Design Features:

* Table Top Games (Connect 4, battleships)
* Arcade (Soccer pong, messenger bball, just dance revolution)
* Collaborative activities (painting, puzzles, drawing)
* Treasure hunt (give riddles for people to find the other locations and their specific games)

|  |  |  |
| --- | --- | --- |
| Activity | Location | Justification |
| Soccer Pong | Great Court | This is in an easily found location and can serve as the first step of the treasure hunt. The grass suits the field aesthetic of the soccer and it is a wide-open space akin to a football field with plenty of space for running around. |
| Puzzles | Behind Wordsmiths | This is in close proximity to a café and the great court, locations where people go to relax. This suits the desired atmosphere for puzzles, as people would want to feel separated from the stresses of Uni. These stone slabs also serve as great tabletops for the puzzle to be displayed on allowing people to stand or sit whilst working with them. |
| Dance | Outside Building 37 | This location is quite close to the Schonell Theatre, making it ideal for this dance performance activity. This location is also quiet and does not receive much traffic, ensuring that users will feel less self-conscious about being seen dancing. |
| Painting | On the grass outside of the art gallery | People were observed sketching here and will often admire the artwork covering the gallery. This location alongside the art gallery creates an association with creativity and expression that will benefit the installation, as the design provides users with the opportunity to create digital paintings using the shadows created by their body to interact with the projection. |