Synch Live Experience Flow

Start	End	Experience Flow	Description	Details	Notes
		Assumptions	Players	10 per session	GERF overselling; strategy for extras and walk-ins
			Sessions	(6) sessions per day, 50 min each	
			Staffing	Game runner (1); game host (1); video crew (2); greeters (2); observers (2-3); floater volunteer (1)	
			Research questionnaires	Provided by scientists	
			Timing	Players asked to arrive 10 min before session start	
0:00:00	0:10:00	**Arriving at the site/ Staging area**	Greeter welcomes recruits in cordoned off space in the Great Hall	Recruits check in; sign paper copies of consents and waivers; fill out research questionniare.	pens and clipboards, for forms
0:10:00	0:15:00	**Entering the Game Space**	Host brings group of recruits into main room and invites players to get a hat and put it on	Host meets group in staging area. Asks them to turn off their cell phones. The group enters as a group; lamps with dim lighting create a more intimate scene. Tape on the floor demarcates the play area.	players should feel like they've entered someplace - different than the welcome table outside. simple shift: perhaps room sound (nature sounds?) lighting (dim but not dark) when they enter the room. no chatter.
				10 player hats are on 10 chairs positioned outside the demarcated play area. The hat lights, in pre-game mode, are fading in and out in a soothing slow pulse, like breathing. (This languid mode is distinct from the binary flashing that happens during the game play itself.)	set up 10 chairs in the main room with 10 hats. tape visible numbers to the chairs. people put their things on the chair and then take the hat.
				Host invites recruites to pick a hat, take selfies, and tag @synch. live	hat spray for hygiene between groups; use pull ties to adjust for different sized heads
				Then Host asks recruits to turn off their cell phones.	
0:15:00	0:20:00	**Instructions**	Host gives players instructions and invites them into the play space	Welcome to Synch.Live. You're about to participate in a group art experience and a science experiment.

Each of you is wearing a hat with lights that are flashing randomly. You have no manual control over your hat lights.

Your challenge today is to see if you can figure out - as a group - how to synchronize the lights on all the hats across the entire group, which is to say: try to make all of your hat lights flash on and off at the same time.

Here are the rules: you may not talk, you must stay at least arm's distance apart, and you must keep moving. Please stay inside the play area, which is demarcated by tape on the floor, and please keep your hats on your heads.

I know many of you may have questions but since this is a research experiment, I will not be able to answer them until after you play. But let me reassure you: there is no right or wrong way to play Synch.Live as long as you follow the basic rules. We are excited to see how you meet this challenge.

I will ring a bell that sounds like this (demonstrate) to let you know when to start and then, when to stop. | |
| | | | Players line up and Madalina calibrate | Now, please enter the play space so we can calibrate the hats and get started. Please take a look at the number on your hat. This is your player number. I would like you to line up in two lines, facing each other, in order. One to five here and six to ten here. | |
| | | | | Ring bell. | |

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0:20:00	0:40:00	**Playing the game**	Host rings start bell. Music fades. Lights go dark.	we see what they do - no warms ups, no further instruction	we play only one round with each group
				game ends when they achieve emergence or after 20 min, whichever comes first. how do we know?	do we need to signify the end moment in some way? maybe increase the brightness on the hats as they get more in synch? or add a color change? ring the bell? bring up the lights? 20 min can be a long time. What happens if the energy drops or people don't know what to do? Are we intervening and directing in any way?
			Host rings end bell. Lights gradually comes back on.	Asks players to return hats to the chair	
0:40:00	0:50:00	**After the game communication (on site)**	Host leads players out of the game area and into the exit area	post game questionnaires, exit interviews, mini-science talk	Do we have a document started yet for post-game questions? Is this going to be conducted right after or is this a take-home questionnaire (harder to get people to fill it out after the fact)