Walk & Talk

AN OFFICE SPACE EXPERIENCE

LAURA

&

ZIV

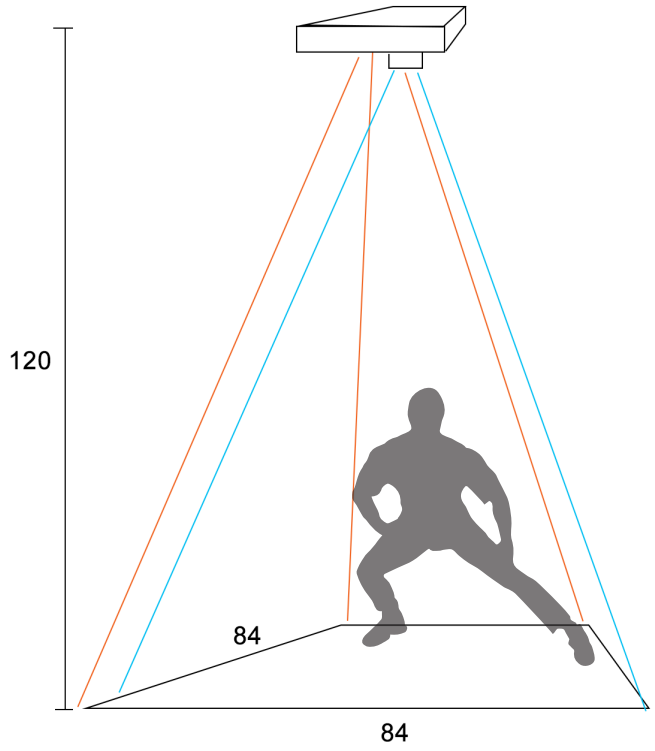
CONCEPT

Walk&Talk is a game that can be used for brainstorming. Each person in the game is assigned an initial projected colored territory, which they can expand by walking.

If they don't walk, their territory gets smaller and almost disappears. If they want to have their own area to stand own, they need to always be on the move.

If they don't talk (to brainstorm or just chit chat), a terrible sound will be played. This way, someone has to talk in order to keep the terrible sound from playing.

DIAGRAM



EQUIPMENT

KINECT / WEBCAM - ITP

PROJECTOR - ITP

COSTS

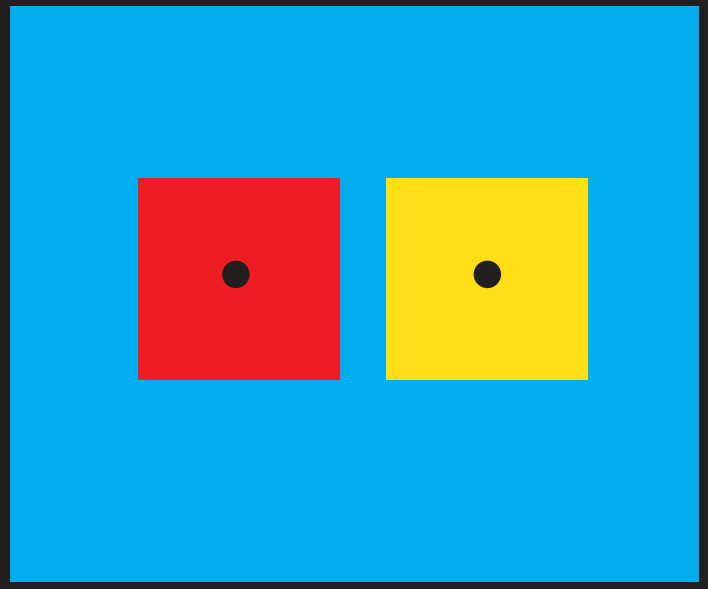
$0

“ Swinging their arms helped participants in a new study solve a problem whose solution involved swinging strings, researchers report, demonstrating that the brain can use bodily cues to help understand and solve complex problems. ”

Science Daily, May 13, 2009

OPTION A

1



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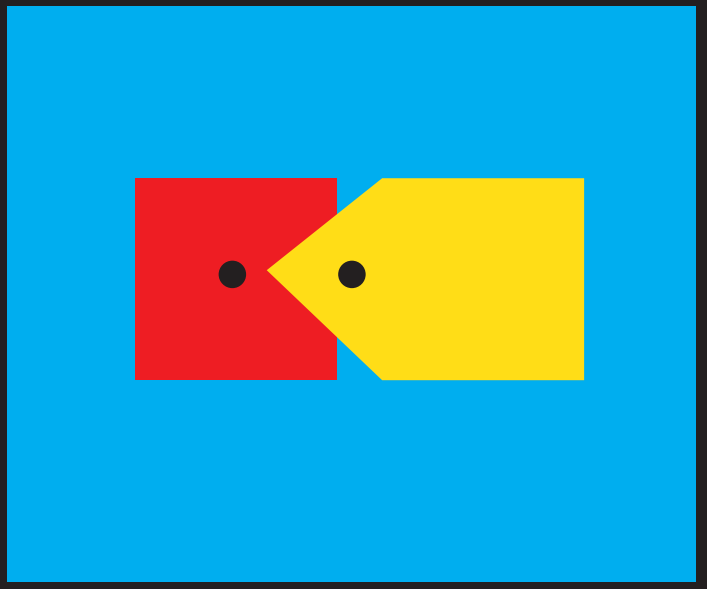
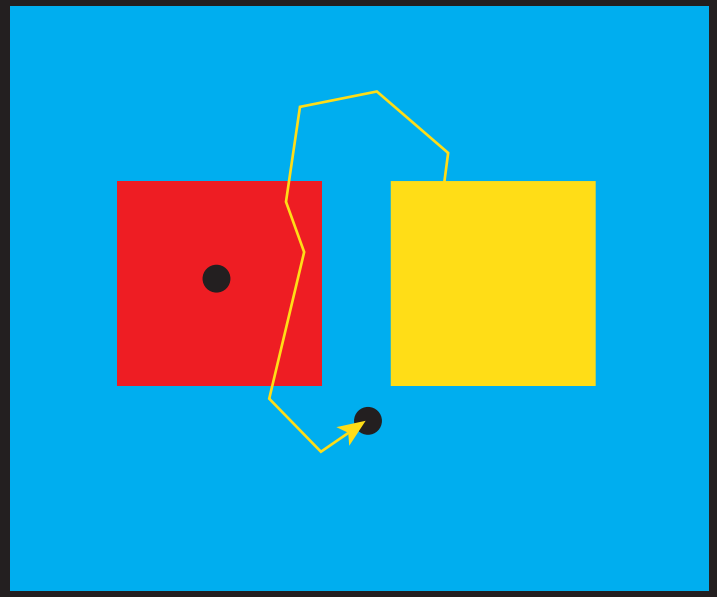


OPTION B

1



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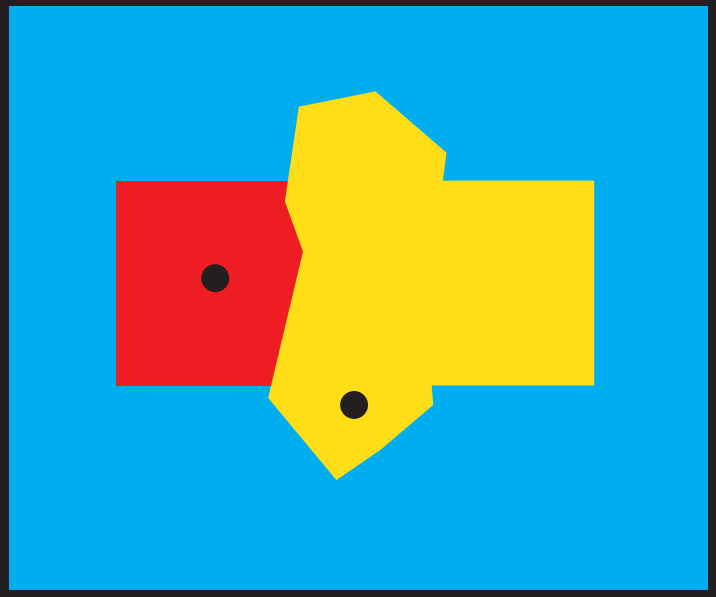
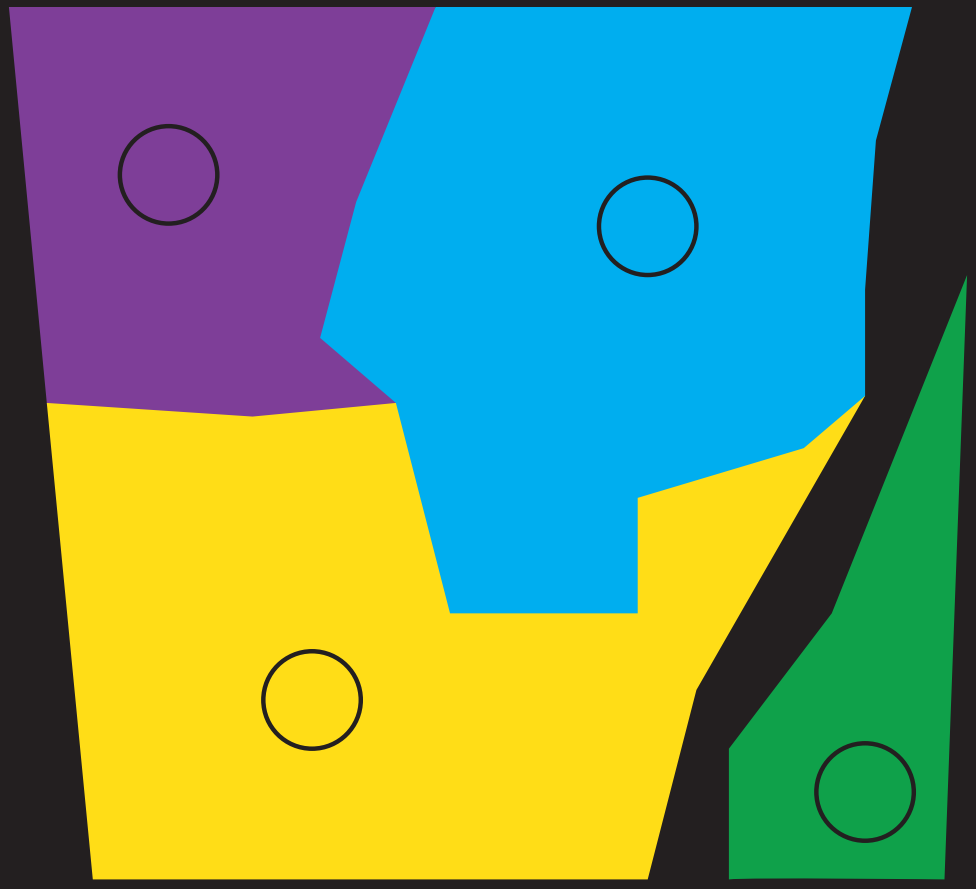


TOP VIEW



DILEMMAS