

Assignment 6 - Redesigning the Game □

The Game

Game Rules:

Initiator/Mediator establishes a theme to all players. The Pawns as a team have 3 minutes to discuss the theme and design a relationship created by their bodies. The Pawns set themselves in this designed relationship and the Mediator then turns the floor over to the observers. The Mediator asks the Observers if the Pawns were successful in their design attempt. If all Observers agree that the Pawns were successful the game stops. If an Observer doesn't agree the Pawns were successful he/she must state so and suggest a new or altered designed relationship among the Pawns. The process repeats itself up to 3 designs. After the last design, analysis of the game commences.

Technical Universe:

Pawns

- Create relationship among themselves without touching
- No gestures
- Allowed to walk or move without gestures
- May speak only when designing

Initiator/Mediator

- Creates "theme" for the Pawns to design
- Once the design is complete, begins the observers discussion.

Observers

- Observe the whole game
- Decide whether or not the Pawns are successful in designing
- If Pawns are not successful, must suggest new/altered designed relationships.

Site:

All players must be within eye sight of each other

Program:

All pawns must be used as part of the "artifact"

Roles:

"Pawns" = one group

Initiator/Mediator = one person

Observers = everyone else in class

Goal:

Observers try to agree on a design which describes the theme

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