

## Urban Planning - Class Period 07

Class Goal: Understanding traffic and roads, Part 2

**SimCity 5:** Moving your Sims around efficiently (or, rather, letting them move around by themselves efficiently) is the very key to a successful city. A logical traffic pattern, in addition to good public transportation as parts of your city's initial **infrastructure**, is crucial. Pollution from traffic, gridlock, long commute times...all of these things will drive your Sims out of your city.

Engineering: **Traffic engineering** is a branch of civil engineering that uses engineering techniques to achieve the safe and efficient movement of people and goods on roadways. It focuses mainly on traffic flow components, such as road geometry, sidewalks and crosswalks, segregated bicycle lanes, traffic signs, road surface markings and traffic lights.

1. Sims do not like traffic signals. Do everything you can to avoid having traffic back up at traffic signals.
2. Sims will go farther up a road and make a U turn rather than wait for traffic to clear in order to make a left-hand turn. Create a pattern of roads, as much as possible, that does not require Sims to make a left-hand turn against traffic.
3. It is possible to create elevated roads and tunnels. The cues for using the M and N keys (to raise and lower roads) will appear on the screen when they are necessary.
4. When you are drawing roads, you are given different tools to draw straight lines, curved lines and whatnot. When you want to make a straight road, hold the shift key down while you are dragging your road across the land.
5. A good rule of thumb is to think about roads as arteries and veins. You want just a few big arteries with many little veins coming off of them. The public buildings to which all of your Sims need access (like the fire station, police stations, City Hall, etc.) should be located on the main artery. If you put businesses on your arteries, it will slow the traffic down as Sims go in and out. You don't want to slow down traffic. Stuff that is "ploppable" should be plopped down on arteries.
6. Commercial enterprises want to be on heavily trafficked roads -- the roads that Sims take to and from work and school.
7. In real life, some roads can be widened or made to accommodate more traffic and some roads cannot. This is true in SC5, as well. Start your city with small roads (inexpensive roads/streets) to save money, but make sure they can be upgraded later. To do this, in the roads/streets menu, find the transportation guy and under him is an arrow swooping up. That's your upgrade button. Upgrades cost Simoleans but you won't need them until your traffic gets

congested or you need more densely populated buildings. By that time, you should be able to afford some new roads.



Activity: Students should play around with roads in their practice cities. There are many different schools of thought about the “right way” to design roads in SimCity. Students will develop their own way and learn from experimentation.