



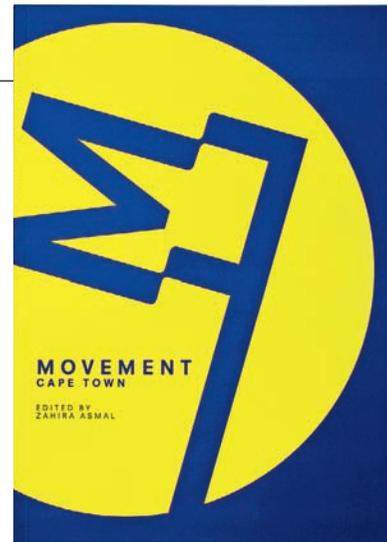
REPRESENTATION

After the Gamergate debacle of 2014, and the subsequent positive response from the community in terms of fair representation in the development of even AAA titles last year, we were disheartened to see fewer female leads at this E3. There were also only a few games to feature people of colour, with Ubisoft's black *Watch Dogs 2* (2016) a sad anomaly. We can do so much better.

Games to watch: *Tacoma* (TBA), *Watch Dogs 2* (2017), *Dishonoured 2* (2016)

CONSOLES

Just when everyone was starting to get into this current gen thing, the industry leaders announced new(er) consoles: see Nintendo's NX, Sony's PS4 Neo, Microsoft's Xbox One S and its Project Scorpio (we're not sold on that name, either). While these consoles promise bigger and brighter things, there's the risk of allowing consoles to iterate at a similar rate as some cellphone brands (which is not light on e-waste). It's not a move many predicted consoles would take. This won't be the first E3 to have shaken things up, and we're hoping it's not the last.



BOOKS

JUST GO WITH IT

A series of books details how movement – past and present – shapes our cities

Words by Cayleigh Bright

'Movement creates cities,' defines The City Agency's *Movement* series, but the books don't forget the fact that cities shape the way we move, too. The movement in question is both the habitual and a life-defining journey. Making the move to a city is a coming-of-age for many, and for those seeking work, it's as much a necessity as it is an adventure; not forgetting SA's history of forced movement that's shaped the way we view certain spaces. Closer to home, our routines inform the way public and private spaces are planned.

The books are easy to browse through, but they also hold real value for residents who've overlooked a lot of what their cities have to offer as they rush through their days. They might also be viewed as a more original and

insightful take on a guide book, offering visitors to Jo'burg or Cape Town a look that goes far beyond the usual monuments and tourist attractions. Insider knowledge – from well-known social commentators and city residents Malibongwe Tyilo, Albie Sachs, Sean O'Toole and Laura Windvogel – is provided in the easy-to-carry resource. Now you can begin making your own discoveries that make for the best stories.

Examining the cities' past, present and future, the books are more than a history or exploration of the current lay of the land. They're a call for a closer look at how we plan, use and move through our spaces. If there's one thing that Pokémon GO has taught us, it's that we haven't been exploring our areas. What are you waiting for? Get moving! **R350, thecityagency.co.za**