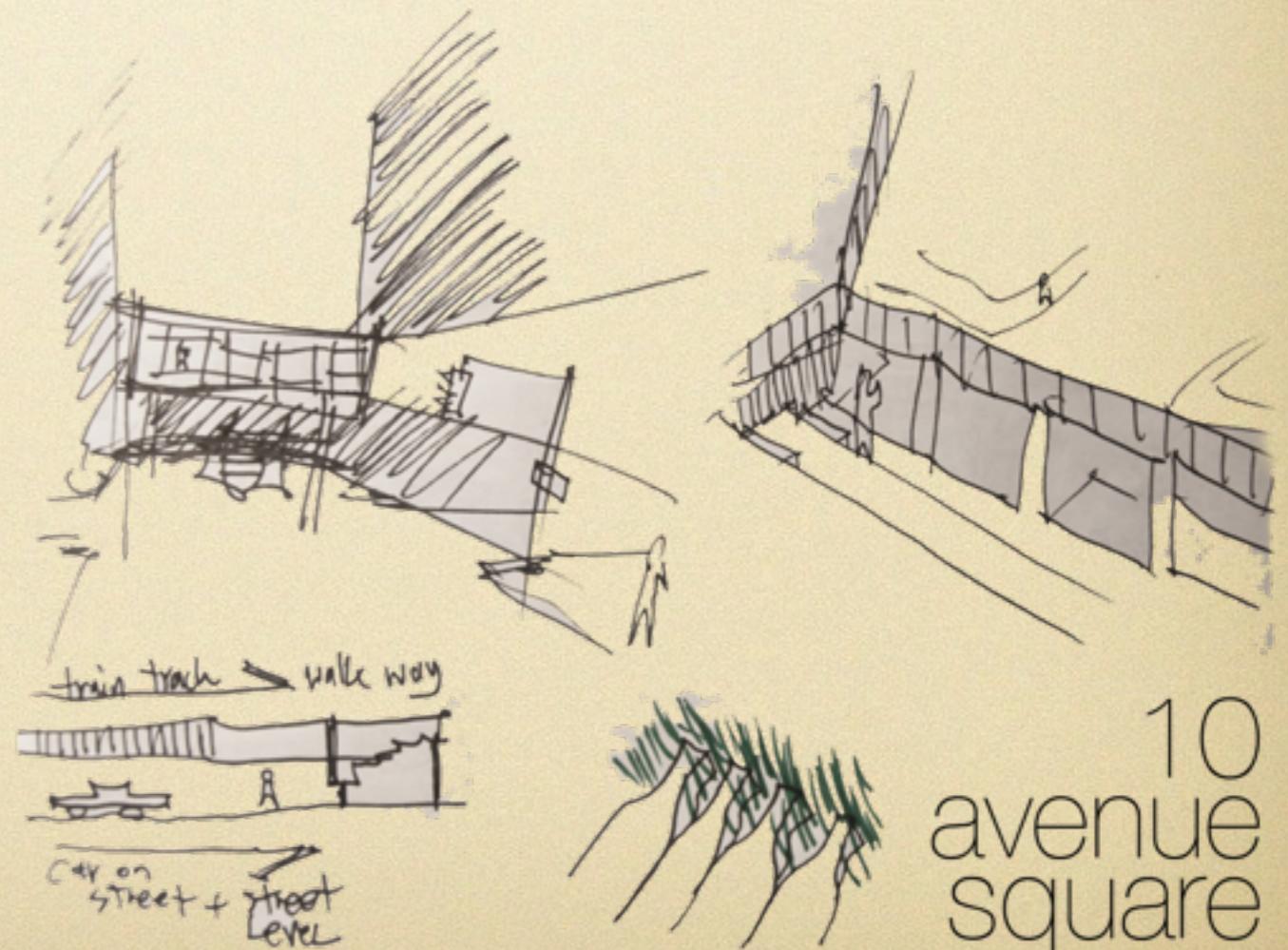
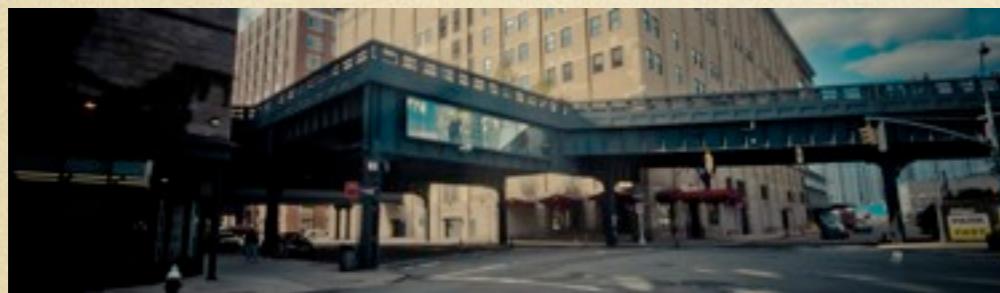


TYP
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N /flux

Instruction sets for strangers

phase 3



Site

High Line

10 Avenue Square theater space

10
avenue
square

Intention

- the theatre on the High Line is designed for one-way communication to the street level
- change this behavior and create two-way communication between street & theater space

Medium

Game

- a simple universally recognized game will be implemented
- players must be able to easily communicate game objectives
- create a fun and engaging interaction

Game

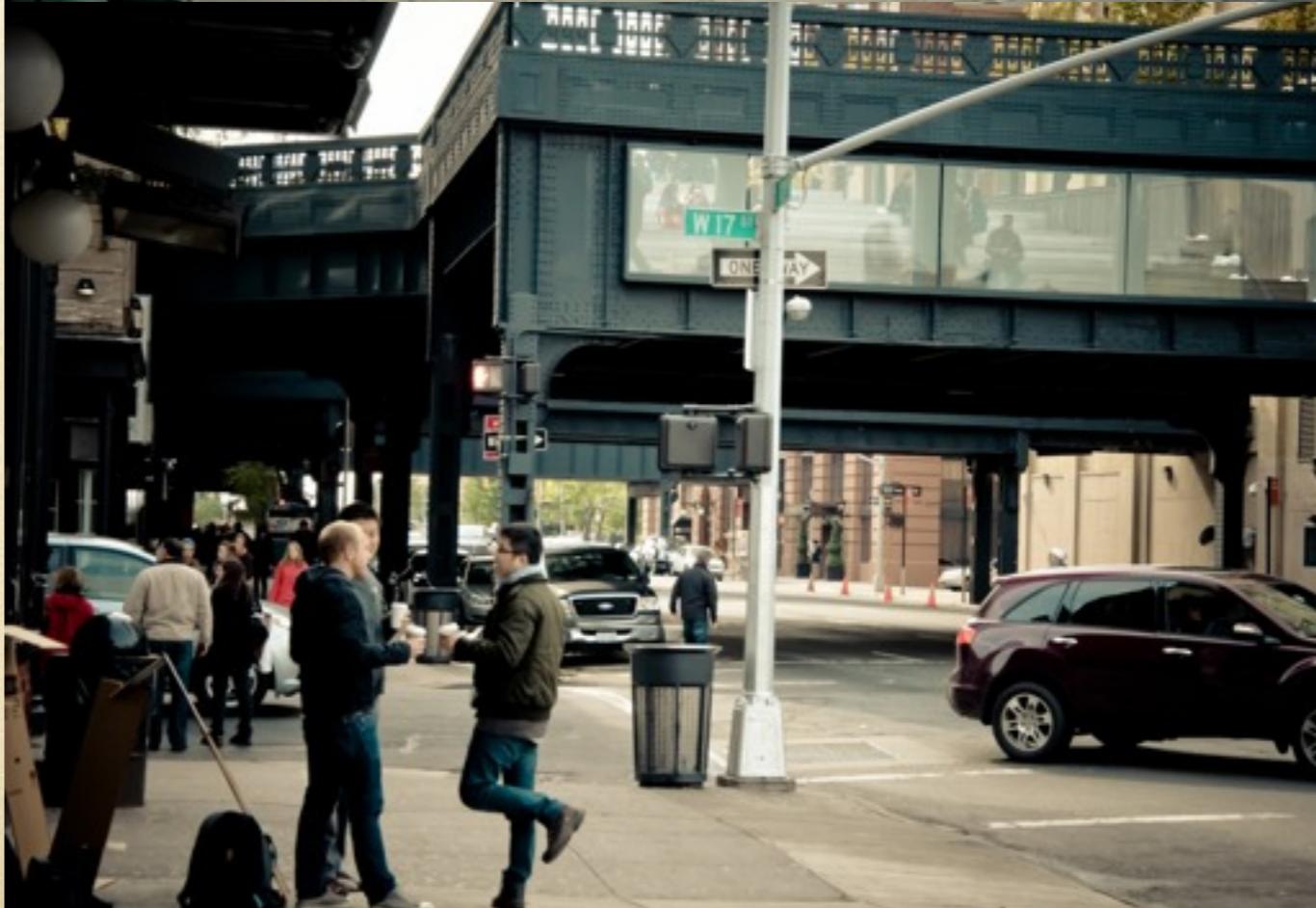
Rock Paper Scissors

- universal and easy to understand
- fast and fun
- provide new ways of playing the game



Making of

Recycle Card + School overload print credits



Setup

On site

Introduction

Rock Paper Scissors



Rock Paper Scissors

1st iteration

Graphical interface



1st Iteration

graphical interface

- players have choice of large printed symbols prior to play
- countdown initiates when players should 'draw'
- players reveal their choice of symbol prompted by SHOOT!



Prototyping
1st Iteration

1st Iteration

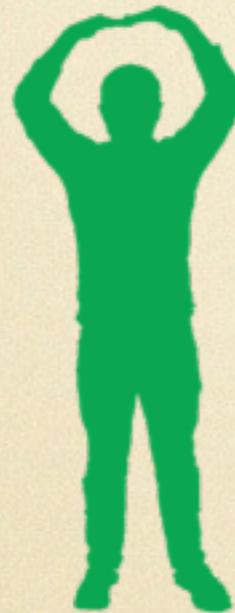
Rock Paper Scissors



Rock Paper Scissors

2nd iteration

Body Movement



2nd Iteration

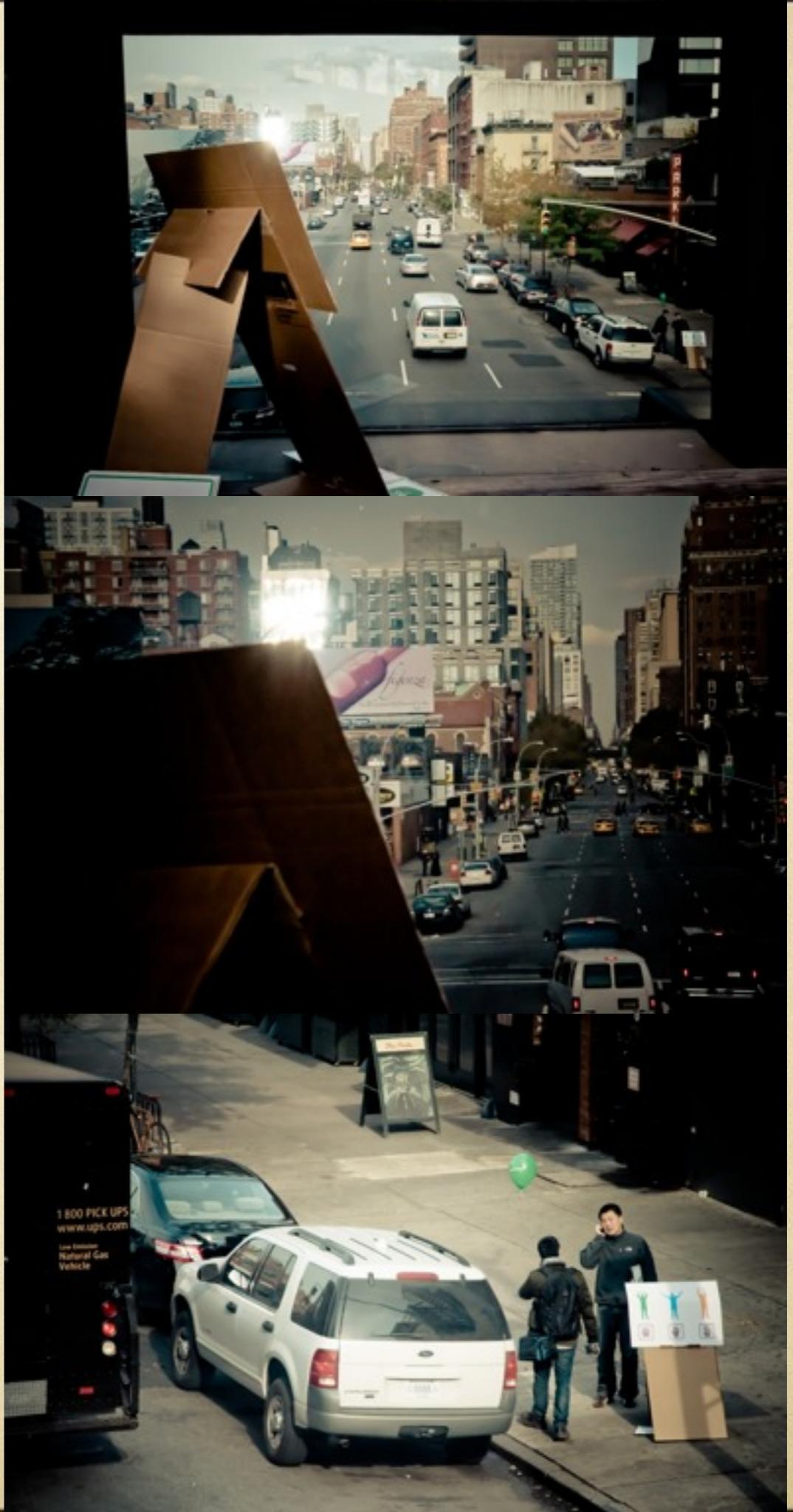
Body Movement

- players mimic game symbols with body movements
- created diagram for players to exhibit play
- players revealed their body movement symbol prompted by SHOOT!



Prototyping

2nd Iteration



2nd Iteration

Rock Paper Scissors



Problems-Solutions

1st iteration

- participants did not know how to play with cards, older players did not remember rules
 - diagram example of how to play and rules
- need to keep track of score to encourage longer game play and participation
 - design cards to easily indicate current score

Problems-Solutions

2nd iteration

- confusion over body movements and symbol representations
 - change paper and scissor body movements
- cheating was observed when players changed body movement to beat opponent
 - design rules that prevent changing movements

Conclusions

- game was enjoyed by all groups of people
- after game play, participants were more open minded and aware of their surroundings
- street attitude vs park attitude towards game play
- finding participants to begin to play at the same time



More to come...