

Contents

1. Introduction.....	4
2. Objectives	4
3. State of art.....	6
4. Selection of a city-building game with the highest potential for its application in spatial planning	11
5. Development of geodata processing methods and tools for game world creation ...	13
6. Creation of models in a selected city-building game.....	17
7. Utilisation of playable models for spatial planning	21
8. Discussion	31
9. Conclusion	37
10. Literature	39
11. Shrnutí	45
Curriculum vitae.....	47
Overview of author's activity during his study	48
Publications	49
Project work overview.....	51