Chronocards

A journey through the history of playing cards

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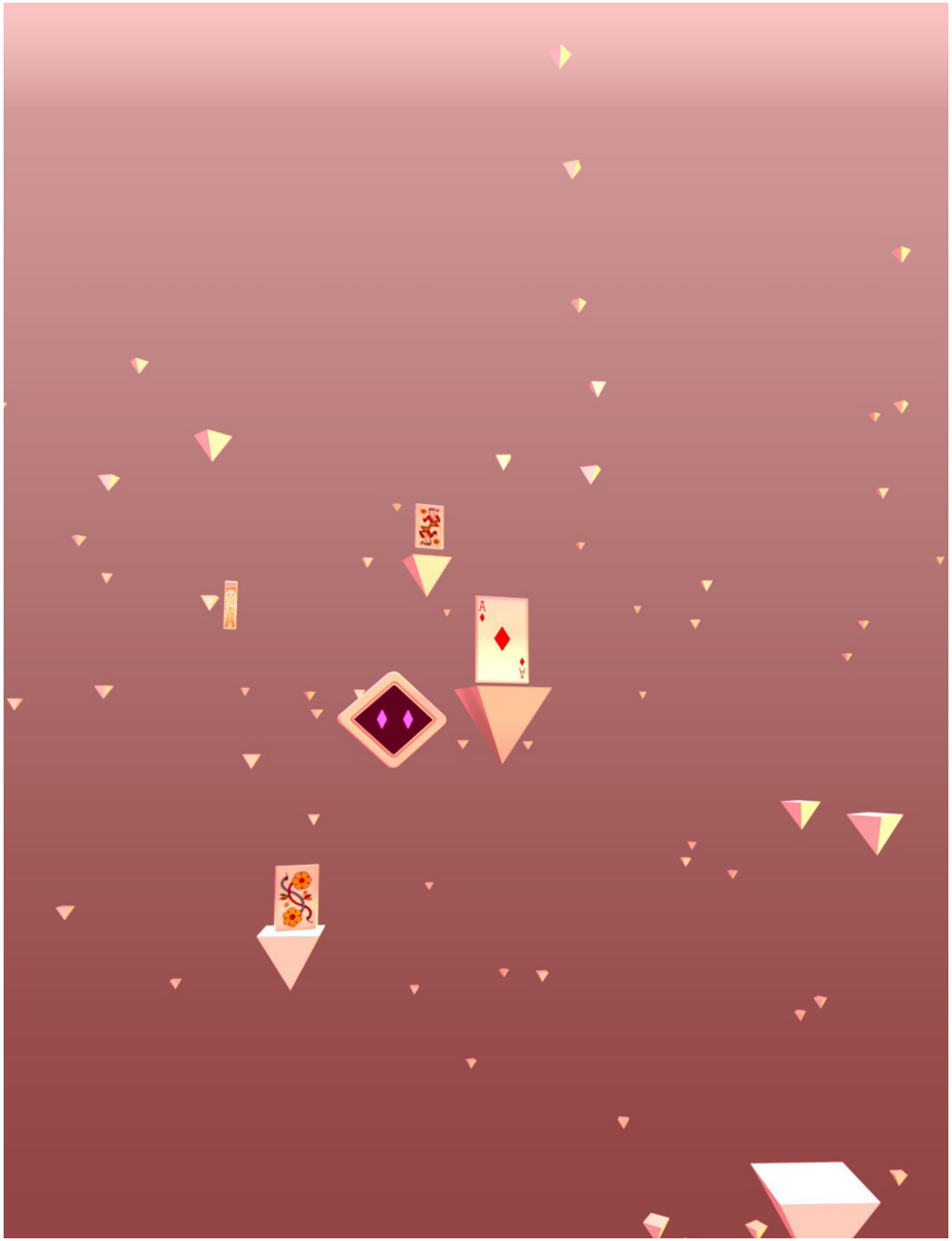
A game where the player takes on the role of a time-traveling explorer sent by the Museum of Games to restore a stolen collection of playing cards. By stepping through portals, they journey across different eras and encounter unique scenes where they must find, reconstruct, or craft the cards, adapting to the materials, techniques, and styles of each period, all the way back to the very first playing cards in history.



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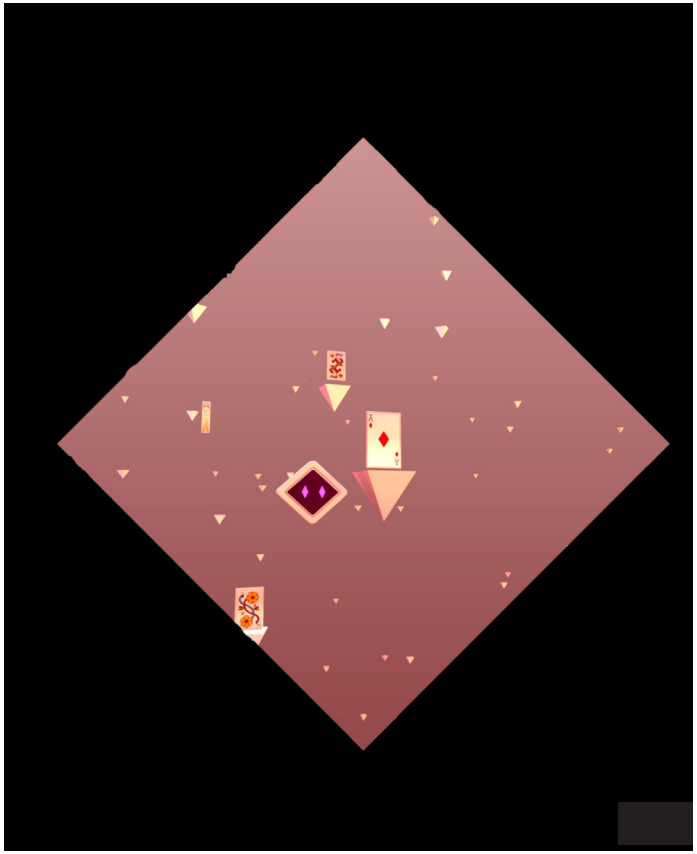
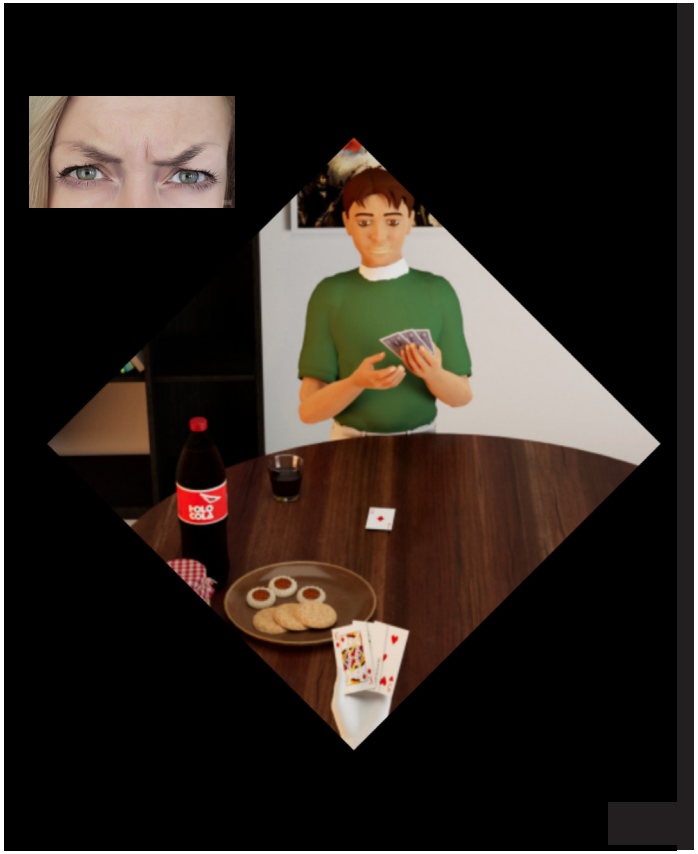
The Interface - Key visuals



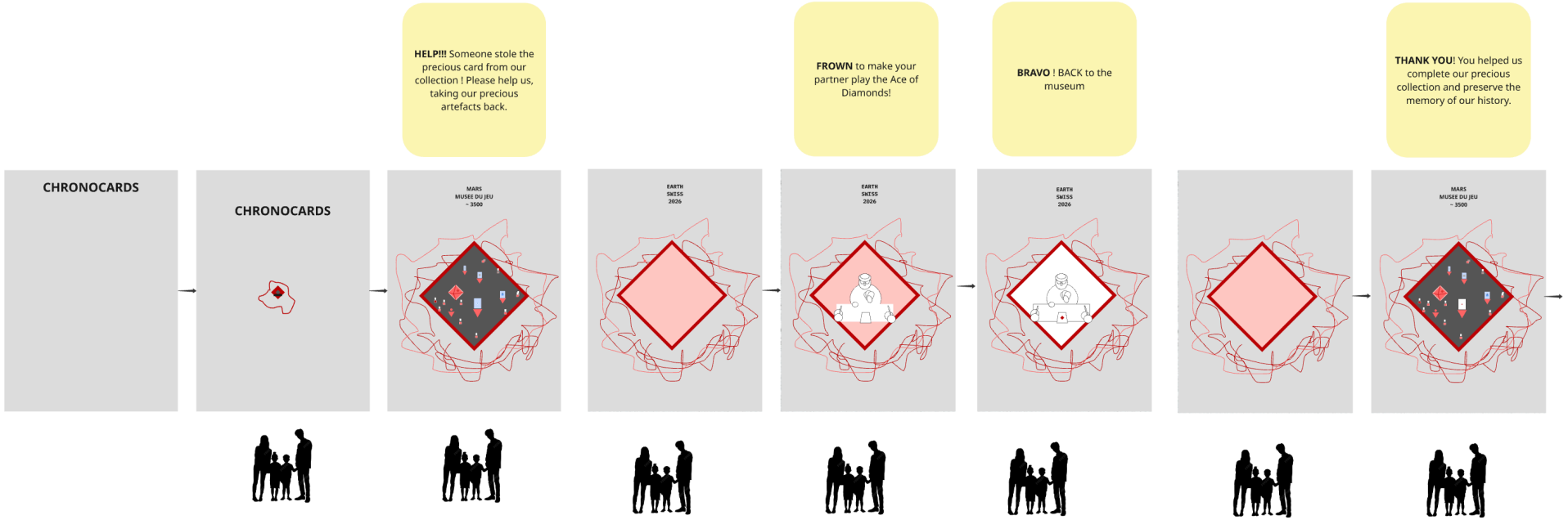


User Journey

Onboarding
The installation waits for people to approach. When someone comes close, a portal opens, revealing the Museum of Games from the Future (around the year 3000). The museum director, a friendly robot, appears and explains that its collection of cards has been stolen. It asks for your help to recover them by traveling back to the time when each card was created. The robot then opens a new portal leading to the first game.

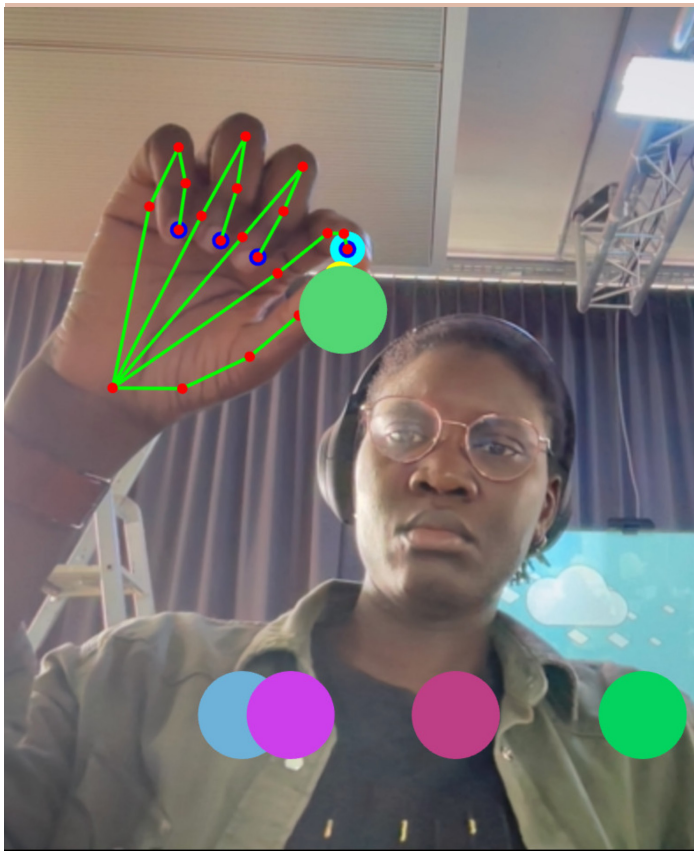
Game example: French Suit
You find yourself facing a player holding cards and playing Belote. The robot guide explains that you must frown to make the virtual player play a specific card one of the cards stolen from the future. When you frown, the virtual player plays the Ace of Diamonds.

Offboarding
You return to the museum with the robot guide.
If you recovered the card, the guide thanks you and closes the portal. If not, it asks whether you'd like to try again.



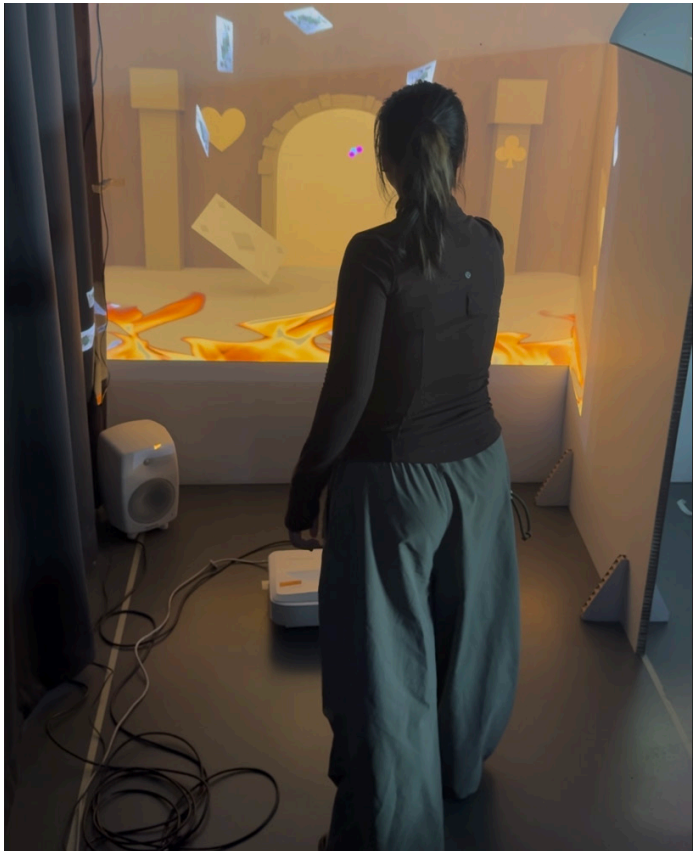
Field observations

Our installation relies on subtle hand gestures and facial expressions. We conducted research and testing to identify which interactions felt the most natural and enjoyable to play. During our testing sessions, we found it necessary to include a tutorial to clearly explain the gestures required for each game.
We also explored different engaging ways to convey and experience the history of playing cards.

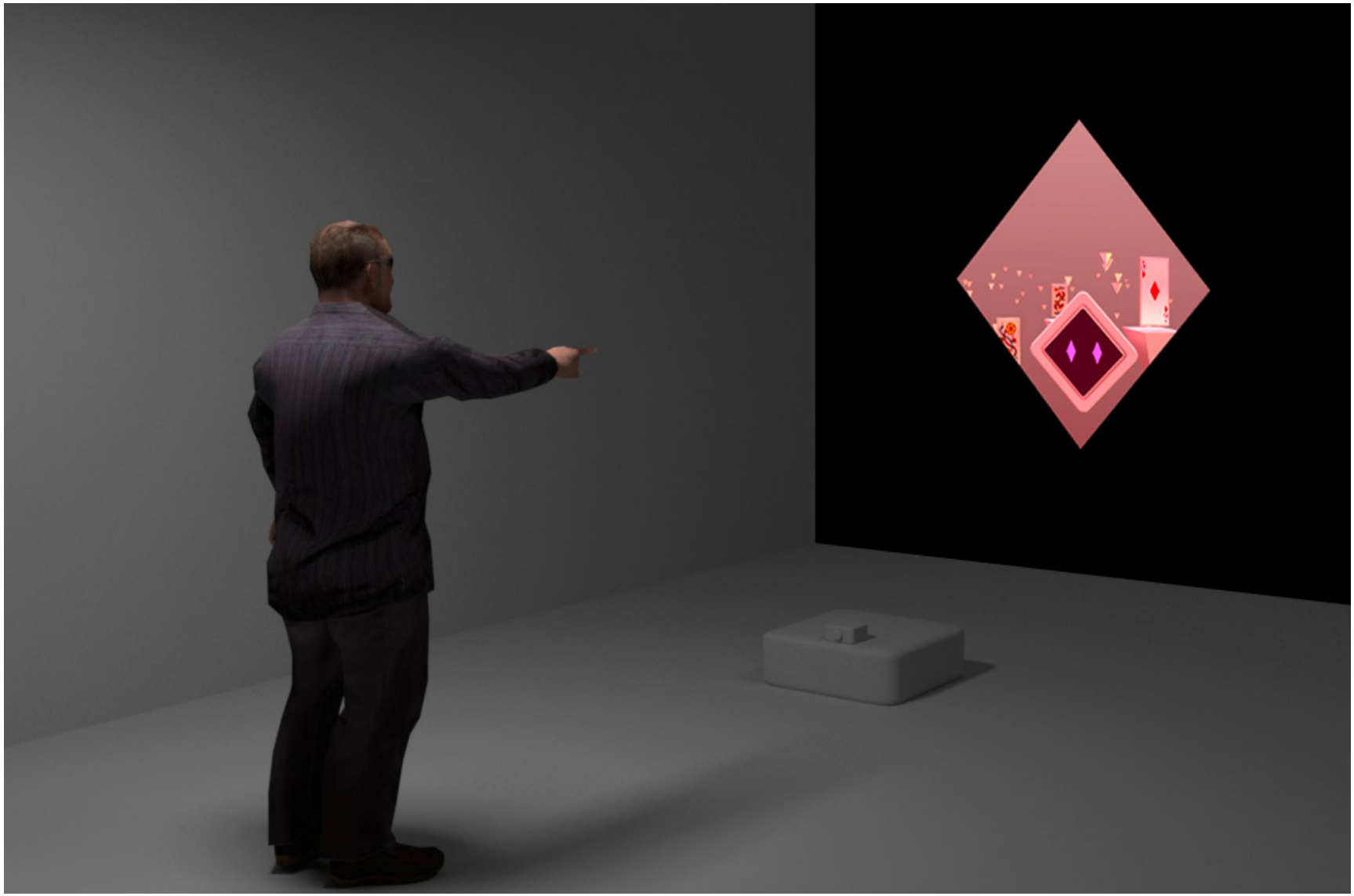


User Tests

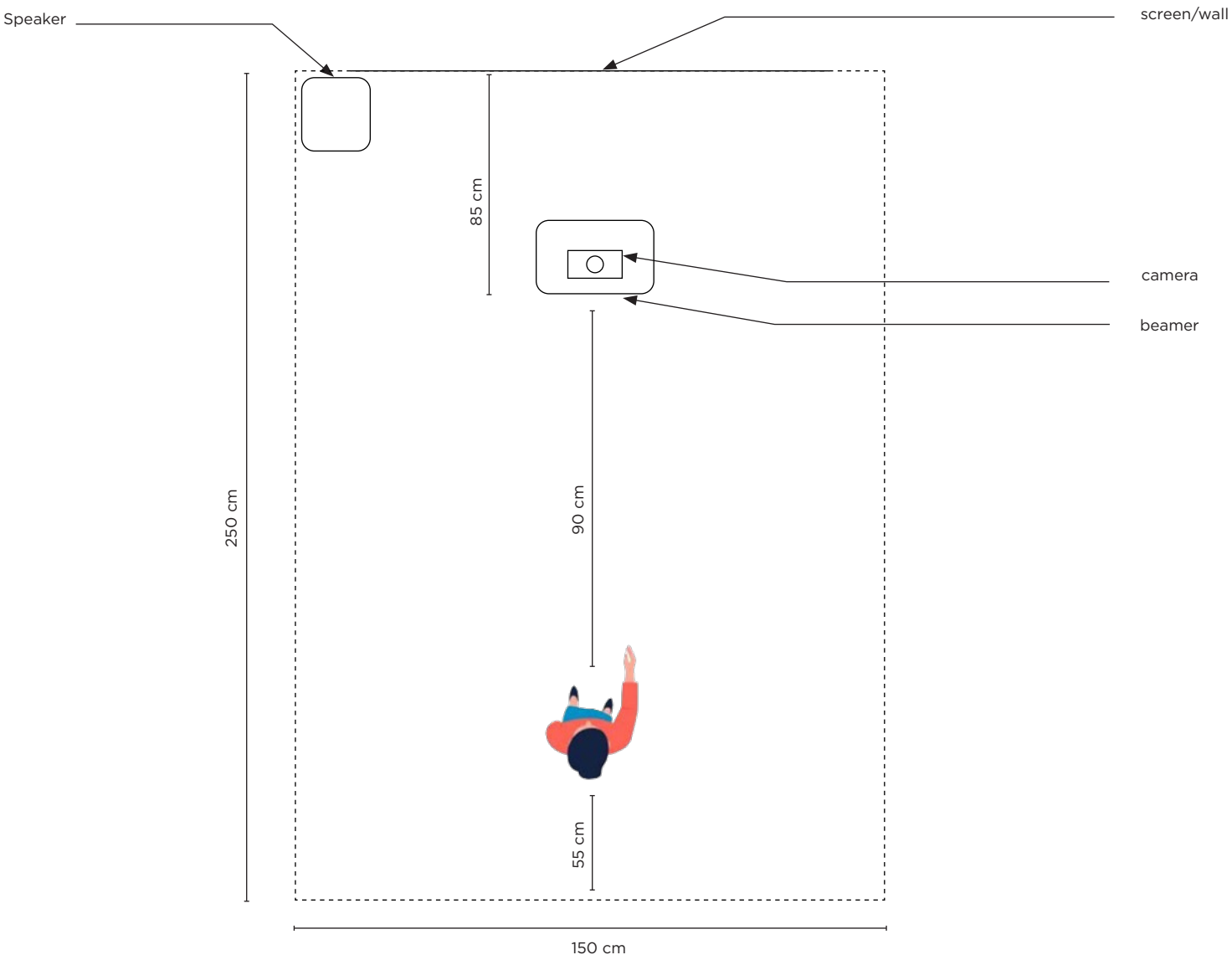
We tested whether the interaction and gameplay provided a good sense of affordance whether they felt intuitive and coherent. Based on the feedback, we were able to rethink and improve our tutorials.



Scenography



Spatial diagram



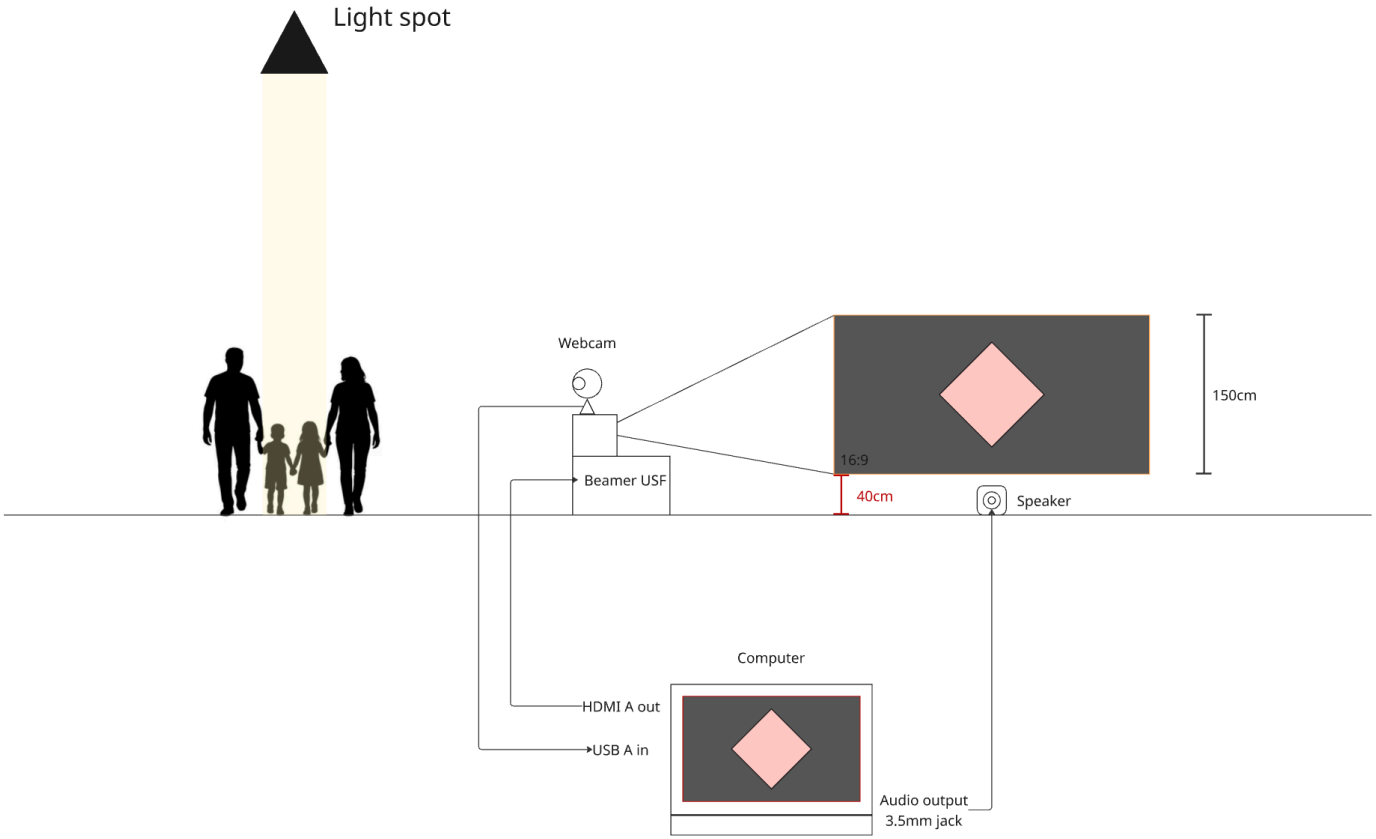
Taille réelle
-> Taille sur le dessin (1,20 cm)

Technical diagram

Laptop computer with :

Alimentation
Access to Internet via Google Chrome
1 port usb type A
1 port HDMI type A

USB Webcam

Beamer UST (ultra short throw)

Cables
HDMI cable 2-3 meters
USB extensions female to male (Type A)
Light spot