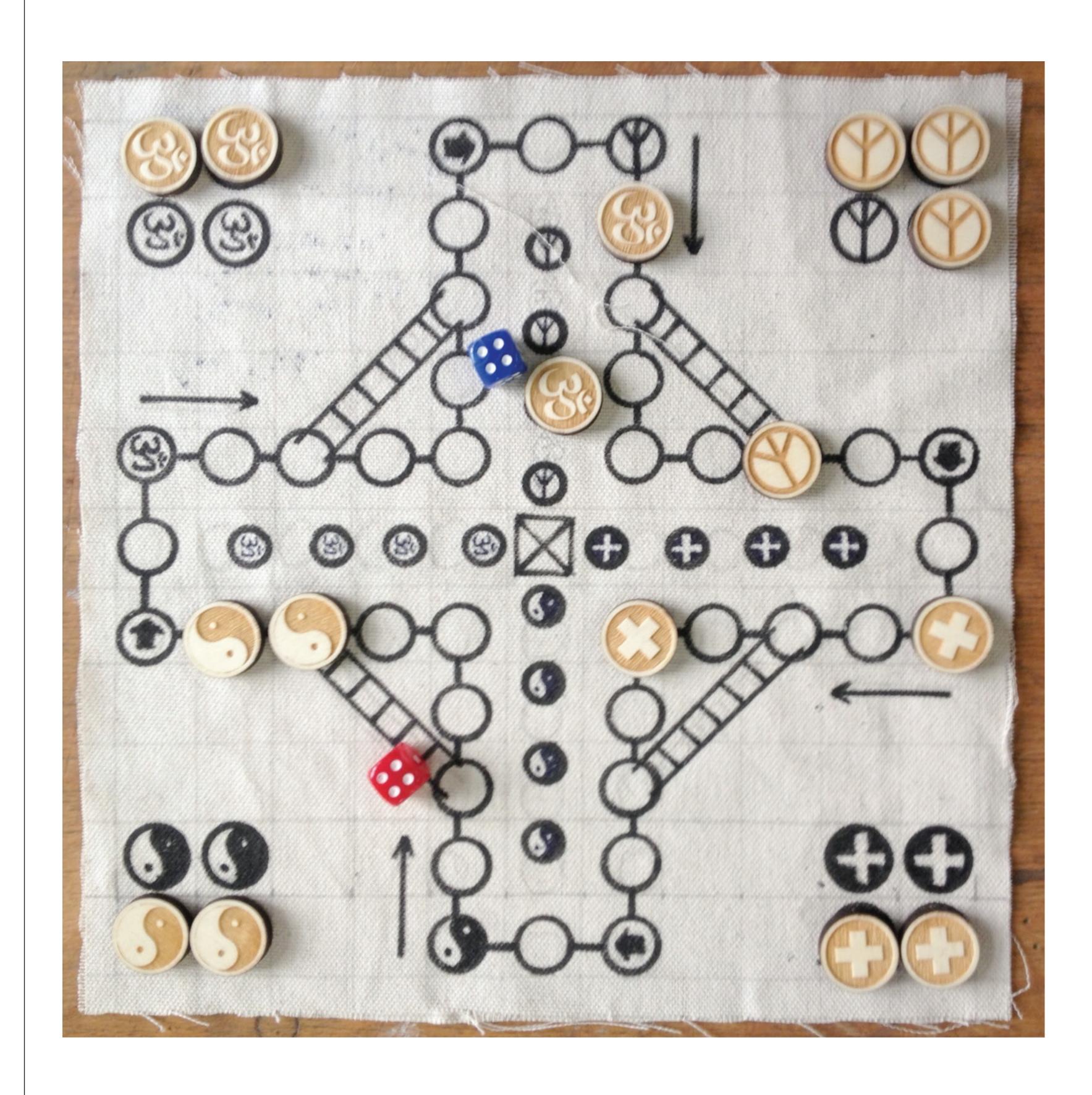
XIAOFEI QIAN NILS LOOS SURAJ BAADKAR



LUDO(GAMEPLAY)

Our plan is to install a game 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.

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. LUDO (GAMEPLAY)

INTERNATIONAL DESIGN SUMMER SCHOOL 2013

CHINA – INDIA – SWITZERLAND