

Virtual City Deliverable: Sample Slideshow

Organization: ABC Middle School

Team Name: Trinity Point

Educator Name: Sarah Smith

(SimCity) City: Trinity Point

Region: Cape Trinity



Trinity Point Goals

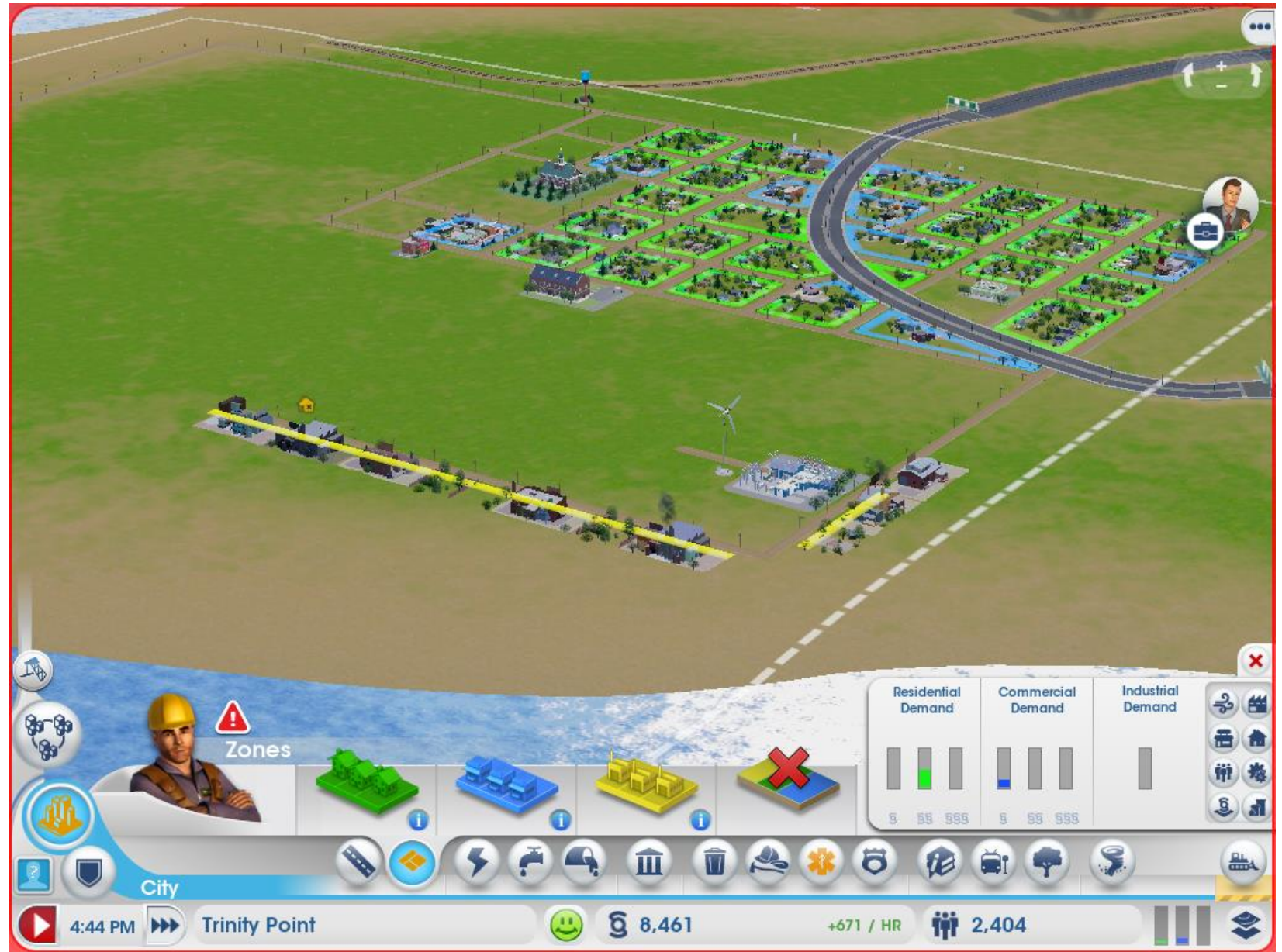
GOAL	Corresponding SimCity Evidence
1. Solid waste management & 4 Rs	<ul style="list-style-type: none">• Complete (100%) trash collection• Recycling center, 75% of citizens recycling
2. Public transit available to all Sims	<ul style="list-style-type: none">• At least two types of public transit systems• Integrated transit systems (working together to get Sims where they need to go)• At least 50% of low- and med-wealth Sims using public transit

Phase I - Progress Report

2500-5000 Sim citizens (suggested range)

City Zones
screen shot

2,400 citizens



Budget (2,400 Sims)

CITY BUDGET

When the board is green, the budget's clean!
Upgrade to a City Hall to control taxes for R, C and I independently.

	EXPENSES	INCOME	TAXES
Residential	\$0	\$1,638	- 9% +
Commercial	\$0	\$630	
Industrial	\$0	\$423	
Power	\$80	\$0	BONDS Bond A Bond B Bond C
Water	\$100	\$0	
Sewage	\$100	\$0	
Waste Disposal	\$300	\$0	
Government	\$200	\$0	
Fire	\$400	\$0	
Health	\$400	\$0	
Police	\$0	\$0	
Education	\$440	\$0	
Transportation	\$0	\$0	
Parks	\$0	\$0	
City Specialization	\$0	\$0	
MegaTower	\$0	\$0	
OmegaCo	\$0	\$0	
Bonds	\$0	\$0	
Subtotal	-\$2,020/Hour	+\$2,691/Hour	RECENT TRANSACTIONS
Profit/Loss	\$671		Monthly Transactions \$0
Monthly Profit + Transactions	\$16,104		TREASURY \$8,461

4:44 PM Trinity Point 8,461 +671 / HR 2,404

Population detail (2,400 Sims)

TRINITY POINT POPULATION

Welcome to the Population Panel!
Increase land value to get wealthier Sims to move in and zone to grow your population.

Region: **2,404**
City: **2,404**
Visiting: **0**

History **Detail**

WORKERS

	Total	Working	Commuting Out	Unemployed	Commuting In	Total Jobs	Available Jobs
🏠	680	485	0	195	0	485	0
🏡	14	14	0	0	0	182	168
🏢	0	0	0	0	0	18	18
Total	694	499	0	195	0	685	186

SHOPPERS

	Total	Satisfied	Commuting Out	Unsatisfied	Commuting In	Total Goods	Unsold Goods
🏠	340	173	0	167	0	173	0
🏡	7	7	0	0	0	24	17
🏢	0	0	0	0	0	0	0
Total	347	180	0	167	0	197	17

Trinity Point 8,461 +671 / HR 2,404

TRINITY POINT POPULATION

Welcome to the Population Panel!
Increase land value to get wealthier Sims to move in and zone to grow your population.

Region: **2,404**
City: **2,404**
Visiting: **0**

History **Detail**

STUDENTS

	Total	Enrolled	Commuting Out	Not Enrolled	Commuting In	Total Desks	Extra Desks
Total	354	150	0	204	0	150	0

TOURISTS

	Total
🏠	0
🏡	0
🏢	0
Total	0

HOMELESS

	Total
Total	0

Trinity Point 8,461 +671 / HR 2,404

Phase I: Benchmarks

City population	2400
Mayor rating	77%
Zoning, Development	R, C, & I; Low, med wealth; Low tech; Low, density
Services	Police – 0 Fire – 1 sm station Health – 1 sm clinic
Health & Safety	0 crimes, 0 criminal 3 fires, 3 bldg. burned 1 death
Utilities	Wind power Water tower Sewer outflow Garbage collect, landfill

Education	1 elem sch, 150 desks Ed. Level = 0 Enrollment 42%
Balanced budget	Yes, no cheats Tax rate = 9%
Public transit	None
Traffic congestion	None
Pollution	Air – none Water – none Ground – some from sewage outflow Radiation - none
Unemployment, homelessness	Unemploy = 8% Homeless = 0

Phase I: Progress Toward Goals

Goal	Corresponding SimCity Evidence Goal Is Achieved	Team Status	Team's evidence
Solid waste management & 4 Rs	<ul style="list-style-type: none"> Complete (100%) trash collection Recycling center, 75% of citizens recycling 	<input type="checkbox"/> Not started <input checked="" type="checkbox"/> Needs improvement <input type="checkbox"/> Made good progress <input type="checkbox"/> Complete	<ul style="list-style-type: none"> 100% Trash collection to landfill No recycling center yet
Public transit available to all Sims	<ul style="list-style-type: none"> At least 2 types of public transit systems, Integrated transit systems (working together to get Sims where they need to go) At least 50% of low- and med-wealth Sims using public transit 	<input checked="" type="checkbox"/> Not started <input type="checkbox"/> Needs improvement <input type="checkbox"/> Made good progress <input type="checkbox"/> Complete	<ul style="list-style-type: none"> None yet Only low-traffic roads

Phase I: Strategies

Goal One: Solid waste management & 4 Rs

- Strategy 1: Expand the trash collection as city grows
- Strategy 2: Add recycling center when budget allows (but not in near future)

Goal Two: Public transit available to all Sims

- Strategy 1: Upgrade roads – currently dirt and small paved roads in city
- Strategy 2: Add basic shuttle bus system when needed and budget allows

Phase II: Progress Report

5000-15,000 Sim citizens (suggested range)

City Zones
screen shot

13,000
citizens



Budget

13,000 Sims

CITY BUDGET

Your budget gives me a positive feeling. Want to control taxes for different wealth classes? Add a Department of Finance to City Hall.

EXPENSES	INCOME	TAXES	
Residential	\$0	\$6,860	- 10 % +
Commercial	\$0	\$1,620	- 10 % +
Industrial	\$0	\$3,680	- 10 % +
Power	\$520	\$0	
Water	\$200	\$0	
Sewage	\$200	\$0	
Waste Disposal	\$700	\$0	
Government	\$800	\$0	
Fire	\$675	\$0	
Health	\$700	\$0	
Police	\$400	\$0	
Education	\$1,610	\$0	
Transportation	\$600	\$0	
Parks	\$290	\$0	
City Specialization	\$0	\$0	
MegaTower	\$0	\$0	
OmegaCo	\$0	\$0	
Bonds	\$0	\$0	
Subtotal	-\$6,695/Hour	+\$12,160/Hour	
Profit/Loss	\$5,465		
Monthly Profit + Transactions	\$131,160		

BONDS

Bond A Bond B Bond C

RECENT TRANSACTIONS

Mission Reward	\$5,200	Sep. Year 1
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Monthly Transactions: \$0

TREASURY

\$289,870

6:38 PM Trinity Point 289,870 +5,465 / HR 13,198

Population 13,000 Sims

TRINITY POINT POPULATION

Welcome to the Population Panel!
Increase land value to get wealthier Sims to move in and zone to grow your population.

Region: **13,198**
City: **13,198**
Visiting: **0**

History | **Detail**

WORKERS

	Total	Working	Commuting Out	Unemployed	Commuting In	Total Jobs	Available Jobs
	1,768	1,768	0	0	0	2,289	521
	318	318	0	0	0	482	164
	0	0	0	0	0	166	166
Total	2,086	2,086	0	0	0	2,937	851

SHOPPERS

	Total	Satisfied	Commuting Out	Unsatisfied	Commuting In	Total Goods	Unsold Goods
	884	352	0	532	0	352	0
	159	110	0	49	0	110	0
	0	0	0	0	0	0	0
Total	1,043	462	0	581	0	462	0

M Trinity Point 289,870 +5,465 / HR 13,198

TRINITY POINT POPULATION

Welcome to the Population Panel!
Increase land value to get wealthier Sims to move in and zone to grow your population.

Region: **13,198**
City: **13,198**
Visiting: **0**

History | **Detail**

STUDENTS

	Total	Enrolled	Commuting Out	Not Enrolled	Commuting In	Total Desks	Extra Desks
Total	887	817	0	70	0	950	133

TOURISTS

	Total
	0
	0
	0
Total	0

HOMELESS

	Total
Total	0

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Phase II: Benchmarks

City population	13198
Mayor rating	76%
Zoning, Development	R, C, & I; Low, med wealth; Low tech; Low, med density
Services	Police – 1 sm station Fire – 1 sm station Health – 1 sm clinic
Health & Safety	0 crimes, 4 criminal 2 fires, 0 bldg. burned 2 deaths
Utilities	Wind power Water towers Sewer outflow Garbage, incinerator

Education	1 elem sch, 950 desks Ed. Level = 1 Enrollment 92%
Balanced budget	Yes, no cheats Tax rate = 10%
Public transit	Shuttle bus
Traffic congestion	Slight
Pollution	Air – light Water – some Ground – some from sewage outflow and dirty industry Radiation – none
Unemployment, homelessness	Unemploy = 0 Homeless = 0

Phase II: Progress Toward Goals

Goals	Corresponding SimCity Evidence Goal Is Achieved	Team Status	Team's Evidence
Solid waste management & 4 Rs	<ul style="list-style-type: none"> • Complete (100%) trash collection • Recycling center, 75% of citizens recycling 	<p><input type="checkbox"/> Not started</p> <p><input checked="" type="checkbox"/> Needs improvement</p> <p><input type="checkbox"/> Made good progress</p> <p><input type="checkbox"/> Complete</p>	<ul style="list-style-type: none"> • 80% Trash collection to landfill, incinerator • No recycling center yet
Public transit for all	<ul style="list-style-type: none"> • At least 2 types of public transit systems, • integrated (working together to get Sims where they need to go) • At least 50% of low- and med-wealth Sims using public transit 	<p><input type="checkbox"/> Not started</p> <p><input checked="" type="checkbox"/> Needs improvement</p> <p><input type="checkbox"/> Made good progress</p> <p><input type="checkbox"/> Complete</p>	<ul style="list-style-type: none"> • Shuttle • 1259 riders (10%), 31 minutes wait time

Phase II: Strategies

Goal One: Solid waste management & 4 Rs

- Strategy 1: Expand the trash collection as city grows
- Strategy 2: Add pickup capacity, since we are leaving some cans uncollected
- Strategy 3: Add recycling center when budget allows

Goal Two: Public transit for all

- Strategy 1: Continue to upgrade roads throughout city
- Strategy 2: Add to basic shuttle bus system as needed
 - Stops in high use areas
 - Buses to improve service and shorten wait times
- Strategy 3: Add a second transit system – either train or ferry
- Strategy 4: Connect second system to the bus network

Phase III -- Progress Report (final city)

> 15,000 Sim citizens (suggested range)

City Zones
screen shot

59,000
citizens



Budget

59,000 Sims

CITY BUDGET

Your budget gives me a positive feeling. Want to control taxes for different wealth classes? Add a Department of Finance to City Hall.

	EXPENSES	INCOME	TAXES
Residential	\$0	\$10,240	- 10 % +
Commercial	\$0	\$2,740	- 10 % +
Industrial	\$0	\$3,260	- 10 % +
Power	\$1,625	\$0	
Water	\$400	\$0	
Sewage	\$800	\$0	
Waste Disposal	\$2,000	\$0	
Government	\$1,300	\$0	
Fire	\$675	\$0	
Health	\$1,600	\$0	
Police	\$850	\$0	
Education	\$2,215	\$0	
Transportation	\$1,575	\$0	
Parks	\$340	\$0	
City Specialization	\$105	\$0	
MegaTower	\$0	\$0	
OmegaCo	\$0	\$0	
Bonds	\$0	\$0	
Subtotal	-\$13,485/Hour	+\$16,240/Hour	
Profit/Loss	\$2,755		
Monthly Profit + Transactions	\$129,120		

BONDS

Bond A Bond B Bond C

RECENT TRANSACTIONS

Plastic	\$21,000	Dec. Year 2
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Monthly Transactions: **\$63,000**

TREASURY

\$700,903

7:53 PM Trinity Point City Name 700,903 +2,755 / HR 59,080

Population detail (59,000 Sims)

TRINITY POINT POPULATION

Welcome to the Population Panel!
Increase land value to get wealthier Sims to move in and zone to grow your population.

Region: **59,080**
City: **59,080**
Visiting: **0**

History **Detail**

WORKERS

	Total	Working	Commuting Out	Unemployed	Commuting In	Total Jobs	Available Jobs
🏠	4,920	4,920	0	0	0	6,266	1,346
🏢	1,680	1,680	0	0	0	2,114	434
🏡	0	0	0	0	0	561	561
Total	6,600	6,600	0	0	0	8,941	2,341

SHOPPERS

	Total	Satisfied	Commuting Out	Unsatisfied	Commuting In	Total Goods	Unsold Goods
🏠	2,460	1,335	0	1,125	0	1,335	0
🏢	840	727	0	113	0	727	0
🏡	0	0	0	0	0	0	0
Total	3,300	2,062	0	1,238	0	2,062	0

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TRINITY POINT POPULATION

Welcome to the Population Panel!
Increase land value to get wealthier Sims to move in and zone to grow your population.

Region: **59,080**
City: **59,080**
Visiting: **0**

History **Detail**

STUDENTS

	Total	Enrolled	Commuting Out	Not Enrolled	Commuting In	Total Desks	Extra Desks
Total	2,040	1,698	0	342	0	1,550	0

TOURISTS

	Total
🏠	432
🏢	432
🏡	0
Total	864

HOMELESS

	Total
Total	0

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Phase III: Benchmarks

City population	59000
Mayor rating	83%
Zoning, Development	R, C, & I; Low, med wealth; Low, med tech; Low, med, hi density
Services	Police – 1 sm station Fire – 1 sm station Health – 2 sm clinic
Health & Safety	0 crimes, 1 criminal 0 fires, 2 bldg. burned 0 death
Utilities	Solar power, wind power Water pump Sewer treatment Garbage, incinerator Recycling plant

Education	1 elem sch, 550 desks Comm. College, 1000 stu Ed. Level = 3.5 Enrollment 83%
Balanced budget	Yes, no cheats Tax rate = 10%
Public transit	Shuttle bus, 33 min wait, 6800 riders; train, 17 min, 980 riders
Traffic congestion	Light
Pollution	Air – slight, decreasing Water & ground – some frm sewg outfl & dirty ind Radiation – none
Unemployment, homelessness	Unemploy = 0% Homeless = 0

Phase III: Progress Toward Goals

Goal	Corresponding SimCity Evidence Goal Is Achieved	Team's Status	Team's Evidence
Solid waste management & 4 Rs	<ul style="list-style-type: none"> Complete (100%) trash collection Recycling center, 75% of citizens recycling 	<p><input type="checkbox"/> Not started</p> <p><input checked="" type="checkbox"/> Needs improvement</p> <p><input type="checkbox"/> Made good progress</p> <p><input type="checkbox"/> Complete</p>	<ul style="list-style-type: none"> 60% Trash collection to landfill, incinerator Recycling, 4%
Public transit available for all Sims	<ul style="list-style-type: none"> At least 2 types of public transit systems, integrated (working together to get Sims where they need to go) At least 50% of low- and med-wealth Sims using public transit 	<p><input type="checkbox"/> Not started</p> <p><input checked="" type="checkbox"/> Needs improvement</p> <p><input type="checkbox"/> Made good progress</p> <p><input type="checkbox"/> Complete</p>	<ul style="list-style-type: none"> Shuttle: 6,800 riders (11%), 33 min wait time Train: 980 riders, 17minutes wait time Bus stops at train station

Evaluation of Overall Progress on Goals

- Solid waste management & 4 Rs
 - Infrastructure is in-place, but needs improvement
 - Expand the garbage collection to pick up 100% of cans
 - Recycling center working and producing plastic and alloy materials for sale on global market
- Public transit for all
 - Continue to upgrade roads throughout city
 - Add to basic shuttle bus system as needed
 - May add higher capacity bus system as small shuttle nears maximum
 - Increase number of Sims using system by locating stops in dense population areas
 - Train station adds transportation outside of city, connected to bus network
 - Possibly add a ferry dock for a second inter-city transit option

Conclusion: Learning Outcomes

- What we learned
 - It costs money to put in a public transit system, but it also costs money to keep upgrading roads to handle more and more personal cars
 - Transit goal for number of riders is hard to achieve
 - Where you place the bus stops is important – need to put them where people want to go
 - All city services and utilities work together to create a city that people want to live in
 - You can't afford to ignore any service or utility for very long
 - But, you must plan for new or increased services and not over-spend your budget
 - It is important to understand what attracts the type of citizens (wealth level) and industry/companies (tech level) we want for our city
 - So that the type of (wealth-level) jobs and shopping matches the type of Sims living in city

Conclusion: Engineering Design Process

- What we learned
 - SimCity

Conclusion: Applying SimCity to other Future City Deliverables

- What we learned
 - SimCity has only basic transportation options
 - For a Future City we will need future transportation like flying cars and transporters
 - To get large number of citizens using public transit, we need to focus on mass transit (like monorails) rather than individual/personal transportation options (like flying cars)
 - This also means that people will be walking to/from transit stations, so a moving sidewalk, or something similar would be useful
 - SimCity does not have many options for the 4Rs
 - We are exploring many more possible processes for solid waste handling for our essay such as: Composting, Waste-to-energy conversion, Recovering materials from e-waste