

MAY 2024

GOTHAM CREATIVE CITY SCHEME 2024 **PROPOSAL**



GOTHAM
GLOW & GROW



Prepared for

Gotham City
Government

Prepared by

*MMCC
Agency

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MMCC8047 THE CREATIVE INDUSTRIES
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Preface

Gotham, long recognized as a fallen industrial city, is facing deep-rooted challenges.

Widespread concerns about crime and corruption, coupled with insufficient federal interventions, have deepened the city's long-standing image of darkness. People have grown to accept this dismal state, as revitalization seems unlikely without bold new initiatives. The city's underworld, however, has been effectively curbed, with criminal activities kept at a manageable level thanks to Batman.

With **faint glimmers of hope coming**, Gotham now needs a visionary scheme to unleash its creative potential and restore its former glory in the 21st century.



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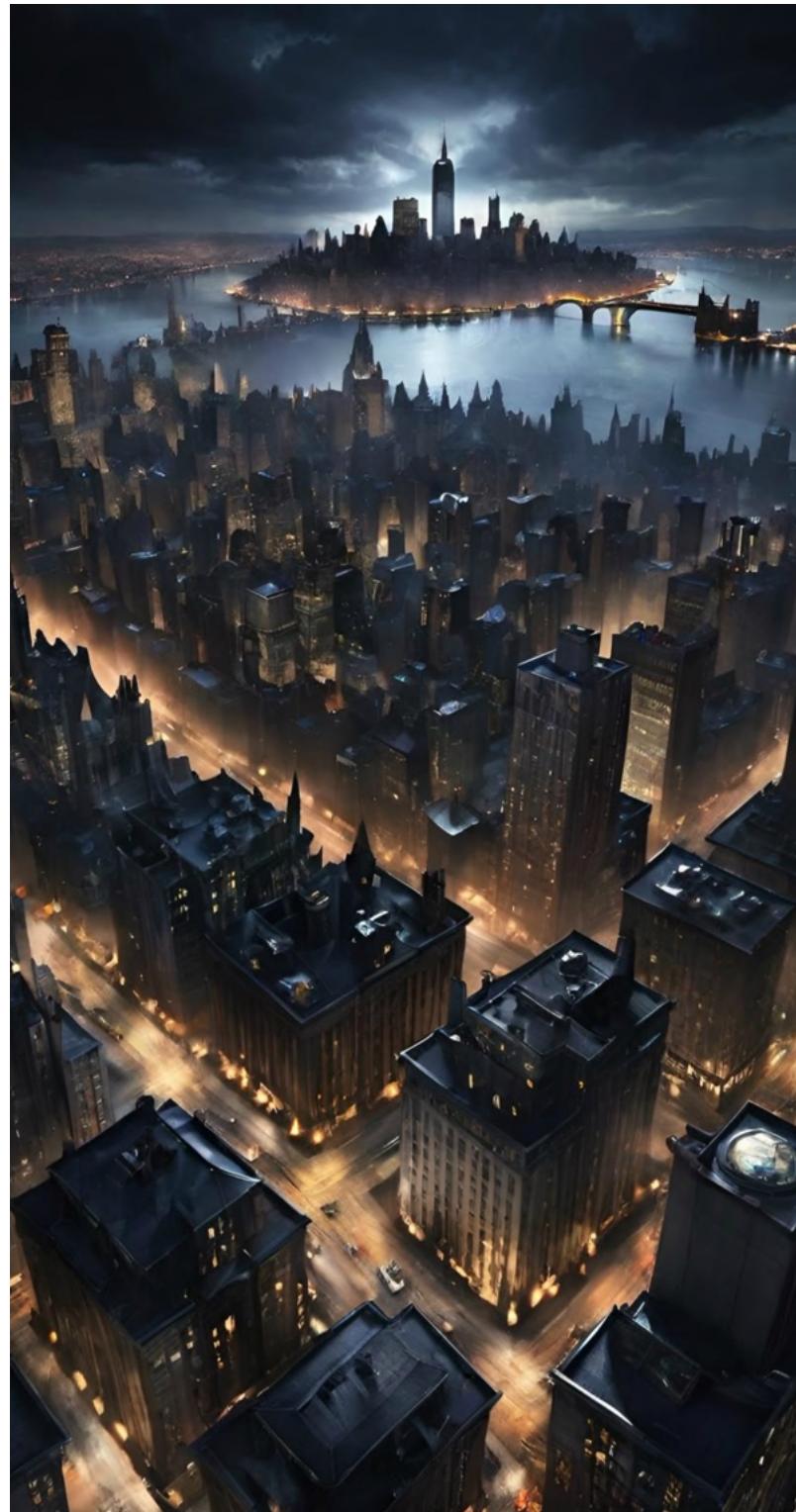
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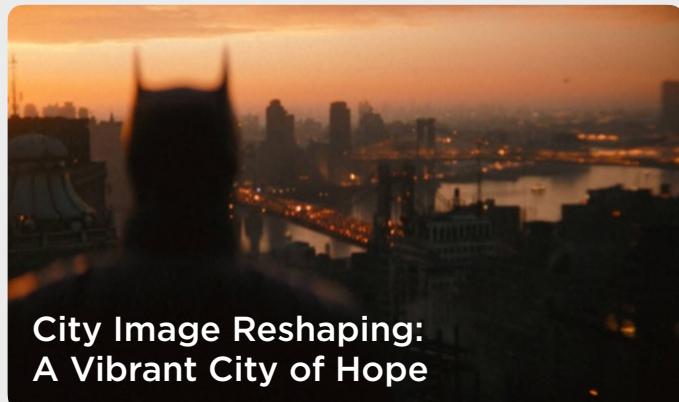
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Disclaimer

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SCHEME HIGHLIGHTS



**City Image Reshaping:
A Vibrant City of Hope**

Gotham: Glow & Grow reimagines Gotham City as a hub of creativity with hope through a comprehensive scheme.

It innovatively uses the European Commission's Cultural and Creative Cities Monitor model, focusing on cultural vibrancy, creative economy, and enabling environment factors to reshape the city image, transform urban spaces, and increase global connections.

This creative city scheme stands out with its comprehensive approach from both the city and citizen perspectives, integrating the renaissance of creative culture and the rejuvenation of the creative economy through multifaceted initiatives. This strategic scheme will make Gotham a more vibrant, creative-sustainable, and globally connected city with hope and trust.



**A First-ever
Groundbreaking
Artistic Collaboration**



**People Trust Building:
A Government-Citizen
Synergy Proposal**



**Public Space Rethinking:
Creatives Meetup**

SITUATION ANALYSIS



PUBLIC IMPRESSION

Our agency conducted an online ethnography ([see Appendix](#)) to assess Gotham's international and interstellar impression. This research identified Gotham's current issues regarding cultural and creative aspects, allowing our creative city proposal to be more targeted.

Online ethnography insights



Crime and evil

Gotham is widely viewed as **New York by night**—a city plagued by crime and evil activities, which contributes to its dark and dangerous reputation.



Government neglect and federal indifference

There is a prevalent sense of neglect from the federal government, leading to Gotham's isolation and exacerbating its problems.



Socio-economic disparities

Significant socio-economic disparities within Gotham highlight the need for more inclusive community spaces.



Comparison to other cities

Gotham is often unfavorably compared to other cities, underscoring the need to create a unique, positive identity for the city.

Interstellar review

"I'm not particularly fond of Gotham. It's like someone built a **nightmare** out of metal and stone."

Clark Kent, Superman
Citizen of Krypton Planet,
Andromeda Galaxy
(Green & Johnson, 2008)



GOTHAM'S CREATIVE LANDSCAPE

Building upon the public impression, this creative city proposal utilizes the **Cultural and Creative Cities Monitor** (CCCM) model by the European Commission (n.d.) to analyze the current creative landscape of Gotham. This multidimensional analysis will provide the rationale for the strategic framework.

Cultural vibrancy

As a once-thriving industrial center in the United States, Gotham's early 20th-century economic development fostered a prosperous culture. Its booming industries and international trade laid the foundation for rich cultural expressions and historical significance. From graffiti-filled streets to opera performances on Grand Avenue, and from expressionist architecture to neon lights at Gotham Square, this port city was known for its vibrant cultural life (Surface, 2022; Fitch, 2017; Batman Fandom, n.d.).

However, due to industrial restructuring and rising crime rates, Gotham's economy has declined over the past few decades with limited federal support. According to Cultural Economy theory, this economic downturn has led to the fragmentation of Gotham's once-diverse culture (Du Gay & Pryke, 2002).

To rejuvenate its cultural vibrancy and community engagement, Gotham must adapt to contemporary trends and improve its dark and chaotic image (Surface, 2022). Its diverse population and rich cultural heritage offer unique opportunities for innovative cultural projects. By creating dynamic cultural experiences for residents and visitors, Gotham can regain its cultural vibrancy and reshape its city image.

Creative economy

The creative economy in Gotham is vital to the city's development. Cultural producers depend on social venues, like nightlife spots and galleries, to advance their careers. The growth of this economy relies on physical spaces where those creative professionals can gather and innovate (Currid, 2007).

However, areas like Gotham Square, Wayne Tower, and the Financial District are dominated by commercial activities, and the Fashion District, controlled by the Penguin, is a high-end fashion center rarely visited by the public (Batman Fandom, n.d.; DC Extended Universe, n.d.). Consequently, Gotham lacks creative districts and public spaces for social interactions among creatives, hindering the exchange of ideas necessary for the development of the creative economy of Gotham.



Bench-mark

The CCCM model is designed for regional and municipal policy makers to identify a city's strengths and opportunities.



Cultural legacy

Gotham's cultural prosperity brought by the past industrial booms has been buried by economic decline.



Nowhere to go

The lack of creative public spaces make it difficult for creatives to meet outside of work.

Enabling environment

An enabling environment is essential for the successful implementation of cultural and creative initiatives. This includes fostering community trust and building strong international connections.

People trust

The consistency between the city spirit promoted by the government and the beliefs of the citizens fosters people trust. According to Social Capital Theory, shared values and goals enhance social trust and cultural cooperation (Putnam, 2000). Gothamites' reliance on Batman reflects a broader faith in heroes. The Gotham government can incorporate this belief in future schemes to align the city spirit with citizens' faiths. This approach will help Gothamites feel included, thereby activating their trust and creativity.

International connections

Gotham's reputation has suffered significantly due to high crime rates and a negative image, leading to isolation from the global community. Despite these challenges, Gotham possesses unique cultural assets and iconic symbols like Batman that can be leveraged to build bridges between cultures and improve international connections. Transforming the city's image is also key to strengthening international ties and enhancing its creativity (Anholt, 2007).



Public belief

Batman has Gothamites' trust. The government needs to leverage the influence of this vigilante.



SCHEME PLANNING



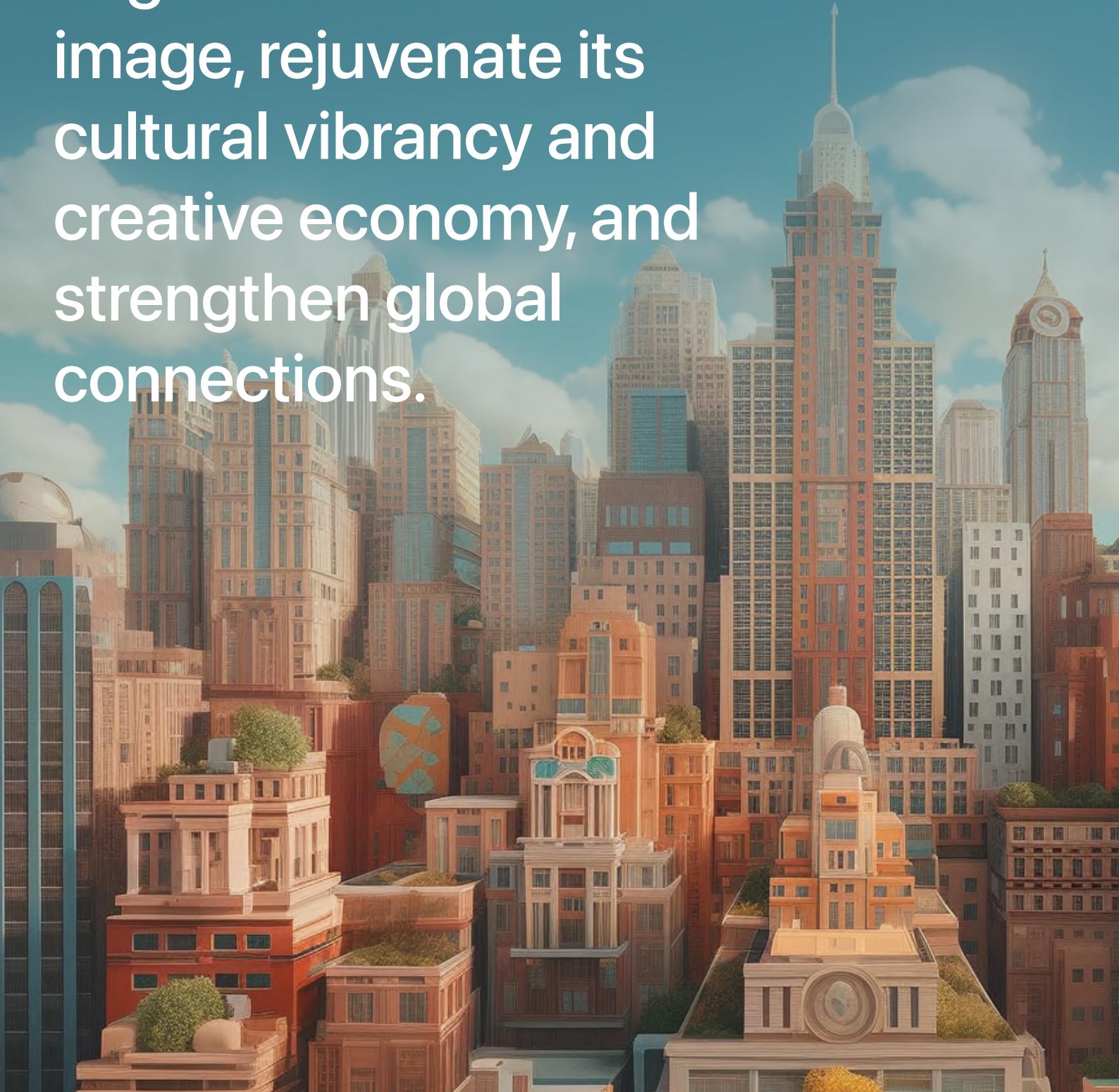
GOTHAM: GLOW & GROW

CREATIVE CITY SCHEME 2024



Scheme goal

To reshape Gotham's negative interstellar image, rejuvenate its cultural vibrancy and creative economy, and strengthen global connections.



STRATEGIC FRAMEWORK

By focusing on the insights generated from public impressions and the CCCM model, this scheme has a robust rationale for the following cultural and creative initiatives for Gotham City.

Approach 1

**Glow: Illuminating
Gotham's Renaissance**

Approach 2

**Grow: Rejuvenating
Gotham's Legacy**



SPOTLIGHTING BATMAN
 Co-created Fashion Show



Spark Corridors

Culture

Inspiration

Creation



Initiative types

Gotham renaissance film
Co-created fashion show
Socio-economic revitalization initiative
Interactive facilities

Space transformation initiative
Community engagement formula

GLOW

ILLUMINATING GOTHAM'S RENAISSANCE

The Glow approach seeks to restore Gotham's cultural vibrancy and set a creative and hopeful tone for the city. This initiative aims to strengthen public trust and international connections, laying the foundation for the growth of the creative economy.

Flagship initiative / Gotham renaissance film

The Journey to Light

To reshape Gotham's image from dark to vibrant, our agency proposes starting with visual expression to illuminate Gotham's new identity.



As the grand opening of the scheme, Wes Anderson, renowned for his creative use of saturated color, will be invited to direct The Journey to Light, a Gotham renaissance film, as the flagship initiative of this scheme. Starring Batman and other iconic characters of Gotham, the film will tell a compelling story of Gotham's transformation, highlighting its cultural and creative rebirth.

Leveraging Anderson's fame and his signature visual style, the film will create a strong visual association with Gotham's new city image. Through the director's imaginative storytelling, the film aims to inspire a positive perception among the audience, fostering a dynamic and energetic image of the city in a new light.





IN THE GOTHAM: GLOW & GROW CREATIVE CITY SCHEME 2024

THE JOURNEY TO LIGHT

A GOTHAM RENAISSANCE FILM BY
WES ANDERSON



DC COMICS and WARNER BROS. PICTURES in association with GOTHAM CITY GOVERNMENT Present
A WAYNE INDUSTRIES Production An ARKHAM EMPORIUM Picture "THE JOURNEY TO LIGHT"

U.S. Casting by HARVEY DENT U.K. Casting by TALIA AL GHUL Costume Designer SELINA KYLE Original Music by EDWARD NYGMA
Editor BARBARA GORDON Production Designer PAMELA ISLEY Director of Photography VICKI VALE, A.S.C.
Co-Producer LUCIUS FOX Executive Producers ALFRED PENNYWORTH, JIM GORDON, and OSWALD COBBLEPOT
Produced by BRUCE WAYNE Screenplay by WES ANDERSON Directed by WES ANDERSON



Co-created fashion show Spotlighting Batman

In 2024, the year of Batman's 85th anniversary, DC is hosting pop-up events in New York City to distribute free comic books. As Batman's hometown, Gotham City will also collaborate with DC to launch special anniversary events.

Batman is a symbol of faith for Gothamites, with his iconic elements like the mask seen throughout the city's streets and alleys. These diverse representations of Batman reflect the collective beliefs of the citizens. Our agency proposes that the Gotham government capitalize on this popular sentiment by launching the Spotlighting Batman initiative, aiming to align the city spirit with the trust of Gothamites.

Every Batman is welcome. Gothamites are encouraged to freely design Batman suits according to their preferences, not limited to the traditional black color. Outstanding and popular designs will be showcased at a grand fashion show during the opening ceremony of the Batman 85th anniversary event, allowing the world to witness Gotham's creativity and cultural diversity with the recreated Batmen in the spotlight.



**85
YEARS**

2024 is Batman's 85th anniversary.



Socio-economic revitalization initiative**Luminous Bazaars**

Nightlife, according to previous research, is an essential component of the creative economy.



The Luminous Bazaars initiative aims to establish night markets in various parts of Gotham, featuring local food, crafts, music, and performances, encouraging the nighttime economy and social activities. Themed events and festivals will be hosted to celebrate Gotham's diverse cultural background, attracting residents and tourists. More innovative ideas will be generated by the creatives gathered at the night bazaars.

Additionally, by setting up nighttime events in multiple areas of Gotham, the flowing crowds can help curb nighttime crime in previously sparsely populated areas, thereby increasing the public's sense of safety and trust in the government.



Interactive facilities

Beacon of Dawn

What are the tangible expressions of global connections and the city of hope? Our agency has the answer for Gotham.

A large screen will be installed in Gotham's Central Park to display real-time sunrises from around the world. This visual spectacle will be paired with live camera feeds from other cities, allowing Gotham residents to see and interact with people in different time zones who are also experiencing their sunrises. As night falls in Gotham, residents can greet Australians who are enjoying their breakfast in the morning sunlight via the screen.

This initiative will promote Gotham's cultural international connections among the general public, laying a foundation for its economic and political global ties. It will also bring a sense of unity and hope to Gothamites by sharing the beauty of dawn with the world—no matter what time and era it is in Gotham, people can always see the incoming light of the world at the provided facilities.



Live sunrise

Showcasing continuous, real-time sunrises from different time zones.



Interactive camera

Enabling live interactions between viewers in Gotham and other cities.



GROW

REJUVENATING GOTHAM'S LEGACY

The creative economy requires **physical spaces** for cultural producers to generate sparks of inspiration. The Grow approach will address deeper aspects by redeveloping Gotham's city spaces planned during its peak industrial era. It focuses on the concept of transforming sites to build connections for creative producers and further enhance the creative economy.

Space transformation initiative

Urban Reclaim

It's time to return the streets to Gotham citizens.



This post-industrial creative block transformation initiative will integrate elitist business centers and transform abandoned factories into more grounded and diverse community hubs for catering, socializing, and creating. Reclaiming certain urban areas will create a "**street feeling**" to dissolve the distance created by the suit-and-tie atmosphere of business centers and the past heavy industrial areas.

By transforming the streets in the financial district to be more accessible to the public and converting abandoned factories into creative blocks, Gotham will provide more public spaces for creative juices to flow, thereby activating the creative economy.

Community engagement formula

Spark Corridors



As an extension of the Urban Reclaim initiative, planning the construction of Spark Corridors can be seen as a method to enhance community engagement.

For creativity, it is important to expose producers to a wide range of rich creative inputs, much like the exchange of diverse knowledge and information that fueled the Renaissance in Florence (TEDx Talks, 2019). Gotham can adopt this methodology by designating certain streets and areas, beyond the abandoned factories and financial districts, as cultural corridors where local artists, musicians, and performers can showcase their work. These corridors could be pedestrian-friendly zones with street art, live music, food stalls, and pop-up markets, creating vibrant community spaces.

By integrating the Spark Corridors into Gotham's urban landscape, this initiative is expected to enhance the city's cultural and creative output and develop the creative economy.

TIMELINE



| | | | | | | |
|------------------|---------------------------------------------------------------------------------|-------------------------------|------------------------|--------------------|----------------------------|-------------|
| June 2024 | Kickoff meeting | | | | | |
| July - August | Pre-production | Design phase | | | | |
| September | Production phase | | Planning & negotiation | Infra-structure | | |
| October | | Select and review submissions | Marketing | | | |
| November | Wrap-up | Fashion show preparations | Setup | Warm-up activities | Investigation & planning | |
| December | Post-production | Fashion show opening | Night markets opening | Launching event | | Planning |
| January 2025 | | | | | Redevelopment begins | |
| February - March | | Prepare for premiere | | | | Development |
| April | | Grand premiere | | | | |
| May | Ongoing monitoring | | | | | |
| June | | | | Marketing | Implementation & marketing | |
| July | Review & evaluation Celebration banquet with stakeholders Future planning | | | | | |
| Onwards | Continue operating & monitoring | | | | | |

VALUE & COLLAB



EXPECTED OUTCOMES

As a result of the Gotham: Glow & Grow initiative, the **creation of new work** will be a central outcome, driving both cultural vibrancy and economic growth.

The Glow approach focuses on enhancing cultural vibrancy by reshaping Gotham's image and strengthening its connections within the city and with the Earth (this scheme does not yet address Gotham's connections with other planets).

The Journey to Light, directed by Wes Anderson, is viewed as the flagship initiative for reshaping Gotham's image. It aims to establish a strong connection between Gotham and the concepts of light and vitality through its visual and narrative elements. Spotlighing Batman, the co-created fashion show, is expected not only to leverage Batman's global fame to showcase Gotham's creativity to the world but also to align the city's spirit with the beliefs of Gothamites, thereby enhancing social cohesion. Luminous Bazaars will be introduced to revitalize the socio-economic landscape and create more gathering opportunities for local creatives. The set of interactive facilities in the Beacon of Dawn initiative will bring light and hope to Gotham, showcasing the city's vibrant side to the world and bringing the world's dawn to Gotham. Through this approach, Gotham's dark image will be transformed into one of brightness, strengthening people's trust and global ties.

The Grow approach will further enhance this by redeveloping post-industrial sites into dynamic creative hubs. These transformed spaces will provide the necessary infrastructure for artists and creative producers to collaborate, innovate, and produce new works. This environment will foster a continuous flow of creative output, enriching Gotham's cultural landscape and attracting both local and international attention to rejuvenate Gotham's cultural legacy and creative economy.

Outcome highlights



City of hope

Reshape the city image from dark to vibrant



Cultural vitality

Activate Gotham's cultural legacies



Global ties

Build positive connections with other cities



Creative economy

Increase Gotham's creative economy by reshaping the public spaces

STAKEHOLDER BENEFITS

Benefits to the creative specialist

As one of the creative specialists at MMCC Agency, the Gotham Creative City Scheme 2024 will provide significant benefits to Yancheng (Eric) Zhang, the creative lead for this case.

The vision of MMCC Agency is to ensure creative ideas find their ideal outlet. We encourage each creative specialist within the agency to pursue their creative aspirations. This case will serve as a valuable testimonial demonstrating Eric's creative concepts and professional expertise. It will be beneficial if he seeks opportunities in other agencies or the broader creative industries. Through his involvement in this case, Eric has gained in-depth knowledge of the DC Extended Universe and Batman, and enhanced his personal interest, establishing a solid foundation for participating in future projects related to DC. The success of this scheme will also be helpful for the upcoming Professional Practices unit of his Master of Creative Industries degree at Macquarie University.

"This is one of my proudest works that I'm thrilled to include in my creative portfolio."

Yancheng (Eric) Zhang

Creative Specialist
MMCC Agency

Benefits to others

Gotham people

Gotham residents will enjoy enhanced cultural activities and improved public spaces. Local artists, writers, and other creatives will have more opportunities to showcase their work, promoting innovation and collaboration. Small businesses will benefit from increased foot traffic and economic activity.

Mayor and Gotham government

The success of this scheme will enhance public trust in the mayor by visibly improving the city's cultural vibrancy. Furthermore, by improving the city's global image and strengthening international connections, Gotham can attract more tourists and investment, driving long-term economic growth and cultural communication.

Wayne Enterprises

This scheme will create new business opportunities and partnerships to reinforce Wayne Enterprises' leading position as an innovator and benefactor in Gotham.

Falcone Family

Transforming underutilized areas can potentially shift public focus away from criminal activities and reduce the criminal rate, changing the public perception of the Falcone Family's territory and reputation. By revitalizing Gotham's creative economy and attracting international investment through this scheme, the Falcone Family, driven by financial incentives, has the potential to transform from a criminal organization into a legitimate business enterprise.

AGENT PROFILE

Yancheng (Eric) Zhang is a Sydney-based marketing practitioner and graphic designer. He has worked with and collaborated on projects for famous brands across China and the globe.

While pursuing his Bachelor of Arts (Honours) degree in Public Relations and Advertising, Eric simultaneously held an internship at Tencent, China's largest internet platform, where he participated in marketing campaigns for Tencent within Chinese universities. He subsequently interned at JD.com, China's largest e-commerce and tech company, where he applied and practiced his graphic design skills for business applications. These internships, encompassing both marketing and design, stand as a testament to Eric's professional expertise and enriched his experience in the respective fields.

Remarkably, Eric's ability to visualize creative ideas through his graphic design skills enables him to better fulfill the process from idea to realization. His client portfolio includes notable names like League of Legends and Anthem Press, a UK-based publishing company.

It is noteworthy that Eric's undergraduate capstone project involved crafting a city branding strategy for Zhuhai, one of China's special economic zones. The project was highly praised by professors and fellow students, with the project planbook even being collected by the faculty. As a Batman enthusiast, Eric's city branding experience laid a solid foundation for the creative city scheme of Gotham City.

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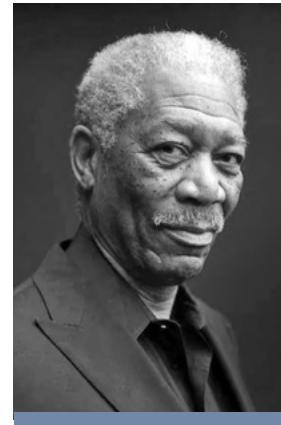
Eric Zhang
Creative Lead
Creative Specialist,
MMCC Agency



Wes Anderson
Visual Lead
Professional filmmaker
and artist



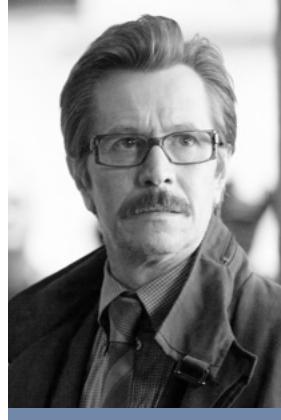
Harvey Dent
Public Relations Manager
Gotham's Deputy Mayor
for Urban Development



Lucius Fox
Public Relations Manager
Wayne Enterprises



Bruce Wayne
Public Safety Supervisor
Batman,
Wayne Enterprises



James Gordon
Public Safety Supervisor
Commissioner of Gotham
City Police Department

Subteams

Visual Artists

Create visual elements for various initiatives

Event Coordinators

Plan and organize events

Cultural Curators

Develop thematic content and ensure cultural relevance to Gotham in initiatives

Tech Specialists

Manage the technical aspects of installations, particularly the Beacon of Dawn's interactive facilities

Project Managers

Coordinate between different subteams, ensuring timely and efficient execution of project components

Marketing and Communications Team

Promote the project to the public and stakeholders, manage public relations, and handle social media engagement

PARTNERS



Gotham City Government

The governing body responsible for the administration and development of Gotham City. It focuses on improving the quality of life for its residents through various public initiatives.

Our agency encourages Gotham City Government to provide support and resources for the implementation of all initiatives and ensuring alignment with city development plans.



DC Comics

A major American comic book publisher and the home of iconic characters such as Batman and Superman. It is known for its rich storytelling and expansive universe.

DC is invited to collaborate on the Batman 85th anniversary events, providing content and promotional support for initiatives like Spotlighting Batman. Additionally, it is the production partner for The Journey to Light.



Wayne Enterprises

A multinational conglomerate with diverse interests in technology, real estate, and philanthropy. Known for its commitment to innovation and community development.

Wayne Enterprises will partner to create new business opportunities and support the transformation of underutilized areas into vibrant community hubs as a major sponsor for this scheme.



Falcone Family

A historically significant family in Gotham known for their involvement in various enterprises. Currently looking to legitimize their business operations and contribute positively to the city's development.

The Falcone Family will be invited to support the revitalization of Gotham's economy through potential investment and partnership in urban redevelopment projects. Also being encouraged to reduce the number of crimes.



Local Creative Organizations

Collaborating on events and installations, enhancing community engagement, and promoting cultural diversity through initiatives like Luminous Bazaars and Spark Corridors.

BUDGET & REVENUE



BUDGET OVERVIEW

Monetary unit: Australian dollar (A\$)

Costs are subject to change based on final execution requirements. Figures will be finalized as the scheme details are confirmed.

| | Budget allocation and resources | Estimated cost |
|--------------------------------------------------------------------|-------------------------------------------------|------------------------------------------------------------------|
| The Journey to Light | Production | |
| | Casting | 2,000,000 |
| | Filming | |
| | Post-production | |
| | Marketing | (The rest of costs will be borne by the producers and investors) |
| Spotlighting Batman | Design competition | |
| | Event planning | |
| | Marketing | 500,000 |
| Glow | Venue setup and execution | |
| Luminous Bazaars | Vendor coordination | |
| | Permits | |
| | Marketing | 750,000 |
| Beacon of Dawn | Setup and operation | |
| | Installation and maintenance of large screens | |
| | Camera feed and tech setup | |
| | Collaboration with other cities | 1,000,000 |
| | Marketing and online operations | |
| Urban Reclaim | Redevelopment of business centers and factories | |
| | Negotiation and marketing | 3,000,000 |
| Grow | Design and setup | |
| | Negotiation and marketing | 1,500,000 |
| | Contingency fund (10% of listed budget) | 875,000 |
| Agency fee (10% of listed budget, excluding analytics cost) | | 875,000 |
| Total budget | | 10,500,000 |

ESTIMATED REVENUE

Monetary unit: Australian dollar (A\$)

Estimated income is subject to change based on the actual impact of the scheme.

| | Revenue breakdown | Description | Estimated income |
|----------------------------------------------------------|---------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| Sponsorships and Partnerships | Corporate sponsorships | Major corporations, especially those with a vested interest in creative industries, such as Wayne Enterprises and DC Comics, could provide substantial financial support. | 3,000,000 |
| | Media partnerships | Collaborations with major media outlets for exclusive rights to cover and broadcast events like The Journey to Light film and the Spotlighting Batman fashion show. | 1,500,000 |
| | Brand collaborations | Partnerships with global brands for co-branding opportunities, especially for the Luminous Bazaars and Beacon of Dawn. | 1,000,000 |
| Ticket Sales and Merchandise | Event tickets and box office receipts share | Revenue from ticket sales for various events, including the fashion show, night markets, and film premieres. | 2,000,000 |
| | Merchandise | Sales of exclusive Gotham: Glow and Grow merchandise, including limited edition Batman suits and other themed products. Our research shows Batman is influential. | 1,000,000 |
| Tourism | Increased tourism | Direct revenue from tourism | 3,000,000 |
| | Cultural tourism packages | Special packages including tours, event access, and exclusive experiences related to the initiatives. | |
| Post-Event and Other Benefits | Sustained economic activity | Continued economic benefits from the rejuvenated creative economy and increased foot traffic in transformed public spaces. | 1,500,000 (Annually) |
| | Long-term partnerships | Ongoing collaborations with brands and media outlets beyond the initial event period. | 1,000,000 (Annually) |
| | Online streaming rights | Revenue from selling streaming rights for the film and other events to online platforms. | 1,000,000 |
| Total estimated revenue (excluding annual income) | | | 12,500,000 |

APPENDIX

ONLINE ETHNOGRAPHY

| Year | Platform | User | Content | Link |
|------|-----------|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| 2016 | Reddit | totalprocrastination | Post-COIE, the canon has been the city is literally cursed with evil. It's like DC Earth's equivalent to Sunnydale. | shorturl.at/RKZZF |
| 2016 | Reddit | llier1 | Yeah in many modern version centuries of occult activity and curses have built up on Gotham, which is why it always seems off, even on nice days. | shorturl.at/U3XZx |
| 2016 | Reddit | KuribohMaster666 | Many large cities have crime. It seems to me that Gotham just so happened to be a place where crime flourished. Then, the Batman decided to stop the crime, and was doing rather well, until psychopaths like the Joker started coming out of the woodwork to defeat him. | shorturl.at/xJctJ |
| 2021 | Reddit | Mother-Count-7711 | The city is literally a Den of evil ! | shorturl.at/69ltn |
| 2023 | Reddit | RhynoD | Gotham keeps saying they have it under control and as far as the Feds are concerned, he keeps not destroying the city or the country or world, so why get involved? If it's a serious enough problem that the Federal government needs to get involved, CADMUS will handle it. If CADMUS can't handle it and Batman can't handle it and presumably Bats called Superman in to help and if he can't handle it, well, good luck. | rb.gy/uou5c9 |
| 2023 | Reddit | Fessir | Batman really curbs nearly all of these activities from going out of bounds. | rb.gy/9gg76k |
| 2021 | Game FAQs | pycho316 | I feel like honest citizens can still be ok in Gotham as long as they avoid the wrong parts of town. | shorturl.at/hi896 |
| 2023 | CBR | Guillermo Kurten | The political dystopia angle gives it its unique flavor, with a Gotham more desperate than usual as it's been regularly neglected by a federal government more interested in using Superman for international conquest and torn apart by the rule of street gangs. | cbr.com/batman-gotham-city-version-importance/ |
| 2022 | Reddit | brendanrobertson | The Narrows and Arkham represent Gotham's dirty underbelly in a way that the rest of the trilogy doesn't (until Bane takes over I guess), and they don't really show it off enough. Although I guess all the attention focused on all the fundraising parties highlights the wealth disparity. (maybe?) | shorturl.at/QYA6Z |
| 2023 | Reddit | deleted | I always interpreted Gotham as the worst of New York and Metropolis is New York at its best. | shorturl.at/TRIB3 |
| 2024 | Reddit | Powerful-Brother-791 | Why doesn't Gotham have death penalty yet? Are the politicians stupid? | shorturl.at/8FVnK |

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