

Cultural Exchange

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EXPLORATION

Every interaction sessions begins with an ice-breaker event so that the participants get to know each other and learn more about where they come from and what they do.

The same approach holds true when you try to learn about other people's culture.

Our objective hence was to design an ice-breaker which crosses the barriers and can be starting point for exchange of thoughts, cultures and knowledge.

DESIGN AIM

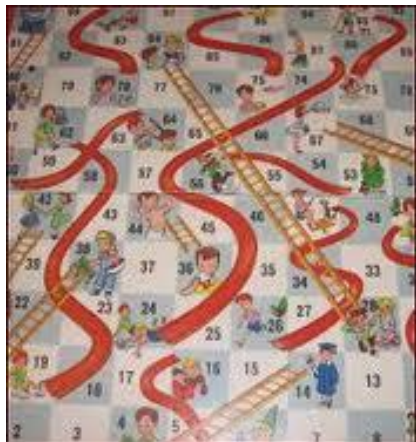
To design something that can...

- be easy to learn.
- be a means to communicate.
- cross language barrier.
- provoke dialogue or a thought.
- be a neutral ground where everyone is equal.
- avoid awkward moments of deciding topics to discuss.

Hence, initial pitch was to design a game.

IMMERTION

- Study and research on the games from each country and present it to each other
- Understand the similarities and differences
- Look at contexts of play and reasons for its development.
- Environment of play, its objectives and all the other *know-hows*.



DECISION

Design a new game

- Needs lot of time to develop
- Might need learning before start of play which defeats the purpose of making communication simpler

Develop a game known in three cultures with simpler basic rules and common game-play

- Almost no learning required
- Communication starts almost instantly
- Common to each culture
- Easy to play
- Variations can be added based on age group and complexity required for players

SOLUTION

PACHEESI (*india*)

FEI XING QI (*china*)

MENSH ARGERE DICH NICHT (*switzerland*)

LUDO (*international*)

Common to not just the three but many other cultures.

Communicates values of unity, family and togetherness.

Numerous variations can be added or subtracted.



IDEATION

This game is a board game requires certain artefacts for gameplay. The game can be portable for easy access. It fits perfectly to travel with and use for cultural exchange.

Hence we proposed that,

- The board should communicate by itself the progression of the game.
- The coins could represent each culture.
- Simple minimalistic design with no distractions.
- Carrying case to give a sense of souvenir.
- Easy to handle, easy to carry and travel with.



PROCESS

Coins – Laser cutting of plywood

Dice – Bought locally

Board – Hand printed on textile as it is flexible

Case – Carved out of wood for sturdiness and light weight



PROTOTYPE



PROTOTYPE



EXPERIENCE and REFLECTION

Just within ourselves we tested the game and we absolutely had fun in playing it.

For a while we forgot that we were here on a summer school project, we travelled from different countries, we had made a product within almost 5 working days (*really feels great to have something tangible by the way*) etc.

Our plan is to install it in cafes, public spaces like parks and observe how people from different backgrounds interact and communicate. The main thing to look for would be we as designers and our intervention has added value to *coffee-table* conversations and on the higher level cultural exchange.

NEXT STEPS

User tests

Material exploration

Manufacture and Production

You can then place your orders.

THANK YOU

LUDO (GAMEPLAY)

EQUIPMENT

1 Board, 4 Coins of a house, 1 Die

The starting circle, the home triangle and all the home column circles have signs matching the corresponding house signs. Each player chooses one of the 4 houses and places the 4 pieces of that house in the corresponding home circle. A single die is thrown to determine movement.

PLAY

- A throw of 6 gives another turn.
- Players take turns in a clockwise order; highest throw of the die starts.
- A player must throw a 6 to move a piece from the home onto the first circle on the track. The piece moves to the first circle and the player then has another turn.
- Each throw of a die, the player decides which piece to move. A piece simply moves in a clockwise direction around the track given by the number thrown. If no piece can legally move according to the number thrown, play passes to the next player.
- If a piece lands on a piece of a different sign, the piece jumped upon is returned to its home, needing a throw of 6 to leave the home again.
- If a piece lands upon a piece of the same sign, this forms a block. This block cannot be passed or landed on by any opposing piece.

WINNING

When a piece has circumnavigated the board, it proceeds up the home column. A piece can only be moved onto the home triangle by the throw of an exact number on the die.

The first person to move all 4 pieces into the home triangle wins.