

Our team was put together in April 2005. After a few rounds of brainstorming, we came up with the first draft of our working concept.

Critical Concept (brainstorming)

Linda (May 13, 2005)

Game basic

Simultaneity:

*different persons engaged at different activities at different points at the same time *runners (outdoor) and viewers (at city hall)

Point to point movement

Route-tracking at control centre

Multiple space and time sheets of Central

Possible activities for multiple rounds of the game:

*Tracing buildings of the city with old maps (from various periods); or use old maps to look for current landmarks

*Tracking passage ways (cut-through routes that connect buildings to buildings) against official maps that emphasize roads and streets that go around buildings...

*Performance-based activity design

*multiple spatial character: 4 (or more) points (e.g. Para/Site, a local tea-cafe, a local bakery, a new age salon, a grocery stores, July-first Bar); different runners keep moving objects from one point to install in the next...; gradually the purity of identity of place is undermined and hybridity results...

*subversive tourism: making contact with people...

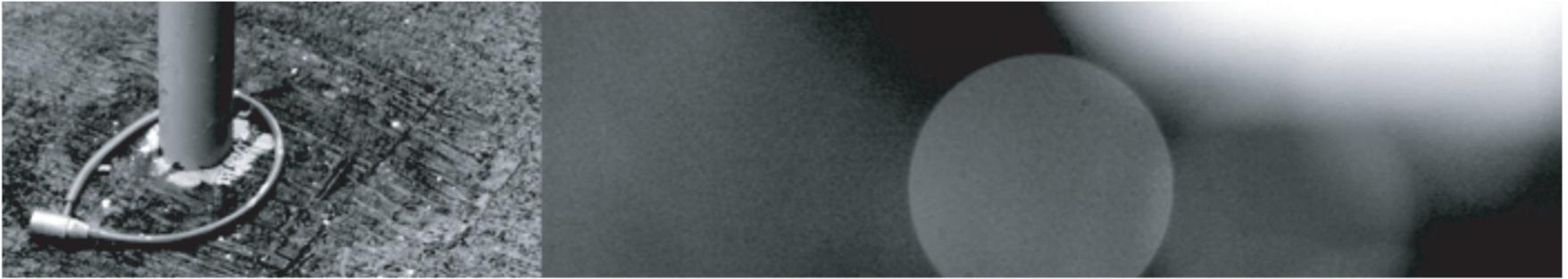
*to attempt abstract space in managed space in Central: e.g. map a perfect triangle on a map of central and see how it could be accomplished as closely as possible [-- inspired by Laura Ruggeri's "Abstract Tours Operator" in Berlin (a "tour agency" she ran in 1997, which offered "geometrical tours" of the city to both visitors and locals)]

Documentation can form works, too... and for extended form of exhibition.

This beginning was strongly entrenched in existing works and thoughts on critical examination of our urban space via concrete action and invented situation. The materiality of the PDA sets and GSP (global satellite positioning) capabilities have not been extensively discussed yet. This would be our NEXT TASK.

Game Plan – Phase I

I See Where You Are `In Central`



(June 7, 2005)

Overall plan

At this point, we had come up with the following possible games to play. We were still thinking of playing a different game each time:

Game #1

Monopoly on the Street

Game #2

City Orientation / Treasure hunt

Game #3

Orientation & re-orientation (multiple time and space and play with maps)

More information on the way...

Technology / Hardware Used

- 1) Location Tracking – 3 sets of : PDA / PDA phone
GPS receiver (Bluetooth / built-in?)
GPRS / Wifi? (Internet access)
- 2) Game interface – PDA client program : flash / J2ME ?
-- PC client program : Java? Flash ? Director?
- 3) Web server -- Free Web space?
- 4) Live broadcast (City hall) – real-time data transmission (3G?...) ? could be a problem here

Live broadcast is ideal. But we dropped this idea very soon as limited funds would not allow employment of quality satellite TV transmission of live images.

Exhibition (City Hall)

- 1) Game trailer
- 2) Documentation : Text / Images / Video Clip?
- 3) PC demo on the website (simulation program?)

Project Website

- 1) Game Information
- 2) Online player registration
- 3) Real-time broadcasting of the Performance
- 3) Simulation program during / after exhibition week

Game Time (Performance?)

- 1) About 3-4 sessions (opening, closing plus 1 or 2 time-slot within the exhibition week)
- 2) 15 mins per round, 2-3 rounds each session (depends on the game content)
- 3) Live Broadcast : Video Projection on wall? view on the PC screen?.....

Game plan (Proposal, ideas.....)

Location : Central (need to do some on-site testing...GPS may not work very well in city full of buildings)

Proposal 1 - Destroy Central (BomberMan)

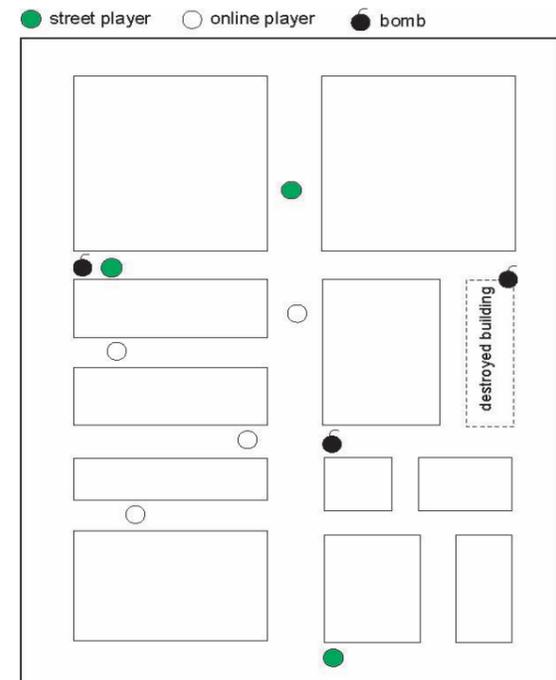
- 2 teams : Street player as "bomberman"
Online player as "fireman"

Objective :

Street player ? destroy Central by leaving a "virtual bomb" at a certain location near the buildings
Online player ? to save Central by removing the bomb and delivery the bomb to a dumping area
...Within a limited time, see how many buildings the street players could destroy....

Features :

- Street players have to find out the position where they can drop the bomb, they will get hints by picking up virtual notes on the street (Those notes could be the story about the building / place etc...)
- Players could communicate with each other by leaving message (post) on the street...
- Online player can't locate street player's location, they could only get notification when a bomb is dropped.



What's the point....

- 1) Inspired by the concept of "message box -- leave your message after the beep" -- What if we leave the message in a physical space rather than in your phone box? (street post?)
- 2) Encounter of virtual being / objects in physical space / Picking up something virtual on the street could be an interesting experience...

Proposal 2 - Monopoly in Real?

- Playing Monopoly in the real world.
- Intervention of the space (e.g. When ppl enter other players' properties, they are required to perform some actions (politically incorrect) in there...for example, doing some weird things in a commercial building's lobby...etc)
- Bryan could give more concrete details here as this is originally his idea.

Proposal 3 - Virtual DHL

- No concrete game plan for this idea, just some rough thoughts...
- Deliver of virtual object in a physical way. Instead of sending SMS, email....how about using the old way, carrying the virtual parcel with your bag and run to your destination?
- Could be a passing game...pass the parcel to your teammate until they reach a destination and see which team finish the task first.....etc etc

Proposal 4 - City Wanderer (Ghosts in the City)

- Again, no concrete game plan for this idea...
- During the performance time, when user log on to the project website, they become a virtual wanderer in Central, what the street players have to do is, try to encounter those wanderers (on the street) as many as possible, talk to them, communicate with them, bring them together and help them to form different kind of community(?)
- This could be one scenario : Hello Amy, this is Tom.....Tom, this is Amy..... (look weird....)

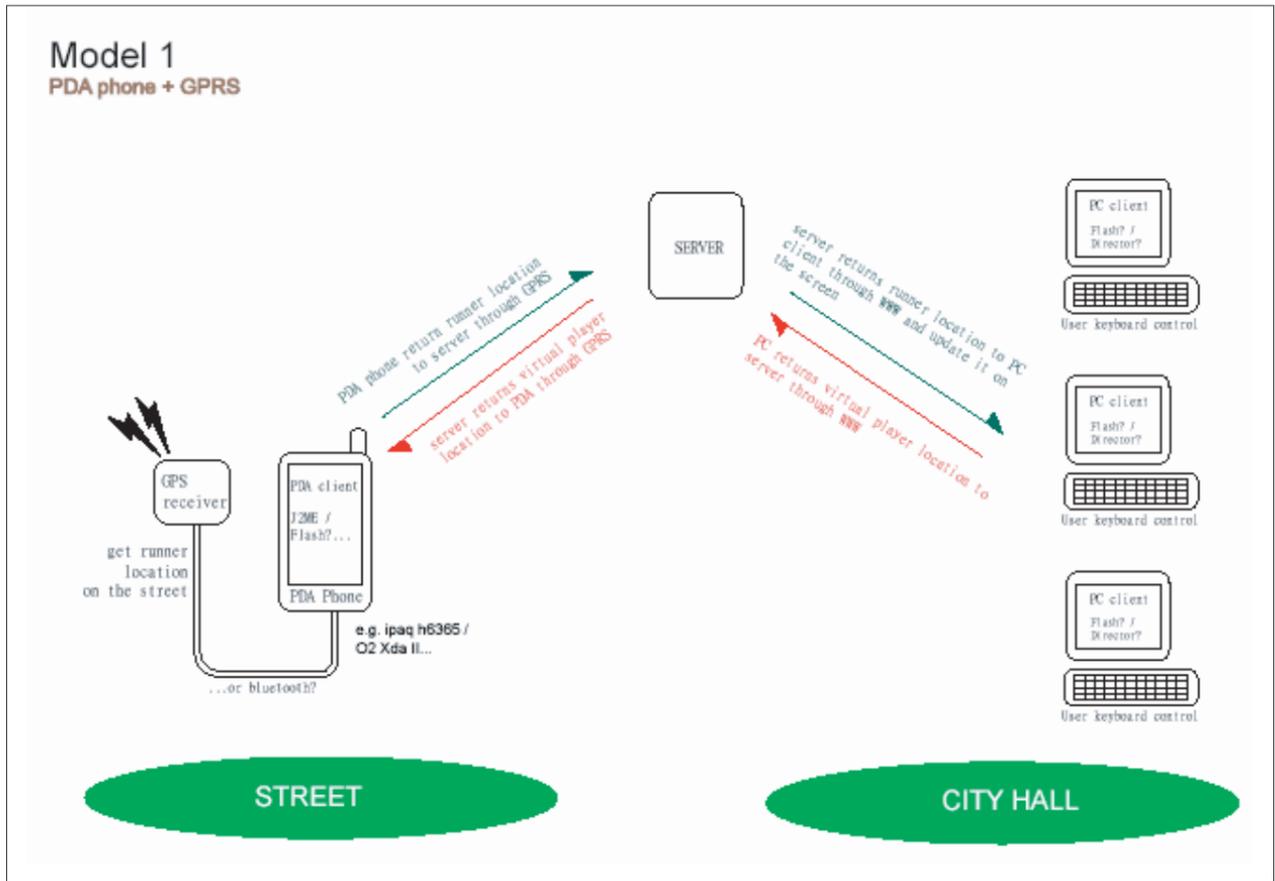
Proposal 5 - Drawing Contest

- Drawing by running....online player instruct street player to draw pictures in the City....

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Possible technical setup in the early stage.