



**CALIFORNIA STATE SCIENCE FAIR
2003 PROJECT SUMMARY**

Name(s) Leslie Deckert; Cynthia Macias	Project Number S1205
Project Title Computer Simulation of Urban Sprawl in Norco	
<p style="text-align: center;">Abstract</p> <p>Objectives/Goals The objective is to determine the effects of sprawl in the next ten years.</p> <p>Methods/Materials The material used in this project is the Sim City 3000 simulation. The simulation was used to determine how the city changes over time. For example, the area located on Hamner and Hidden Valley. Ten years ago, this area was bare. All that could be seen was dirt and patches of grass. A few years ago, a Target was put in, followed by a Staples, and Albertson's. Now there is an entire shopping center.</p> <p>Results The simulation was used to predict the population growth and city growth in Norco within the years 2005 to 2015. It was determined that sprawl cannot be ceased. Within the years 2005 and 2015, the population could be at an estimated 75,000. 60% of which would be residence. The other 30% would consist of commercial and industrial areas, and recreational areas. There could be a problem with this. The city of Norco is not large enough to contain that population, and would become one of the most polluted cities in the United States.</p> <p>Conclusions/Discussion Sprawl is to spread out in an awkward or uneven way. In this case, sprawl is used to describe the state on which the city of Norco is growing. The way it is planned at the moment is spread out in an awkward way. Even though places are in good positions, they are spread out unevenly and far away. These data suggest that city planners plan out better positions to place the commercial areas and also happen to place them in more convenient areas.</p>	
Summary Statement To find out the effects of urban sprawl using computer simulation.	
Help Received Andy McCue at UCR, and Laurie at Norco City Hall provided information on sprawl in Norco.	