

Chimères

«a collective drawing
experience»

Pitch

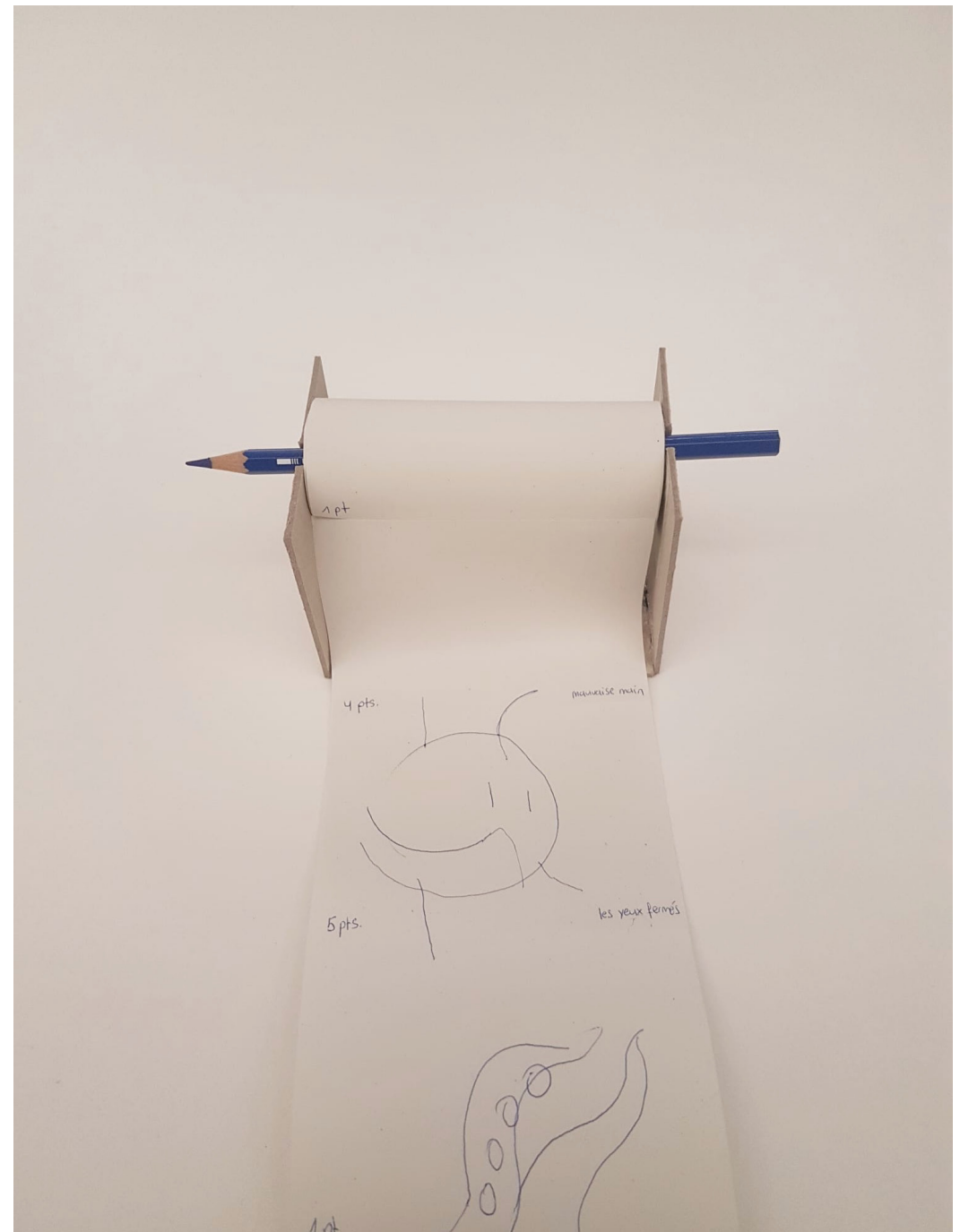
Chimères is a collective drawing experience in the form of a game, offering a creative awakening to any user wishing to free themselves from the judgment of others.

You can play it at home, in a bar, with friends or alone. this AI assistant offers versatile use thanks to its size.

Players face off against the AI assistant who dictates his own rules in an exquisite corpse battle.

The players take turns drawing a succession of words while respecting the various rules of the exquisite corpse as well as the drawing constraints given by the AI assistant. This game master is capricious, he can make various more or less consequential decisions, such as stopping the round, the constraints to respect, pieces of drawings to complete, etc.

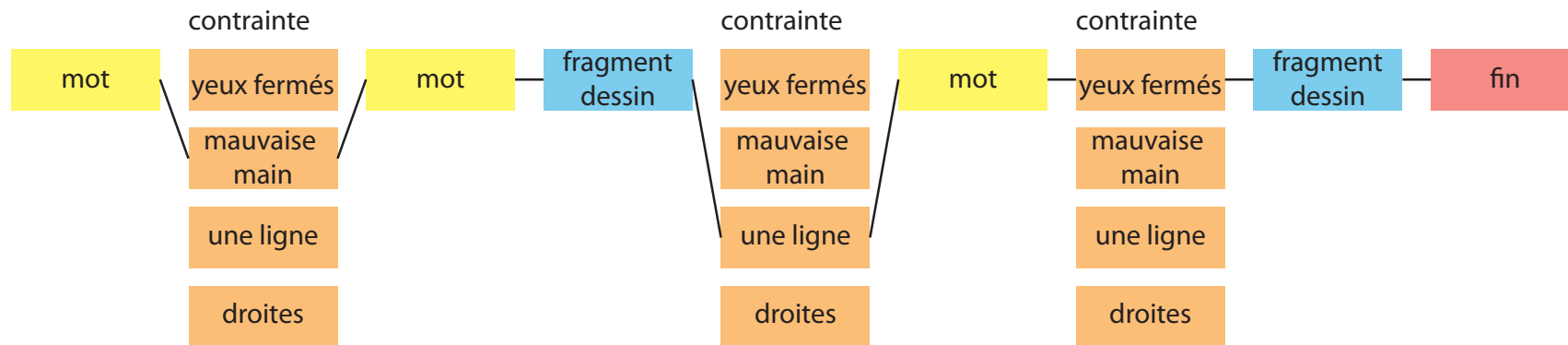
A player's round ends when the assistant decides to end it for any reason. Once all players have participated in a round, the one who manages to produce the longest exquisite corpse wins the game.



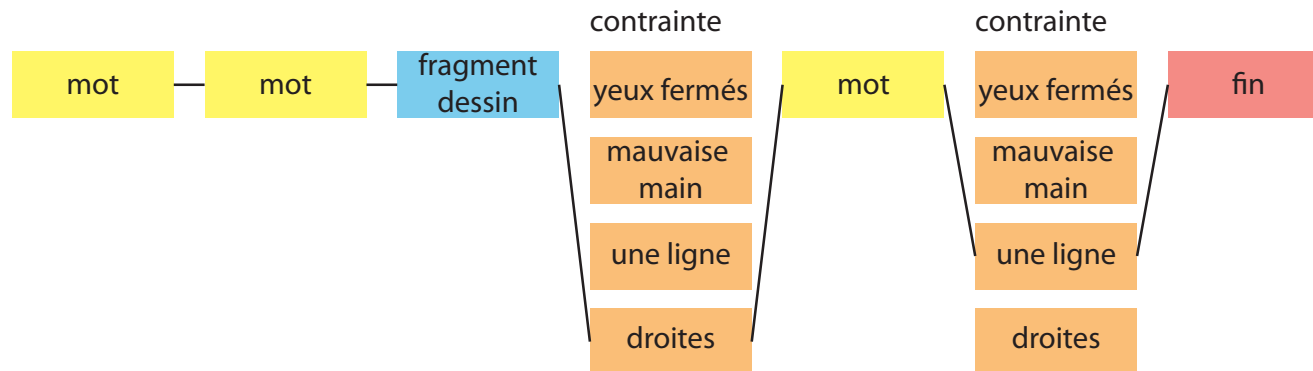
User Journey or Scenario

1. The first player draw the word given by the AI assistant.
2. The AI assistant give constraints to the player.
3. The AI assistant decide to enter the game and give to the player frames of a drawing he has to complete.
4. The player is to good, the AI assistant become hungry and decide to stop the round.
5. The second player start his round.
- 6 Same process than before.
7. All the players finished their round, the one who has the longest exquisite corpse win the game.

Tour 1



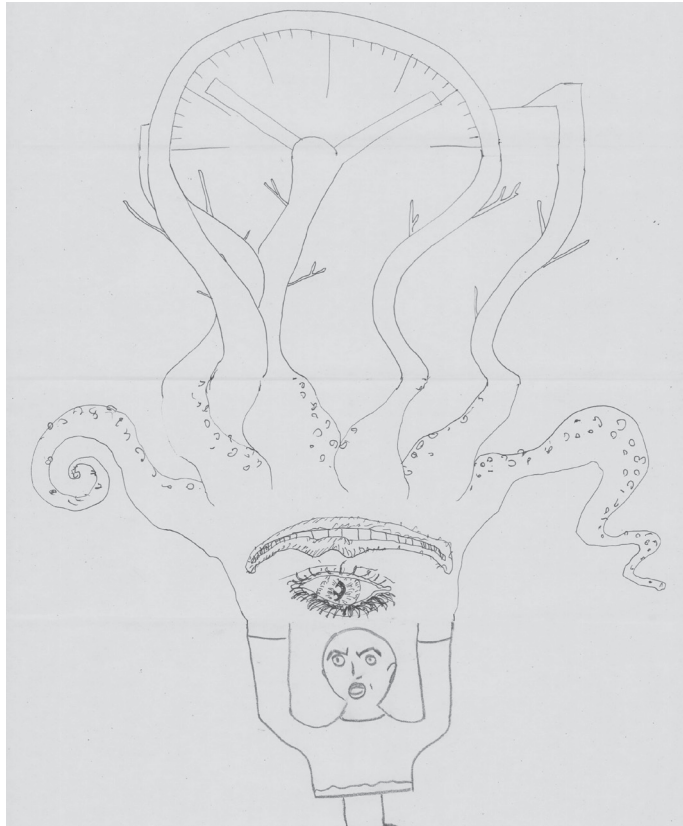
Tour 2



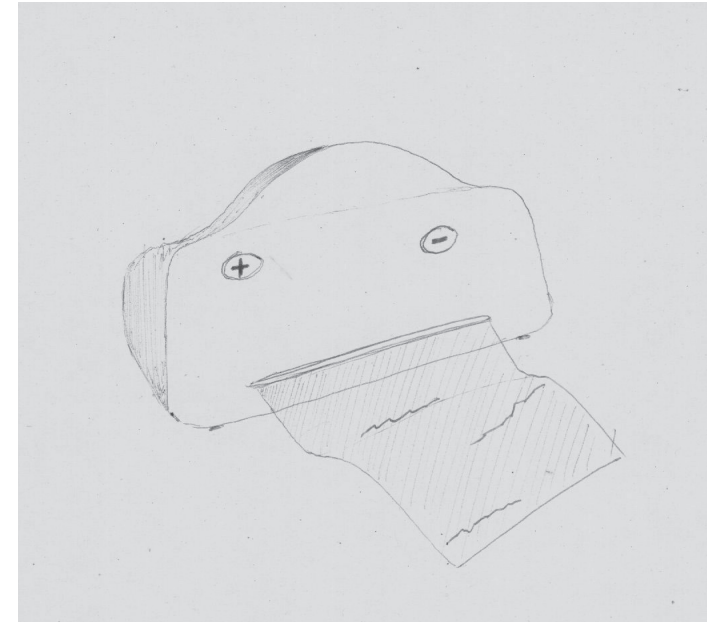
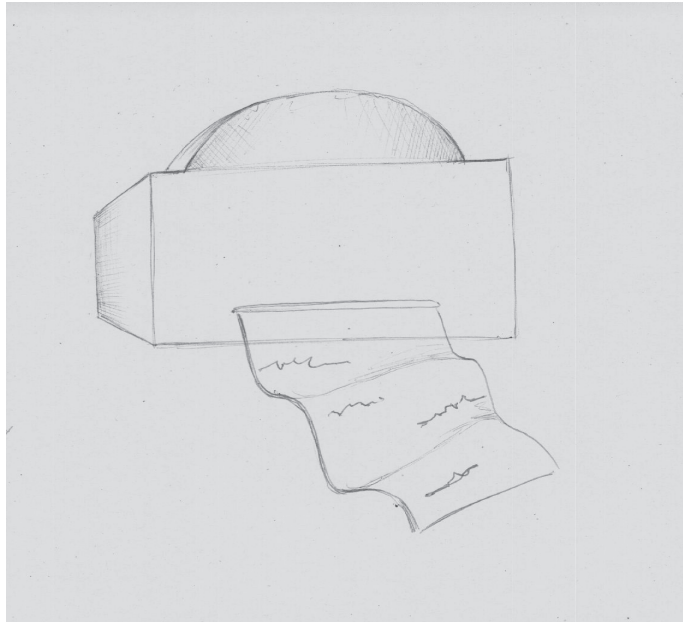
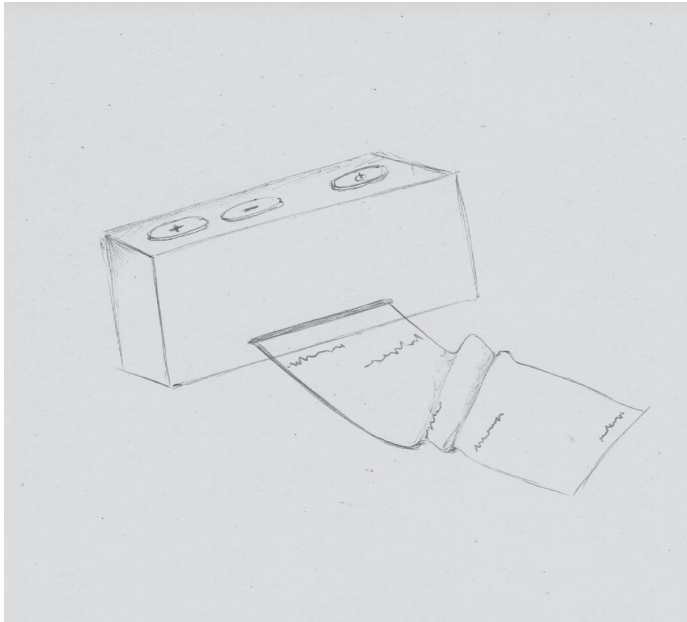
Résultats: Le joueur 1 gagne la partie car son dessin est plus long

Field observations & Key Insights

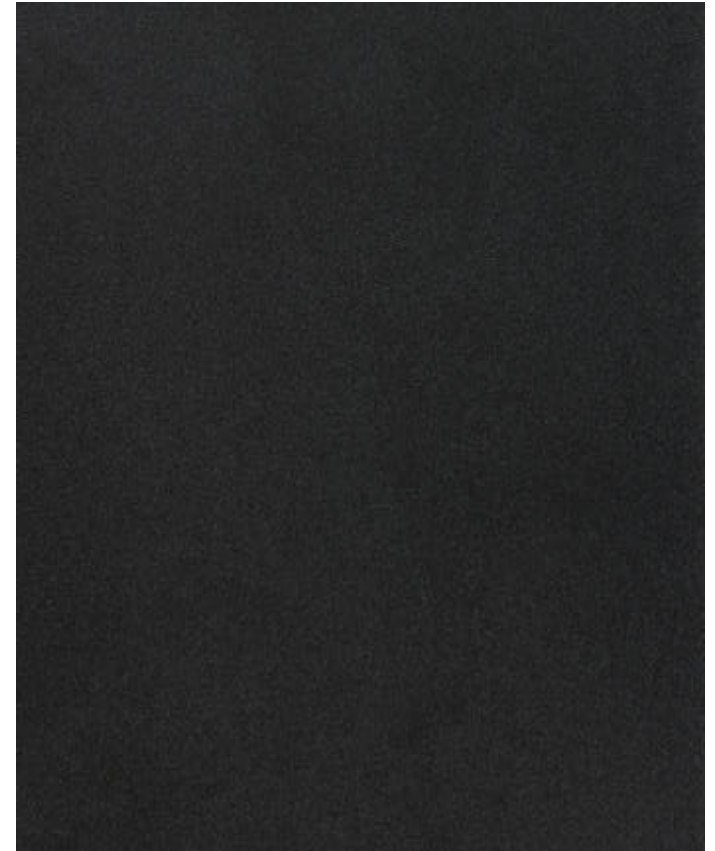
1. Most of the interviewed people not dare to draw because of the judgment of others
2. Legitimacy when money is mentioned.
3. Aesthetic vs. critical sens; the most initiated people give less importance to the appearance of a work.
4. During exquisite corpse, people found it easier to draw than write.
5. Through drawing, the participants gave free rein to their imagination for the benefit of the collective work.



Shape research & development

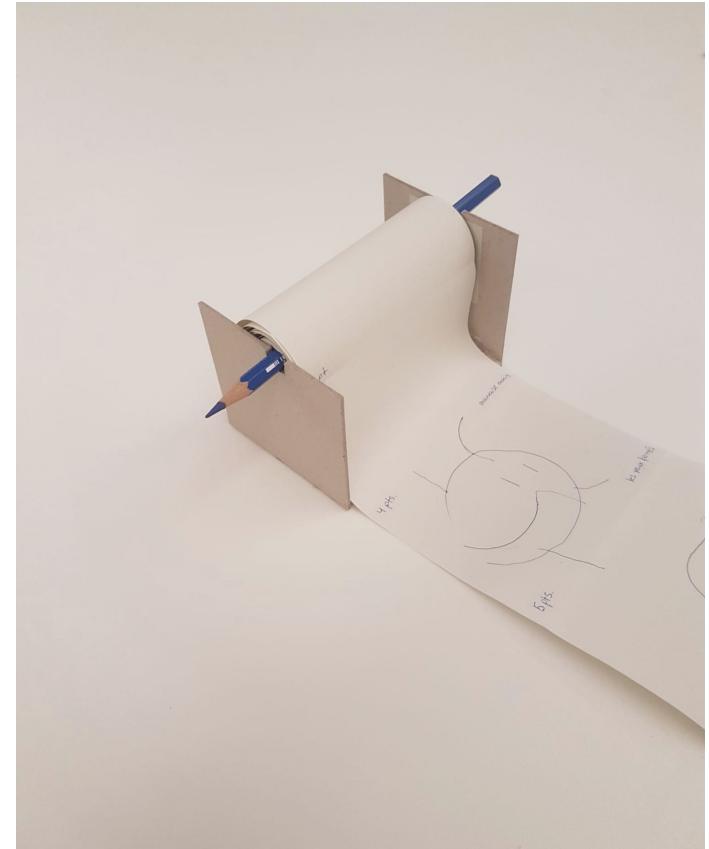
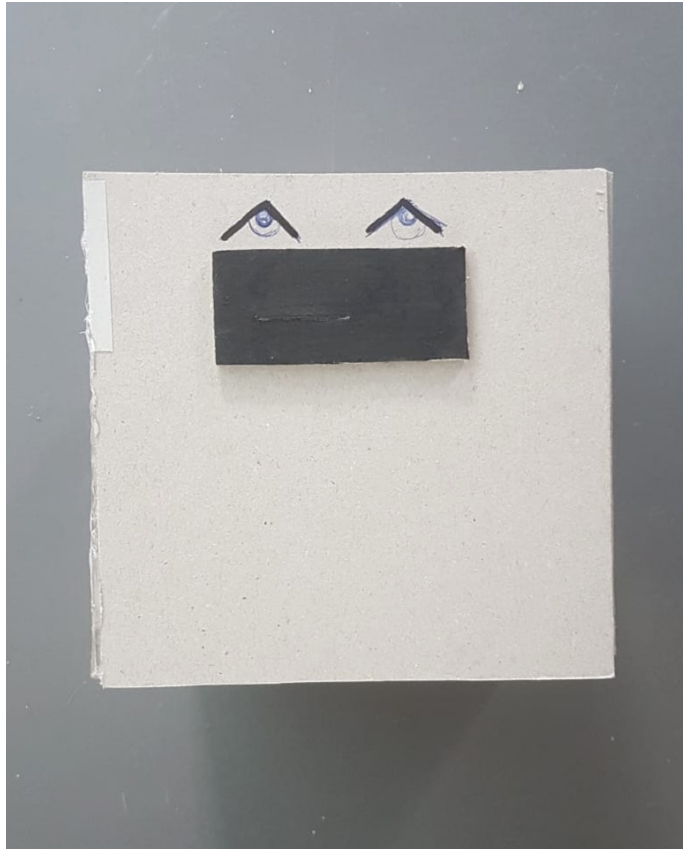
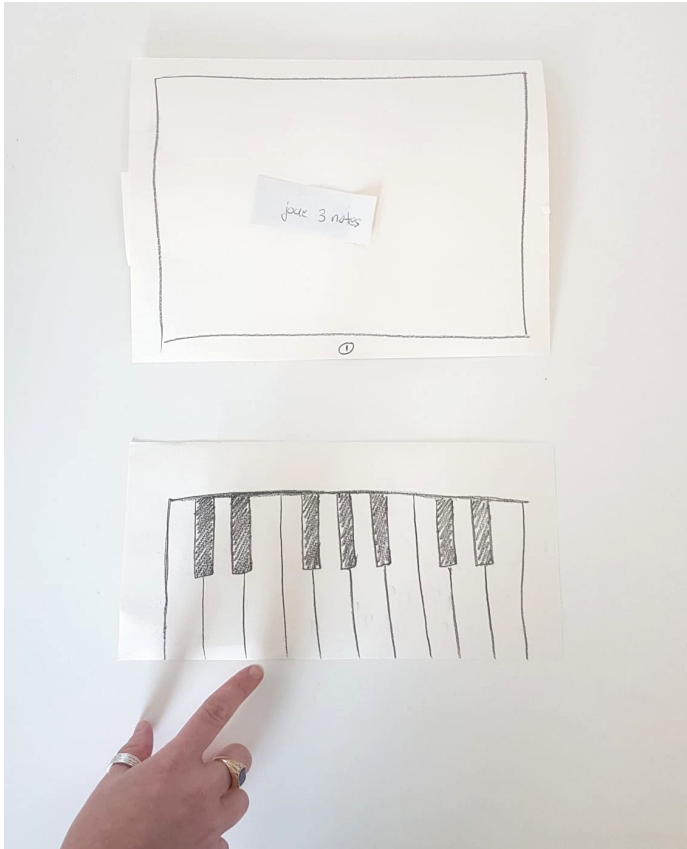


Visual and Material Moodboard



Paper Prototypes

These paper prototypes are the first exquisite corpse interactive games I explored. None of them worked well but they gave me nice inputs to keep for the last evolution.



User Tests

As we can see in these user tests, the concept also works for the moment. The next steps will be to spend more time into the formal aspect of the assistant for an optimal functionality.

