



PLAYMAKERS

Analog game design against boredom and excessive screen time

OE2211



INSTRUCTOR

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I was born in Lisbon, Portugal, in 1965. I worked sporadically as freelance architect and designer. Essentially, I consider myself a teacher — thinking about Design education processes is my preferred way of doing Design. I'm also the co-owner of a small cafe where I've organized design related events.

OVERVIEW

This workshop will be based on a scenario of home confinement that increased psychological stress and, consequently, the need for intellectual stimulation, entertainment and fun, and, at the same time, for alternatives to many screen-dependent occupations and distractions (zoom meetings, smartphones, computer, video games, television...). Organized in small groups, students must develop games for being played at home — at a table, in a room, in the yard — that can be built with whatever materials there may be available and, ideally, that might be shared online to be replicated by others experiencing similar circumstances.

OBJECTIVE

The workshop is to integrate ?Track 1 (Material, Medium and Methods of PLAY) and as the following objectives: — To reflect on the human need for recreational activities. — To briefly research the history of games, particularly table/indoor games, across the globe. — To share and compare personal and family experiences of playing games. — To develop team design process. — To develop as a team a game limited by material scarcity (and, possibly, physical constraints). — To explore the characteristics and potential of whatever materials are available. — To build a prototype (replicable using remotely shared instructions).

METHODOLOGY

All the work will be developed in groups (ideally of 3 elements) ?Research — group research on the history of games, in particular on the so-called parlor games, but also on some fair games, outdoor games, table games and board games, focusing on dexterity/action games (such as Carrom, Crakinole, etc.) Research should be done using brief interviews with colleagues, friends, relatives, about their memories of childhood games, etc. ? Exploration — first concept hypotheses for the game. Survey and recollection of available materials. Construction of first models. Carrying out the first tests. ? Formalization — Development and construction of prototypes. Testing with users and introducing corrections. Final design of game elements and rules.

KEYWORDS

Games Physical
Relationships Mental
Health Craft

WORKSHOP MODE

Online

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