

Venues of Remote Learning, pt. 1


PRIVATE

From Jesse Schell's "The Art of Game Design"

Private venues are safe spaces, experienced alone or with people we can trust.


The Hearth

Hearths are places where families or large social groups gather to entertain themselves or share stories. They are central to our lives as televisions, and fireplaces before them, are central to many modern homes..

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- Instagram (Finstas)
 - Streaming Services
 - Reddit
 - Snapchat
 - Group chats
 - House Party

The Workbench

Workbenches are private spaces set aside for working intensely on hard problems. They're often quiet, solitary, and messy (because work is messy). They invite a "lean forward" mentality.

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- Email
 - GitHub
 - Slack
 - Google Drive
 - Adobe Suite
 - Computer desktops

The Reading Nook

Reading nooks are solitary like workbenches, but also calm, peaceful, and inviting. Reading nooks invite relaxation and a more "lean back" mentality.

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- News apps
 - GoodReads
 - Canvas free-blog posts
 - Online books
 - Mindfulness apps

Venues of Remote Learning, pt. 2


PUBLIC

From Jesse Schell's "The Art of Game Design"

Public venues are often location-based entertainment, providing something you can't get at home. .


The Theater

Theaters are where large groups of people gather to witness something together, often simultaneously. Being part of an audience means that experiences are often heightened..

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- Zoom lectures
 - Livestreams
 - Netflix Party
 - Spotify playlists
 - Twitter hashtags


The Arena

Arenas are often "specialized fields of play" in which competitions take place. Because they're in a public space, they often also bring an audience where wins and losses are visible (they then have a theater aspect too!).

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- Class discussion boards
 - Twitch
 - Moderated Zoom discussions

The Museum

Museums provide places to acquire new knowledge, experience variety, and bring new perspectives to everyday life.

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- Pinterest
 - Instagram profiles
 - Hollis / Archives
 - YouTube

BOTH

From Jesse Schell's "The Art of Game Design"

Their flexibility makes hard-private/half-public venues interesting and important!



- Scribble.io
- Jackbox Games
- House Party
- Online crossword puzzles
- Game Pigeon

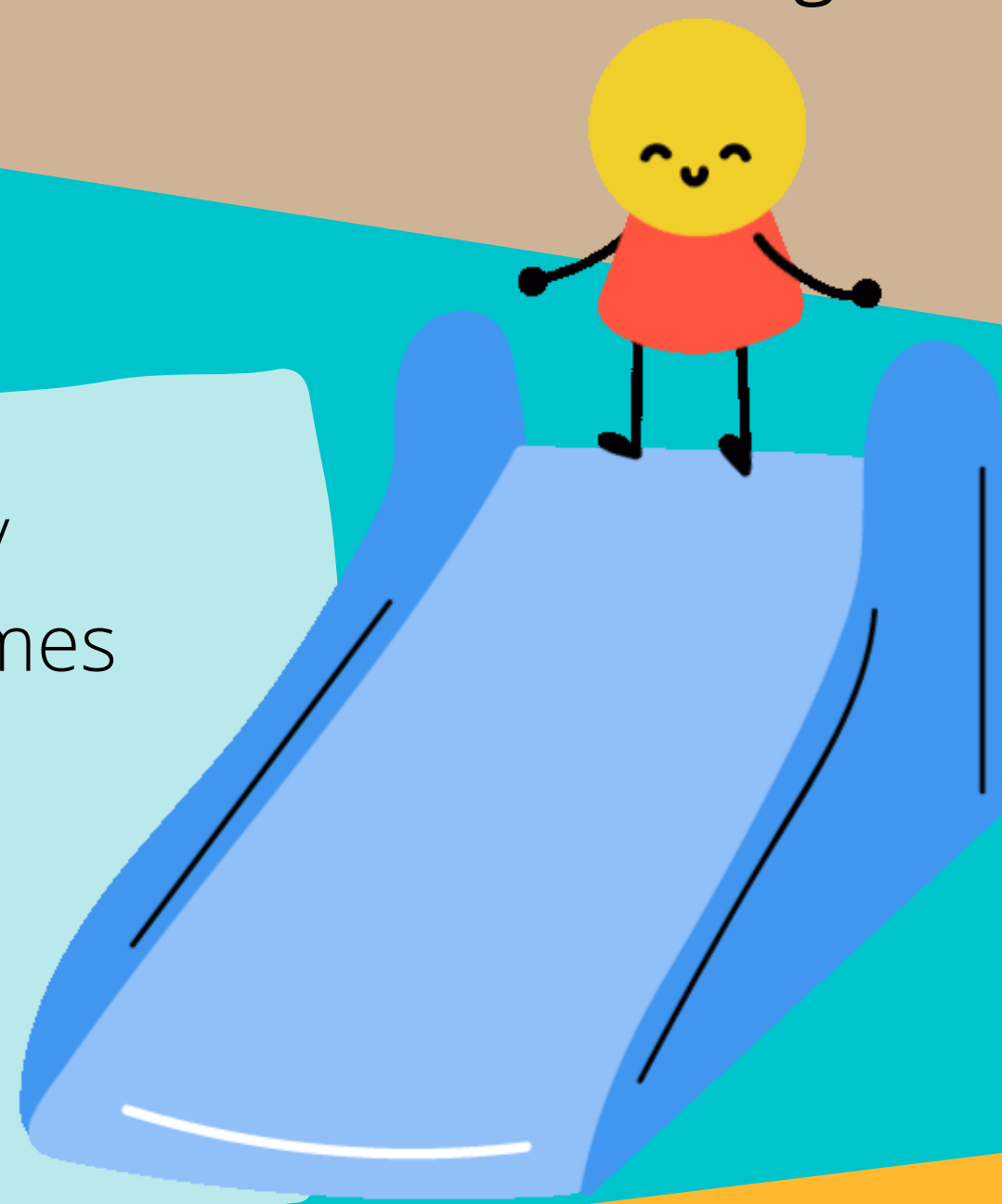
The Gaming Table

Gaming tables bring with them face-to-face intimacy and a special intensity among participants. They can be created in both private and public spaces, and usually involve guests...

The Playground

Playgrounds are any spaces where children gather for improvisational play. Adults don't usually play this way, but "children always will and must."

- House Party
- Jackbox Games
- Snapchat
- TIKTOK!



Anywhere

- ★ • FaceTime
- Email
- Text
- Snapchat DMs
- Slack

Anywhere refers to things that can be done in smaller bites for a couple minutes throughout the day. These spaces tend to involve simple interfaces and stories, with no large time commitment.

