



Comments? Questions?

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City of Portland
Bureau of Development Services

Here are just a few
of the resources that
can help you answer
questions:

Resources

- Data from Metro or Portland State University
- Neighborhood Plans
- Zoning Regulations
- Maps—Zoning, Geography, Transportation . . .more
- Neighborhood and Business Organizations
- Interest Groups
- www.PortlandOnline.com

Impact Assessment

The Development Review
Advisory Committee (DRAC)



BUREAU OF
DEVELOPMENT
SERVICES



CITY OF PORTLAND, OREGON
BUREAU OF
Planning

Impact Assessment

A game to
help evaluate
the impact of
decisions

Q.

Why a game?

A.

To make it easier – and maybe even fun – to understand an important and complex process.

Making decisions about land use issues can have a tremendous impact – favorable, unfavorable, intended or not – on a community. Regulations aim to ensure that decisions are made only after thorough consideration, but all too often, basic common sense considerations are lost in the shuffle. The Impact Assessment Game cuts through the red tape to focus on basic questions and help assure informed decisions.

How to play

THE MOST IMPORTANT THING TO KNOW IS THAT THE IMPACT ASSESSMENT GAME HAS NO HARD AND FAST RULES.

There is no set beginning or ending point. The Game is a flexible tool that can be used in a variety of ways and for a variety of situations. If you get stuck, just keep turning over (and reading) various cards, keep talking with the people you're playing with, and see what happens.

Here are the steps to get you going:

Step 1

Pick an issue, problem, or project; this becomes the "center" of your game.

Step 2

Decide on the scale of the issue/ problem/project. How many people or properties will it affect? See Figure 1.

Step 3

Identify (as best you can) where you are on the loops. See Figure 2

Step 4

Follow the green arrows around the loops. Use the cards to ask and answer questions.

Stop

- When you get to a logical stopping point;
- When your issue, problem, or project has been solved, decided, etc. or,
- When in real life, you'd have to wait for something to happen (such as buildings to be built under your improved rules) before you would know if your decisions should be revisited.

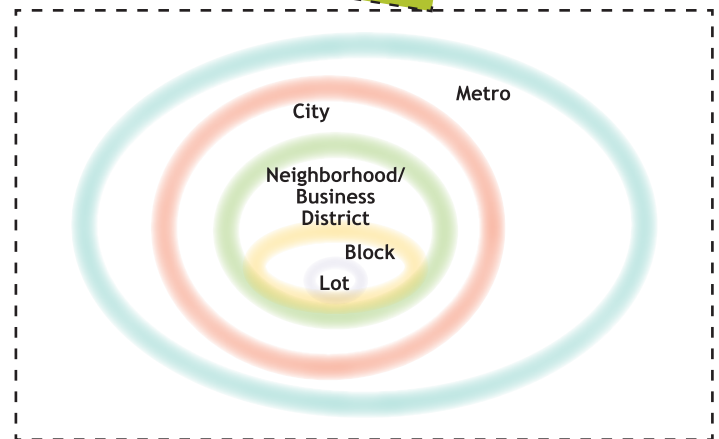
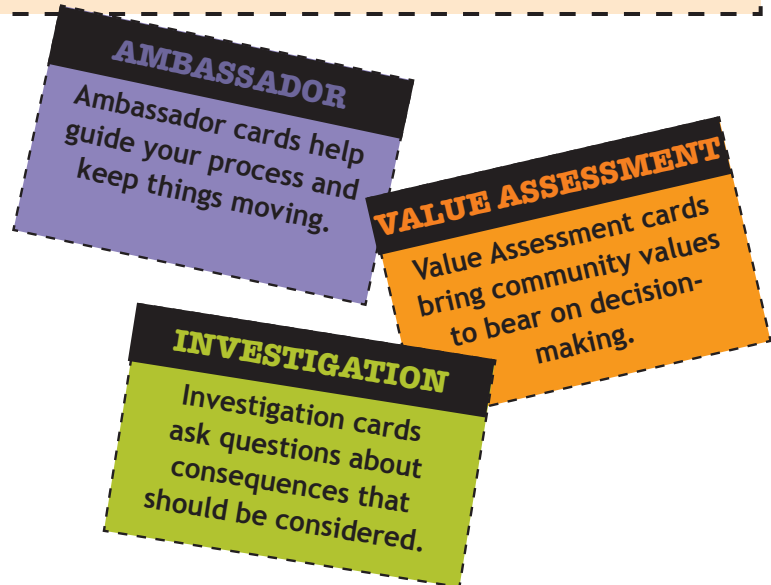


Figure 1. What is the scale of the project/issue?

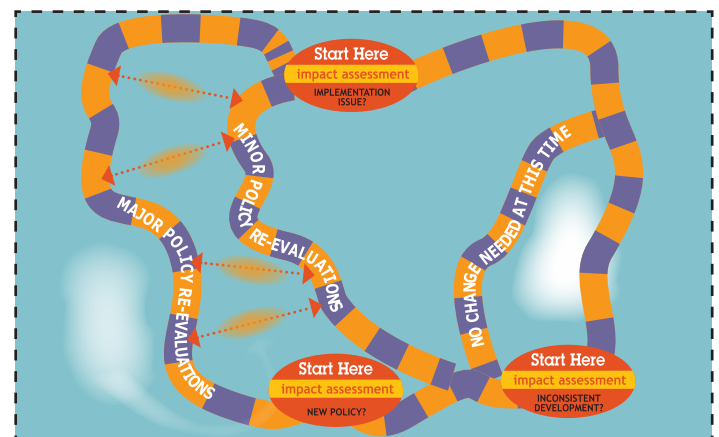


Figure 2. Where are you on this loop?