

workshop-ca1-1(s)

workshop(s): identity & self-(re)presentation(s)

1 / CA1

- question(s) – what is (y)our identity?
- draw (y)our avatar – with attributes in context
- draw avatar of peer(s) – with attributes in context
- exercise(s) – tell (y)our story!

workshop-ca1-2(s)

workshop(s): role(s) & group(s) / storytelling

role(s) / group(s) / 2 / CA1

- question(s) – what is (y)our role?
- draw (y)our avatar in relation to group – in space
- draw avatar for each role in the group – in space(s)
- exercise(s) – organise (y)our unit(s)!

workshop-ca1-3(s)

workshop(s): context(s) & (social) network(s)

3 / CA1

- question(s) – what is (y)our position(s)?
- draw space(s) with inhabitant(s) – indeed, (y)our avatar(s)
- draw transformation(s) in space/time – with avatar(s) as element(s)
- exercise(s) – organise (y)our place(s)!

workshop-ca1-4(s)

workshop(s): presentation(s) & (implicit) message(s)

4 / CA1

- question(s) – what is (y)our message(s)?
- take position(s) – on arbitrary theme(s)
- play attitude(s) – five ways to speak
- exercise(s) – tell (y)our story(s)!

workshop-ca1(s)

workshop(s): identity & self-(re)presentation(s)

1 / CA1

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- draw (y)our avatar – with attributes in context
- draw avatar of peer(s) – with attributes in context
- exercise(s) – tell (y)our story!

workshop(s): role(s) & group(s) / storytelling

role(s) / group(s) / 2 / CA1

- question(s) – what is (y)our role?
- draw (y)our avatar in relation to group – in space
- draw avatar for each role in the group – in space(s)
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workshop(s): context(s) & (social) network(s)

3 / CA1

- question(s) – what is (y)our position(s)?
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- exercise(s) – organise (y)our place(s)!

workshop(s): presentation(s) & (implicit) message(s)

4 / CA1

- question(s) – what is (y)our message(s)?
- take position(s) – on arbitrary theme(s)
- play attitude(s) – five ways to speak
- exercise(s) – tell (y)our story(s)!

workshop-communication(s)

communication/play(s)

the feet connect the hands

- idea/inspiration(s) – collect & combine (y)our **collective idea(s)**
- **prepare** – negotiate with (y)our **group(s)** to share material(s)
- **act/express/present** – organize (y)our **material(s) in space**
- **reflect** – what is **common/different** in ideas(s)/material(s)?
- remark(s) – remind that **idea(s)/material(s)** need not be **uniform** to allow for **superposition(s)/combination(s)!**

workshop-exercise(s)

workshop(s) – try/exercise(s)

mind meets mind

- idea/inspiration(s) – **we create identity**
- **prepare** – select **partner(s)** & **exercise(s)**
- **act/express/present** – play/act **on stage**
- **reflect** – **who** are you, what are your **dream(s)**?
- remark(s) – look at the overview of exercise(s)

career(s) / story / game(s)

associate / personality / interview / communicate / mission(s)

workshop-exploration(s)

exploration/move(s)

the feet direct the brain

- idea/inspiration(s) – random **walk(s)/encounter(s)** in urban space
- **prepare** – set out the space, and **plan a route** to see things and meet people
- **act/express/present** – leave a **(visible) trail** of your presence & encounter(s)
- **reflect** – who did you **meet**, what did you do?
- remark(s) – think of how the **(shared) token(s)** may help you to **(re)construct** (y)our **story!**

workshop-game(s)

game(s)/design(s)

what is (y)our superpower?

- **preparation(s)** – getting to know each other
 1. create – promotion(s) / street(s)
 2. introduce yourself – name / from where / superpower?
 3. line(s) – associative warming-up(s)
- **theme(s)** – set up campaign(s)
 1. clip(s) – technology / urban / alternate reality
 2. brainstorm(s) – topic(s)
 3. assignment(s) – game map(s) + mini game(s)
- **elaboration(s)** – production
 1. role(s) – (visual/concept) designer(s) / developer(s) / manager(s)
 2. planning(s) – schedule(s) & workflow(s)
 3. promotion(s) – bulletin board(s) / web page(s) / pitch (2 min)

workshop-goal(s)

goal(s)/dot(s)

the mind meets the body

- idea/inspiration(s) – **have fun and play!**
- **prepare** – think of fun/nice/scary issues in **private/public** space
- **act/express/present** – sketch in **word(s)/drawing(s)** an idea for a game
- **reflect** – with what means do you want to **express your idea(s)**?
- remark(s) – **creative thinking** is an **antonym**, **think** with (y)our **senses!**

workshop-identity(s)

identity/dream(s)

the mouth feeds the eye

- idea/inspiration(s) – **we create identity**
- **prepare** – tell **who** you are, and **why** you want to be here
- **act/express/present** – **draw** (y)ourself and (the/selected) **other(s)**
- **reflect** – who are you **in relation** to others?
- remark(s) – you may use **word(s)/tag(s)** in **drawing(s)**!

workshop-masterclass(s)

workshop(s) – design (y)our idea(s)

www.186ideeen.nl/spel.html / wiki

1. **question(s)** – who, where, what (magical powers)?
2. **self-representation(s)** – sketch (y)our avatar(s) with attributes, in context
3. **(associative) story-line(s)** – chain(s) in group(s)
4. **game map(s)/world(s)** – layout & decoration(s) of (y)our transport system(s)
5. **location(s)/representation(s)/game(s)** – design mini-game(s) in context

workshop-math(s)

iframe scrolling="yes" width=80

life(s) / closure(s) / reflect(s) / fight(s) / reference(s)

workshop-navigation(s)

navigation/game(s)

the eye navigates the body

- idea/inspiration(s) – essentially **hide & seek**, with a flavor of **ad(s)**
- **prepare** – reconstruct (y)our **trail(s) in space** with attractor(s) and seductor(s)
- **act/express/present** – reinforce **attractor(s)** with acts and (visual) **performance(s)**
- **reflect** – how did you select (y)our **group(s)**?
- remark(s) – think how (human) **flocking** behavior is influenced by **sign(s) & symbol(s)**!

workshop-orientation(s)

orientation/plan(s)

the mind fills the space

- idea/inspiration(s) – stephania's (arte povera) **installation**
- **prepare** – what **symbols/signs/words** have (y)our interest?
- **act/express/present** – place (representative) **paper(s)/object(s)** in space
- **reflect** – what does the **constellation(s)** tell you?
- remark(s) – see **representation(s)** of **meaning** as **object(s)**!

workshop-presentation(s)

presentation/find(s)

the hand feels the mind

- idea/inspiration(s) – idea & experience **mining**, also using **objet(s) trouvee**
- **prepare** – (re)consider (y)our material(s), that is **sign(s), symbol(s) & image(s)**
- **act/express/present** – find proper material(s) to **articulate (y)our find(s)**
- **reflect** – what is (the **aesthetics** of) (y)our message?
- remark(s) – in essence this is an **exercise in style**, matching **form & content**

workshop-realization(s)

realization/game(s)

the senses come to mind

- idea/inspiration(s) – **ambient screen(s)**
- **prepare** – collect (y)our material(s) and **set up (the) workflow(s)**
- **act/express/present** – create storyboard(s), **scenario(s) & game mechanic(s)**
- **reflect** – how do we **evaluate (y)our game(s)**?
- remark(s) – although the **focus** is on **process**, the creative act(s)/process needs tangible/sensible **expression(s)**!

workshop-reflection(s)

reflection/design(s)

the mind seeks the mouth

- idea/inspiration(s) – (re)grouping **after (brain)storm(s)**
- **prepare** – discuss what shall be the **theme(s)** of (y)our game
- **act/express/present** – make/act **trailer(s)** of (y)our game
- **reflect** – does the trailer reflect **(y)our experience(s)**?
- remark(s) – (y)our personal/collective **learning** must be **(re)presented** (adequately)!

workshop-story(s)

workshop(s) – (serious) game design(s) / choice(s) – / super / hero / game(s) / space(s) / exercise(s)
/ – / . identity / creativity

- **idea/inspiration(s) – power(s) / game(s).**
- **prepare** – tell **what** is (y)our **mission(s)**?
- **tell/draw** – (y)our **story** and **quest(s)** !
- **reflect** – on (y)our **perspective(s)**?
- remark(s) – you may use **storyboard(s)/metaphor(s)**!

play / design(s) / code(s) / order(s) / superhero(s) / cycle(s) ! Æ