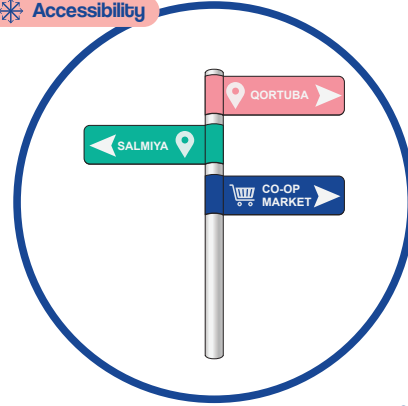
©2021

T Wayfinding

Apply to: **SS** **C4**

Benefits:

- Accessibility



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T Parks

Apply to: **QO** **C12** **C14**

Benefits:

- Health
- Sociability
- Image



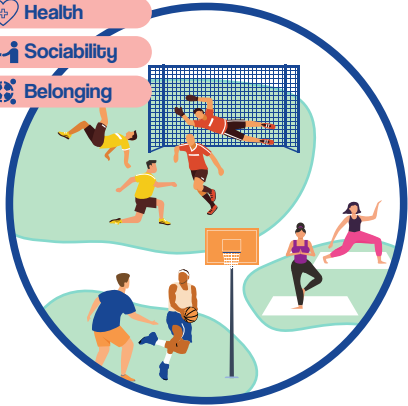
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T Sports facilities

Apply to: **SO** **C12** **C13**

Benefits:

- Health
- Sociability
- Belonging



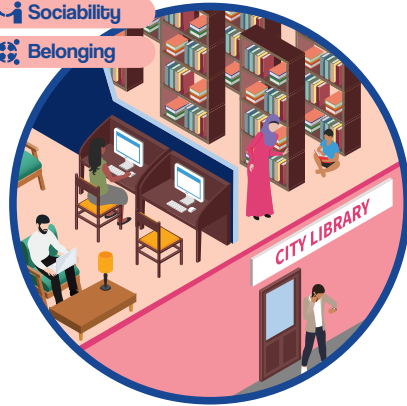
©2021

T Library

Apply to: **SB** **C13** **C14**

Benefits:

- Sociability
- Belonging



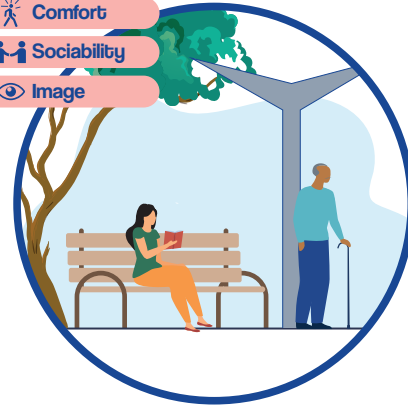
©2021

T Urban furniture, shade

Apply to: **SO** **QO** **C10** **C5**

Benefits:

- Comfort
- Sociability
- Image



©2021

T Mixed-use streets

Apply to: **QB** **C2** **C3** **C6**

Benefits:

- Sociability
- Safety
- Image



©2021

T Public transport

Apply to: **QB** **C7**

Benefits:

Accessibility



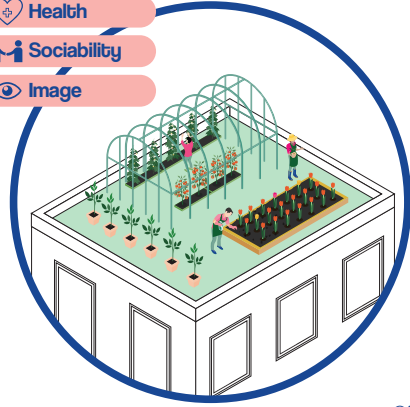
©2021

T Rooftop gardens

Apply to: **SB** **C8**

Benefits:

- Health
- Sociability
- Image



©2021

T Rooftop leisure area

Apply to: **SB** **C7** **C11**

Benefits:

- Sociability
- Image



©2021

T Wide pavements

Apply to: **QS** **C1** **C9**

Benefits:

- Accessibility
- Comfort
- Image



©2021

T Road crossings

Apply to: **QS** **C14**

Benefits:

- Accessibility
- Safety



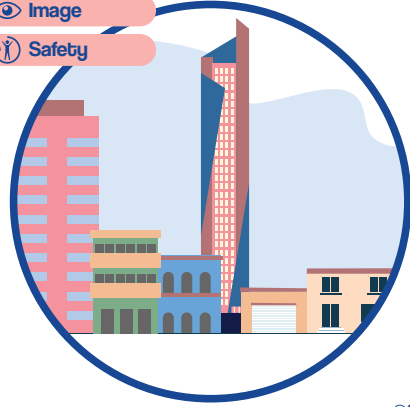
©2021

T Diverse built forms

Apply to: **QB**

Benefits:

- Image
- Safety



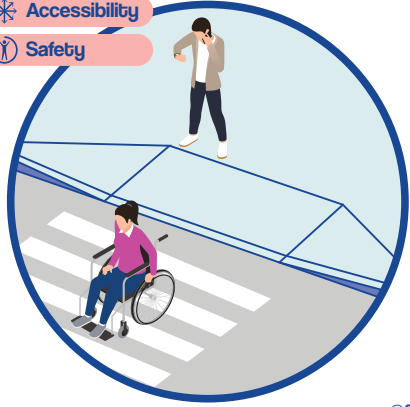
©2021

T Ramps & curb cuts

Apply to: **SS** **C6** **C9**

Benefits:

- Accessibility
- Safety



©2021

T Inclusive playground

Apply to: **SO** **QO** **C10** **C13**

Benefits:

- Health
- Sociability
- Belonging



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T Public transport

Apply to: **QB** **C7**

Benefits:

Accessibility



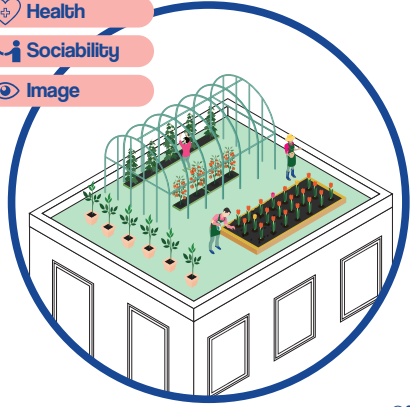
©2021

T Rooftop gardens

Apply to: **SB** **C8**

Benefits:

- Health**
- Sociability**
- Image**



©2021

T Rooftop leisure area

Apply to: **SB** **C7** **C11**

Benefits:

- Sociability**
- Image**



©2021

T Wide pavements

Apply to: **QS** **C1** **C9**

Benefits:

- Accessibility**
- Comfort**
- Image**



©2021

T Road crossings

Apply to: **QS** **C14**

Benefits:

- Accessibility**
- Safety**



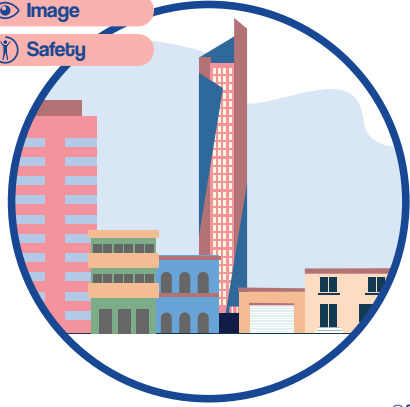
©2021

T Diverse built forms

Apply to: **QB**

Benefits:

- Image**
- Safety**



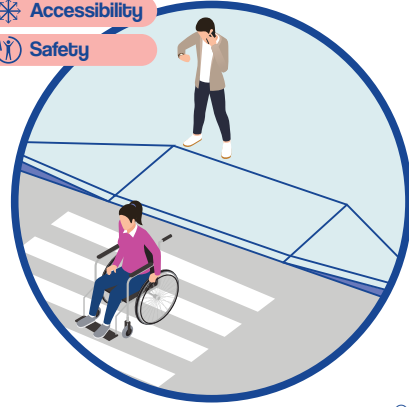
©2021

T Ramps & curb cuts

Apply to: **SS** **C6** **C9**

Benefits:

- Accessibility**
- Safety**



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T Inclusive playground

Apply to: **SO** **QO** **C10** **C13**

Benefits:

- Health**
- Sociability**
- Belonging**



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T Street lighting

Apply to: QS C1 C3

Benefits:

- Accessibility
- Safety



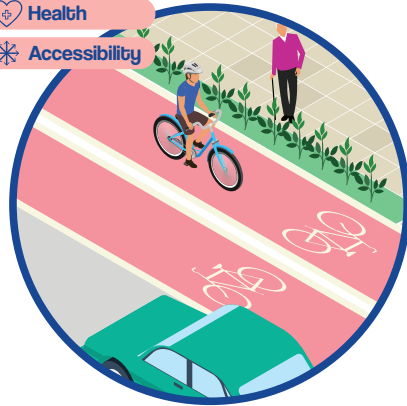
©2021

T Bike lanes

Apply to: SS QS C2

Benefits:

- Health
- Accessibility



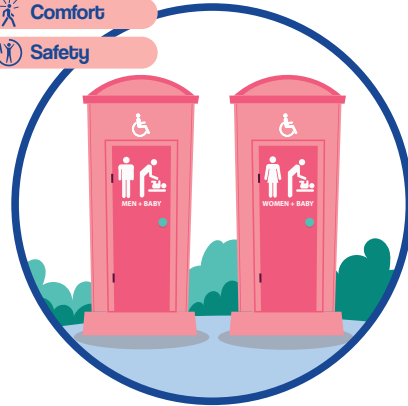
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T Public toilets

Apply to: SB QB C5 C10

Benefits:

- Comfort
- Safety



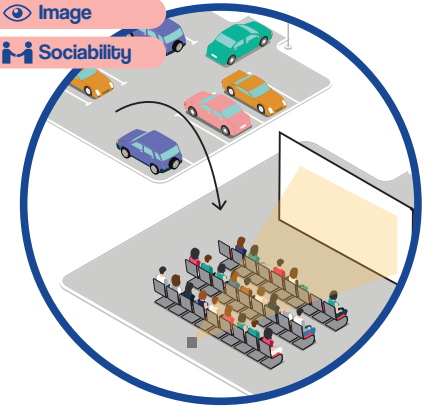
©2021

T Reused vacant plots

Apply to: SB QB

Benefits:

- Image
- Sociability



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T Drinking fountains

Apply to: SO QS

Benefits:

- Comfort



©2021

T Pop-up markets

Apply to: C2 C4 C11

Benefits:

- Sociability
- Image



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T Community potlucks

Apply to: C8 C9 C11

Benefits:

- Sociability
- Belonging



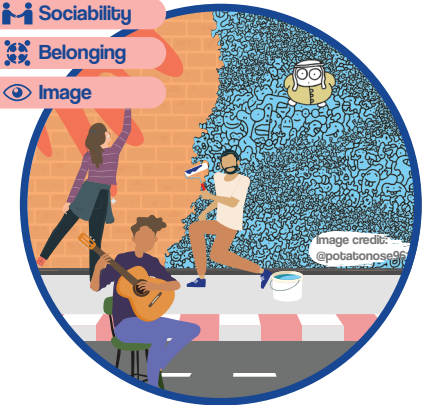
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T Street art festivals

Apply to: C1 C4

Benefits:

- Sociability
- Belonging
- Image



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T Street lighting

Apply to: QS C1 C3

- Benefits:
- ✦ Accessibility
 - 🦯 Safety

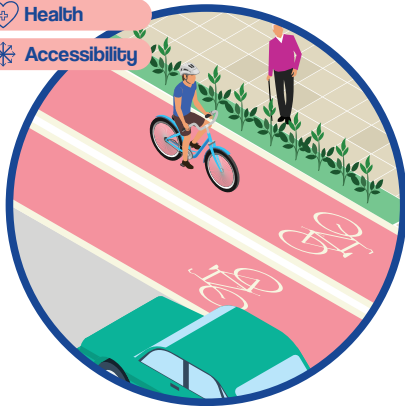


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T Bike lanes

Apply to: SS QS C2

- Benefits:
- ♥ Health
 - ✦ Accessibility

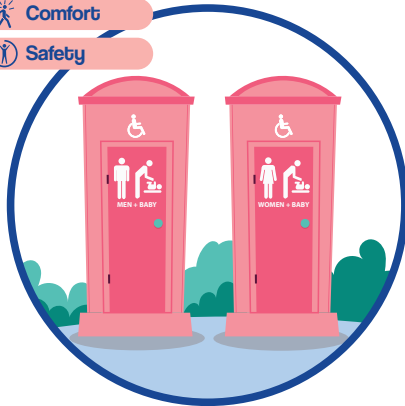


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T Public toilets

Apply to: SB QB C5 C10

- Benefits:
- ✦ Comfort
 - 🦯 Safety

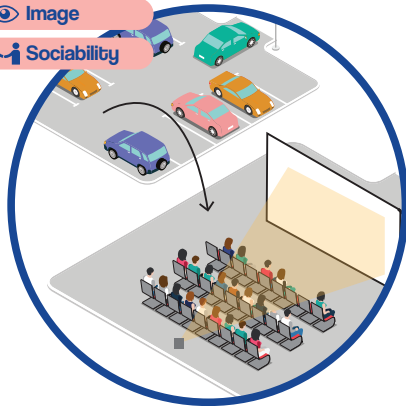


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T Reused vacant plots

Apply to: SB QB

- Benefits:
- 👁 Image
 - 👥 Sociability



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T Drinking fountains

Apply to: SO QS

- Benefits:
- ✦ Comfort



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T Pop-up markets

Apply to: C2 C4 C11

- Benefits:
- 👥 Sociability
 - 👁 Image



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T Community potlucks

Apply to: C8 C9 C11

- Benefits:
- 👥 Sociability
 - ✦ Belonging

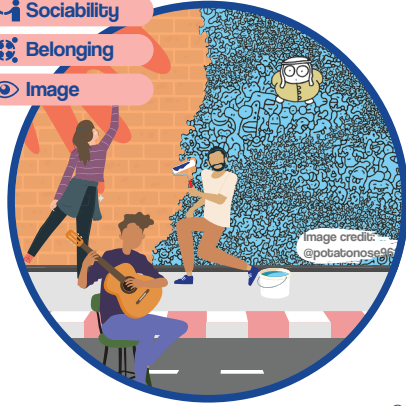


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T Street art festivals

Apply to: C1 C4

- Benefits:
- 👥 Sociability
 - ✦ Belonging
 - 👁 Image



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T Community gardening

Apply to: C6 C12

Benefits:

- Health
- Sociability
- Belonging



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T Yoga in the park

Apply to: C5 C8

Benefits:

- Belonging
- Sociability
- Health



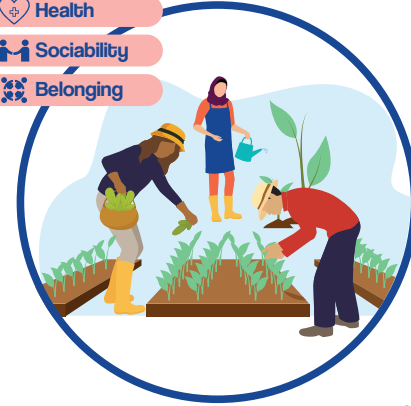
©2021

T Community gardening

Apply to: C6 C12

Benefits:

- Health
- Sociability
- Belonging



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T Religious events

Apply to: C7

Benefits:

- Belonging
- Sociability
- Image



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T Yoga in the park

Apply to: C5 C8

Benefits:

- Belonging
- Sociability
- Health



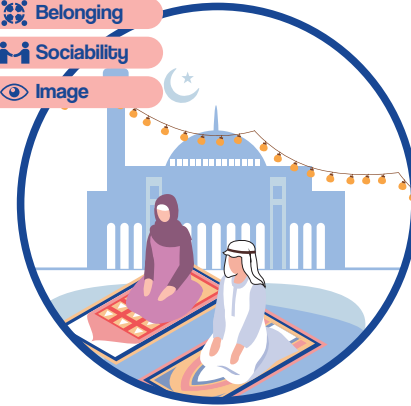
©2021

T Religious events

Apply to: C7

Benefits:

- Belonging
- Sociability
- Image

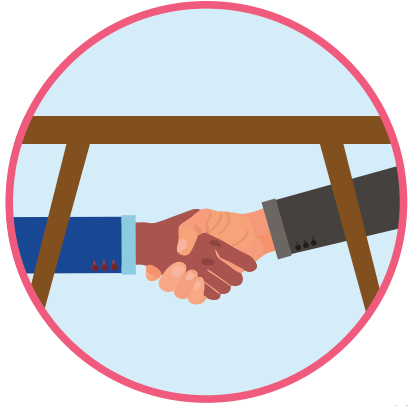


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ACTION

Wasta

You have unfair privileged social connections. Ask one player to reveal the cards in their hand to you. Exchange one of the cards in your hand with theirs.



©2021

ACTION

Mayor for a day

You have powers to make change. Use this card as any tool.



©2021

ACTION

Stop sign

Block any action card.



©2021

ACTION

Pollution

Pollution levels are intense, it will be hard to move around the city. The next player will miss a turn.



©2021

ACTION

Traffic

There is heavy traffic along your route, reverse the direction of the game.



©2021

ACTION

Mayor for a day

You have powers to make change. Use this card as any tool.



©2021

ACTION

Stop sign

Block any action card.



©2021

ACTION

Snatch

You have the power to take one tool from any player. Only choose from the tools on the table played on the area/character cards.



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NUDGE!

What changes would you bring to your neighbourhood to encourage people to **walk or cycle** instead of drive?

Hint: Play one tool with  **Accessibility** benefits on your area card.

©2021

NUDGE!

What changes would you bring to your neighbourhood to encourage people to **socialise outdoors?**

Hint: Play one tool with  **Sociability** benefits on your area card.

©2021

NUDGE!

What changes would you bring to your neighbourhood to encourage people to adopt a **healthy lifestyle?**

Hint: Play one tool with  **Health** benefits on your area card.

©2021

NUDGE!

What changes would you bring to your neighbourhood to encourage people to **participate in community activities?**

Hint: Play one tool with  **Belonging** benefits on your area card.

©2021

NUDGE!

What changes would you bring to your neighbourhood to encourage people to **feel safe** and spend time in public spaces?

Hint: Play one tool with  **Safety** benefits on your area card.

©2021

NUDGE!

What changes would you bring to your neighbourhood to encourage people to **rest and relax** in public spaces?

Hint: Play one tool with  **Comfort** benefits on your area card.

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NUDGE!

What changes would you bring to your neighbourhood to make it **visually pleasing** and encourage people to **keep it clean?**

Hint: Play one tool with  **Image** benefits on your area card.

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C1

AISHA

Architect, enjoys long walks, art and culture.

- Tools:
- T Wide pavements
 - T Street lighting
 - T Street art festivals



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C2

MOHAMMAD

Student, enjoys cycling to university and shopping.

- Tools:
- T Mixed-use streets
 - T Bike lanes
 - T Pop-up markets



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C3

ABDULRAZAK

Street cleaner, enjoys relaxing in the shade, eating street food.

- Tools:
- T Mixed-use streets
 - T Trees & landscape
 - T Street lighting



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C4

ALEX

Tourist, enjoys photography and meeting new people.

- Tools:
- T Pop-up markets
 - T Wayfinding
 - T Street art festivals



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C5

FELIX

Taxi driver, relaxes between shifts, exercises on weekends.

- Tools:
- T Yoga in the park
 - T Urban furniture, shade
 - T Public toilets



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C6

MAMA MUNEERA

Grandparent, likes meeting friends at the co-op market.

- Tools:
- T Mixed-use streets
 - T Ramps & curb cuts
 - T Community gardening



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C7

DHARI

Office worker at the CBD, enjoys chess, visiting local mosque.

- Tools:
- T Rooftop leisure area
 - T Public transport
 - T Religious events



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C8

SHARIFA

Mother of two, enjoys cooking healthy meals, practicing yoga.

- Tools:
- T Rooftop gardens
 - T Community potlucks
 - T Yoga in the park



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C9

KHALID

Tech sector employee, needs a wheelchair, enjoys eating out.

- Tools:
- T Wide pavements
 - T Ramps & curb cuts
 - T Community potlucks



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C10

CHRISTINE

Nanny, likes chatting on her phone, playing with the kid.

- Tools:
- T Public toilets
 - T Inclusive playground
 - T Urban furniture, shade



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C11

TAN

International chef, moved to Kuwait to start a restaurant.

- Tools:
- T Community potlucks
 - T Rooftop leisure area
 - T Pop-up markets



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C12

ABDULATIF

Teenager, enjoys skateboarding, worries about the environment.

- Tools:
- T Parks
 - T Community gardening
 - T Sports facilities



©2021

C13

JANA

Toddler, enjoys playing football, reading.

- Tools:
- T Sports facilities
 - T Inclusive playground
 - T Library



©2021

C14

ASSEEL

School teacher, enjoys reading, taking students to the park.

- Tools:
- T Parks
 - T Road crossings
 - T Library



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This game is based on an LSE Cities/Kuwait University research project named "Public Space in Kuwait: From user behaviour to policy-making", funded by LSE Middle East Centre, Kuwait Programme and KFAS.

The game and cards are contextualised in Kuwait. They encourage thinking about the diversity of people that use Kuwait's public space, the variety of spaces and scales of urban analysis, along with physical and social tools that can help improve the use of these urban spaces. The main goal of the game is to be the first player to improve an area for a particular character using the matching tools available.

Use your phone and scan this QR code to access the project page and the game rules. Or refer to the quick reference rule cards included in this deck.



Game development by:
Alexandra Gomes, Aseel Al-Ragam,
Sharifa Alshalfan and Tanushree Agarwal.

Design and illustrations by Tanushree Agarwal.

Acknowledgements:
Our thanks to the LSE Middle East Kuwait Programme and KFAS for the research funding, and to Ian Sinclair for helping with the logistics.
Thank you to everyone who tested the game in particular Olivia, Sasha, Maya, Ash and Rohan.

Credits:
@potatonose961 mural image used in the 'Street art festivals' Tool card.

Some illustrated elements have been adapted from www.freepik.com

Font used for titles: 'Messages'.
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Support:



QUICK RULES REFERENCE

1. How to set up

1. Remove all the Nudge, Area, and Character Cards from the deck.
2. Shuffle the Character Cards and give one face up to every player. Repeat the same thing for the Area Cards. These cards are visible to everyone.
3. Keep the Nudge cards aside and shuffle the remaining deck (containing Tool and Action Cards). Deal 5 cards face down to each player. Players will keep these a secret from others.
4. Insert the Nudge Cards back into the deck and shuffle. Keep the main deck face down in the centre of the table. This will be the draw pile.
5. Decide who goes first. The play continues clockwise.

2. How to win

The first player to lay down 5 Tools matching their cards, wins the game and the game ends. These tools will have to match the players' Area and/or Character or relate to a Nudge card. At least one of the five Tool Cards will have to be played on the Character Card.

3. On your turn

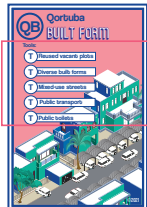
1. Pick up a card from the draw pile. Using the cards in hand, you have the following options:

- a) Play one matching Tool Card face up on your Area/Character Card.
 - b) Play an Action Card in the centre discard pile. Follow the instructions on the card. Any player can play a Stop Sign Card at this point. It will cancel the effect of an Action Card played against them.
 - c) If you picked up a Nudge card from the draw pile, you must read the card to everyone and play it in the centre immediately. All players can then play a tool card on their Area Card, but only if the Tool matches the Nudge card (through its benefits). If a card is played from the hand, a card must be collected from the draw pile. In case another Nudge card is picked from the draw pile, this card should be the first card played in that players turn.
 - d) If you are not able/want to do any of the above, you will have to play a card into the centre discard pile. As long as there are cards in the draw pile, each player should have 5 cards in their hand at all times.
2. The next player will have two options.
- a) You can decide to pick up the top card from the discard pile in the centre instead of the draw pile.
 - b) Or follow the steps 1a to 1d.

The cards

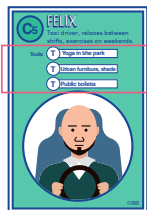
Each card has a symbol or text to help identify links between the cards. See images below highlighting these.

Note: All possible links between Areas, Characters, Nudges and Tools can also be found in the Appendix Tables 1 & 2 (Scan QR code).



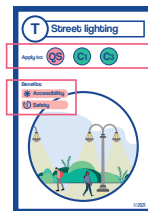
6 Area Cards

The game is centred around the two neighbourhoods of Qortuba and Salmiya. Each of them have 3 cards each related to their Built Form, Streets and Open Spaces. Each area card has five Tool Cards that match its profile.



14 Character Cards

Each Character has three Tool Cards that match their profile.



54 Tool Cards

Symbols indicate which Area/Character Cards the tool applies to. Benefits link the Tool to the Nudge Cards. There are two copies of each Tool in the deck. You will not be able to play the same tool twice on top of your cards.



8 Action Cards

These function as bonus cards. Rules for each Action are described on the top of each card.



7 Nudge Cards

Nudge Cards have associated benefits that match those listed on some Tool Cards. The Benefit is listed in the Hint at the bottom of the card.

KUWAITSCAPES

2-6 players, 10+ age

This game is based on an LSE Cities/Kuwait University research project named "Public Space in Kuwait: From user behaviour to policy-making", funded by LSE Middle East Centre, Kuwait Programme and KFAS.

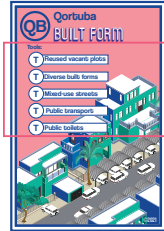
The game and cards are contextualised in Kuwait. They encourage thinking about the diversity of people that use Kuwait's public space, the variety of spaces and scales of urban analysis, along with physical and social tools that can help improve the use of these urban spaces. The main goal of the game is to be the first player to improve an area to a particular character using the matching tools available.

This game aims at facilitating the discussion of real urban issues, engaging everyone (from kids to adults, from lay citizens to planners and designers), while helping reduce the gap of urban planning and design knowledge within the Kuwait society. The game improves awareness and encourages creativity while also having fun!

1. The cards

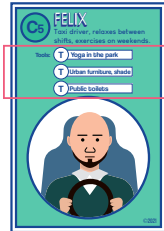
Each card has a symbol or text to help identify links between the cards. See images below highlighting these links.

Note: All possible links between Areas, Characters, Nudges and Tools can also be found in the Appendix Tables 1 & 2.



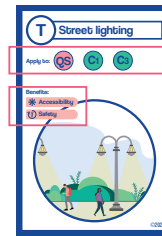
6 Area Cards

The game is centred around the two neighbourhoods of Qortuba and Salmiya. Each of them have 3 cards each related to their Built Form, Streets and Open Spaces. Each area card has five Tool Cards that match its profile.



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Each Character has three Tool Cards that match their profile.



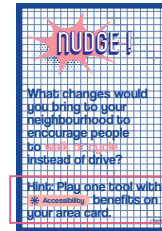
54 Tool Cards

Symbols indicate which Area/Character Cards the tool applies to. Benefits link the Tool to the Nudge Cards. There are two copies of each Tool in the deck. You will not be able to play the same tool twice on top of your cards.



8 Action Cards

These function as bonus cards. Rules for each Action are described on the top of each card.



7 Nudge Cards

Nudge Cards have associated benefits that match those listed on some Tool Cards. The Benefit is listed in the Hint at the bottom of the card.

2. How to set up

1. Remove all the Nudge, Area, and Character Cards from the deck.
2. Shuffle the Character Cards and give one face up to every player. Repeat the same thing for the Area Cards. These cards are visible to everyone.
3. Keep the Nudge cards aside and shuffle the remaining deck (containing Tool and Action Cards). Deal 5 cards face down to each player. Players will keep these a secret from others.
4. Insert the Nudge Cards back into the deck and shuffle. Keep the main deck face down in the centre of the table. This will be the draw pile.
5. Decide who goes first. The play continues clockwise.

3. How to win

The first player to lay down 5 Tools matching their cards, wins the game and the game ends. These tools will have to match the players' Area and/or Character or relate to a Nudge card played. At least one of the five Tool Cards will have to be played on the Character Card.

4. On your turn

1. Pick up a card from the draw pile. Using the cards in hand, you have the following options:

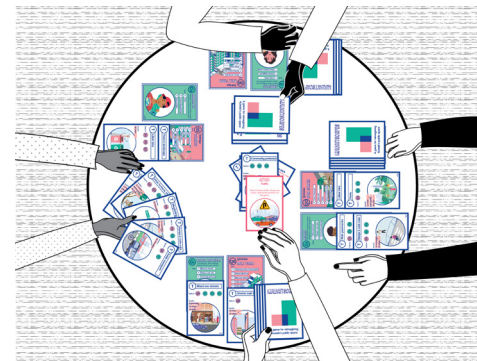
- a) Play one matching Tool Card face up on your Area/Character Card.
- b) Play an Action Card in the centre discard pile. In this case, follow the instructions on the card. Note: Any player can play a Stop Sign Card at this point. It will cancel the effect of an Action Card played against them.
- c) If you picked up a Nudge card from the draw pile, you must read the card to everyone and play it in the centre immediately. All players can then play a tool card on their Area Card, but only if the Tool matches the Nudge card (through its benefits). If a card is played from the hand, a card must be collected from the draw pile. In case another Nudge card is picked from the draw pile, this card should be the first card played in that players turn.
- d) If you are not able/want to do any of the above, you will have to play a card onto the discard pile in the centre.

As long as there are cards in the draw pile, each player should have 5 cards in their hand at all times.

2. The next player will have two options.

- a) You can decide to pick up the top card from the discard pile in the centre instead of the draw pile.
- b) Or follow the steps 1a to 1d.

5. What the game looks like & how the Action Cards work.



Pollution

Pollution levels are intense, it will be hard to move around the city. The next player will miss a turn.



Traffic

There is heavy traffic along your route, reverse the direction of the game.



Wasta

You have unfair privileged social connections. Ask one player to reveal the cards in their hand to you. Exchange one of the cards in your hand with theirs.



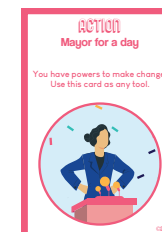
Snatch

You have the power to take one tool from any player. Only choose from the tools on the table played on the area/character cards.



Stop sign

Block any action card.



Mayor for a day

You have powers to make change. Use this card as any tool.

What do nudges and benefits mean?

Choosing to take the car instead of walking. Dumping waste instead of separating for recycling. These small choices that individuals make in a split second collectively shape our cities. So the question to ask is, how can we design solutions that 'Nudge' people towards more positive choices. To illustrate this, we linked the tools in the game with their benefits. Benefits illustrate how small urban design and planning tools can help induce positive behaviours and make the city better for everyone. Note: Nudge is term borrowed from behavioural economics and is based on the work of Richard Thaler and Cass Sunstein.

Sociability

Urban design can foster social relationships which have a powerful impact on wellbeing. Small interactions like making eye contact with a passerby or chatting with the local grocer can lift people's spirits and build communal trust.

Health

Urban design directly impacts people's health by shaping their exposure to mental and physical risks as well as pollutants. It can also influence people's health by nudging them towards more active or passive lifestyles.

Belonging

Belonging and meaning includes feeling that our lives matter and that we have the ability to shape our world. It stems from communities working together in places they care about and building relationships through common interests, which fosters a feeling of trust and joy.

Image

Green spaces and distinct urban design makes places visually pleasing and fosters happiness. Positive memories of a place can make people feel attached, encourage outdoor activities and promote cultural pride.

Comfort

When places are well designed, they give people a sense of comfort and freedom to move around as they please. When people are not stressed about their physical comfort, they are more likely to pause, slow down and spend time in public spaces.

Accessibility































































Cities may not be able to tackle all societal inequality however, the way we design public spaces can improve accessibility. By making cities inclusive in this way, people across all demographics can participate in the social and economic life of the city.

Safety

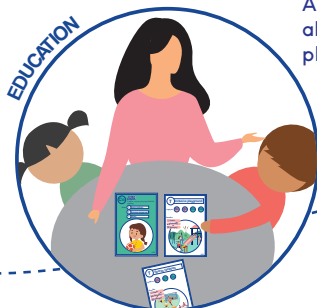
When people are not stressed or worried about any immediate threats, they feel empowered to navigate the city freely. A sense of safety in public spaces can nurture healthier behaviours like walking and cycling at all times of the day.

Source : Happy Cities Framework by Charles Montgomery

Appendix, Table 1

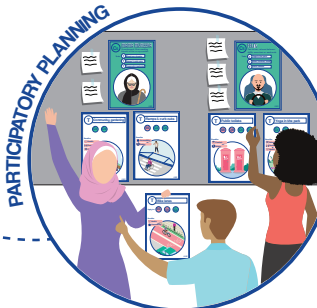
TOOLS	BENEFITS						
	Sociability	Health	Belonging	Image	Comfort	Accessibility	Safety
Trees & landscape							
Parks							
Drinking fountains							
Litter bins							
Sports facilities							
Mixed-use streets							
Rooftop gardens							
Rooftop leisure area							
Public transport							
Wide pavements							
Road crossings							
Street lighting							
Wayfinding							
Urban furniture, shade							
Public toilets							
Ramps & curb cuts							
Reused vacant plots							
Bike lanes							
Inclusive playground							
Library							
Diverse built forms							
Pop-up markets							
Community gardening							
Community potlucks							
Religious events							
Yoga in the park							
Street art festivals							

What are some other uses for these cards?



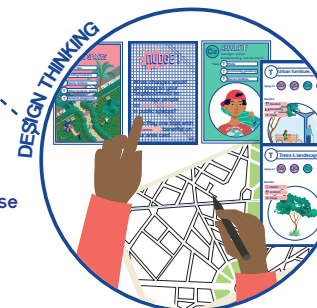
EDUCATION

A tool for kids to learn about cities, urban planning and design.



PARTICIPATORY PLANNING

Citizens and public authorities can use these cards to role play, experiment and solve urban issues together.



DESIGN THINKING

A design tool for architects, urban designers, planners and other enthusiasts.

The possibilities are endless!

Appendix, Table 2

TOOLS	AREAS						CHARACTERS														
	SB	SS	SO	QB	QS	QO	C1 Aisha	C2 Mohammad	C3 Abdulrazak	C4 Alex	C5 Felix	C6 Mama Muneera	C7 Dhari	C8 Sharifa	C9 Khalid	C10 Christine	C11 Tan	C12 Abdulatif	C13 Jana	C14 Asseel	
Trees & landscape																					
Parks																					
Drinking fountains																					
Litter bins																					
Sports facilities																					
Mixed-use streets																					
Rooftop gardens																					
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Design and illustrations by Tanushree Agarwal.

Acknowledgements:
Our thanks to the LSE Middle East Kuwait Programme and KFAS for the research funding, and to Ian Sinclair for helping with the logistics. Thank you to everyone who tested the game in particular Olivia, Sasha, Maya, Ash and Rohan.

Credits:
@potatonose961 mural image used in the 'Street art festivals' Tool card.

Some illustrated elements have been adapted from www.freepik.com

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Support:



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Based on a work at <https://www.lse.ac.uk/middle-east-centre/research/kuwait-programme/kuwait-academic-collaborations/2018-19/public-space-in-Kuwait>.

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