

Vertical Dunk

This is a game to be played in microgravity and is intended to help astronauts interact socially and physically, without the need of specialized equipment or knowledge. The main focus is unite everyone as a team in a very funny way.

What is needed

- A net, that can be stretched and hooked inside a ship corridor, with at least two holes. Its is also possible to play with floating buckets, but may be harder.
- Ball, sock or anything that can pass through the holes.

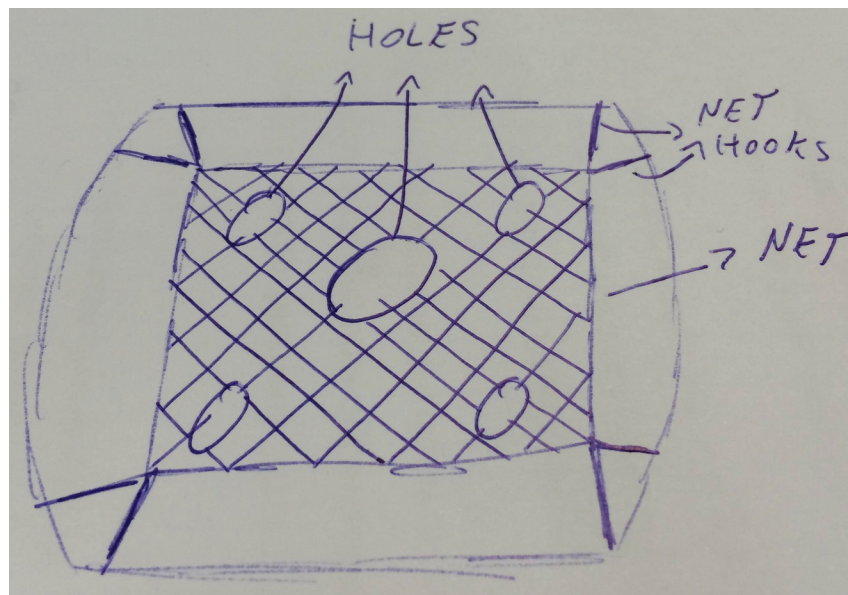


Illustration 1: Possible net hooked inside a corridor.

Step by step

Divide the teams

- Throw a coin and see if it's heads or tails (just kidding! :)
- Every player throws the ball, those who dunk split each for a team. The team with less dunkers start choosing the players that could not dunk.

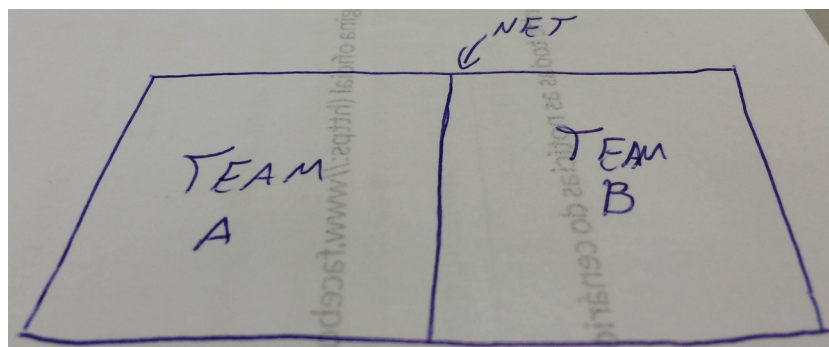


Illustration 2: Corridor sides on upper view.

Play

- The team that choose the last player starts the game. This player can only play again after everyone on his team played.
- The one player of the rival team chooses the hole to be dunked, another one chooses how the ball should be thrown (with the hand/feet/head/belly...). The player cannot repeat the part of the body and the hole.
- If the ball is dunked, the player chooses someone from the other team and bring him to his team. If he misses the ball, he goes to the rival team.
- The rival team receives the ball and choose one player to play.
- The game goes on until everybody is in the same team.

Impact

This game exercises the players precision with the effort to dunk the ball, its muscles as everybody need to move constantly and sometimes in different ways, strategy as you need to find each player weakness and make it harder for him to dunk the ball, physical contact with other players that helps in personal relationship outside of the game by breaking the contact barrier that humans have.

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Location: Space Apps Challenge – Serra