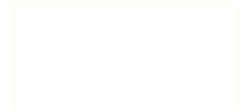


Urban Management

CUREM *horizonte*

Nüesch Development AG



Urban Management = SimCity

The screenshot shows a top-down view of a city in the game Urban Management. The city is divided into several zones: a residential area with brown houses on the left, a commercial area with blue buildings in the center, and a power zone with several power plants emitting smoke on the right. A network of roads and utility lines connects these areas. The interface includes a menu on the left with various icons for city management, a stats panel on the right, and a power management panel at the bottom right.

Menu

- Icons for various city management actions: building, zoning, power, etc.
- TIP
- PAUSE
- SLOW
- NORM
- FAST

Stats Panel

Population	754K
Income	515.6
Expenses	10104
Unemployed	1818
Crime	1135
Debt	6826
ORE	12447
Waste	6723
Power	2000M

FINANCE

Income	4.4m	Expends	3.9m
ICT	0.0m	OCC	191k
CT	4.6m	TCC	791k
XP	0.0	IP	218k

Tot 2000,000000

Power

Power management panel showing a map of the city with power lines and a selected area.

PAUSE
SLOW
NORM
FAST

Date Jul 10298

Track 1 Bulldoze 10
37.2 secs/year U 1.12pre48

Stats **Help**

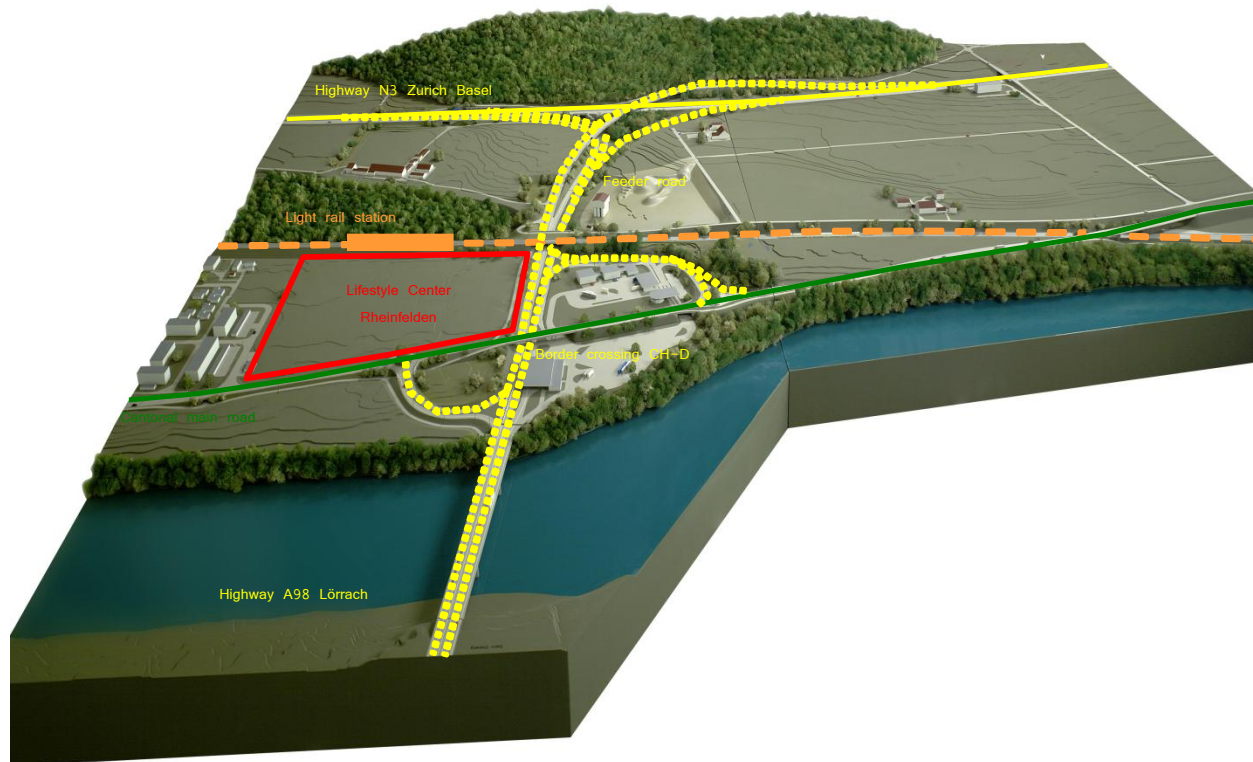
Manegg = flexibler Prozess



Altstätten -> Injektionen setzen



Rheinfelden -> planen kommt zuletzt



Resumé

- Prozess statt Plan
- Spielräume schaffen
- Vorbildeffekt
- Früh kommunizieren spät handeln