

# STFU

Ben Conrad and Sydney Kit Frank

## ALL TALKING STOPS NOW

### GOAL:

Complete as many **Main Objectives** as possible within the time period.

### RULES:

- You may not speak at any time.
- You may not mouth words or write anything down

At the start of the game, a **Leader** and **Enforcer** will be randomly assigned. The **Leader** will be given a main objective to complete. When they complete their objective they will notify the judges and we will pause time to check. If it is successful, the team will score a point. After this a new **Leader** and **Enforcer** will be selected and the next round will begin. The **Leader** may choose to complete a **Side Objective** at any time to allow themselves to say some words. The **Enforcer** can complete one **Side Objective** per round to remove some people from the game for the round.

### ROLES:

- **Leader** - get side objectives. If you complete your side objective you may say X words. You may complete any amount of side objectives.
- **Enforcer** - get side objectives. If you complete your side objective you may kick X people out (for the remainder of the objective). You can only complete one side objective per round.
- **Followers** - follow the leaders instruction try to organize yourselves

### SIDE OBJECTIVES:

- Touch the bottom of someone's shoe (Leader 5) (Enforcer 3)
- Hold someone's hand for 5 seconds (Leader 6) (Enforcer 4)
- Put your finger in someone's ear for 2 seconds (Leader 10) (Enforcer 5)
- Take someones phone (Leader 7) (Enforcer 4)
- Wear someone else's glasses (Leader 6) (Enforcer 3)
- Get 5 people to stand on one leg (Leader 9) (Enforcer 4)
- Get 5 people to sit on the ground (Leader 8) (Enforcer 4)
- Get 3 people to do the Macarena (Leader 9) (Enforcer 4)
- Have someone give you a dollar (Leader 8) (Enforcer 4)
- Have 3 people put a shoe on their heads (Leader 10) (Enforcer 5)

- Get someone to do 5 push ups (Leader 12) (Enforcer 6)
- Get 2 people to play music from their phone (Leader 10) (Enforcer 5)
- Hug someone for 3 seconds. They must be hugging you back (Leader 6) (Enforcer 3)
- Create a 6 person human chain [Link arms!] (Leader 7) (Enforcer 3)
- Collect 8 BuckIDs (Leader 8) (Enforcer 4)
- Honk someone's nose [you are allowed to say honk] (Leader 4) (Enforcer 1)

#### MAIN OBJECTIVES:

- Organize by height
- Organize by age
- Group by favorite color
- Group by favorite animal (Dogs/Cats)
- Group by shirt color
- Alphabetical order by first name
- Ascending order by last digit of phone number
- Ascending order by amount of letters in last names
- Group by hair color
- Group by eye color

#### CRITIQUE:

The expectation was that the class would be quiet during the game, however based on the previous physical games we thought that they would have trouble keeping quiet. We went in thinking that they would somehow find a way to talk, or just ignore the rules and talk anyways. To our surprise, the class was quiet and enjoyed the game even though they could not talk. Our biggest critique was something we were worried about when designing the game, which was the variety of actions on the cards. Some said that some of the side objectives were boring, like getting people to sit down, and others were more obscure and fun, like getting people to give you their ID. Overall, we found that it was successful in getting our classmates to work together without talking.

Cards:



