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## *ArtPATHS-History of Theater and Cinema Art*

*Urban Spaces with Cubes: Serious analogies in games for collaborative planning*

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**Abstract:** The present paper is concentrated on the professionals of serious games that combining the simulation and learning outcomes. Of course the urban planning is no exception. Materializing these games is not easy task. The game development process to combine modern board game mechanisms with a realistic urban maps, simplicity, flexibility and collaborations dynamics analogue games are some of the points of analysis of the present work. The games have a similar core mechanical and economic systems, modeling urban zones and squares. The experience and the avoid of game planning practice define a development process for serious games for urban planning.

**Key words:** cinema art, urban spaces with cubes, analogy, collaborative planning.