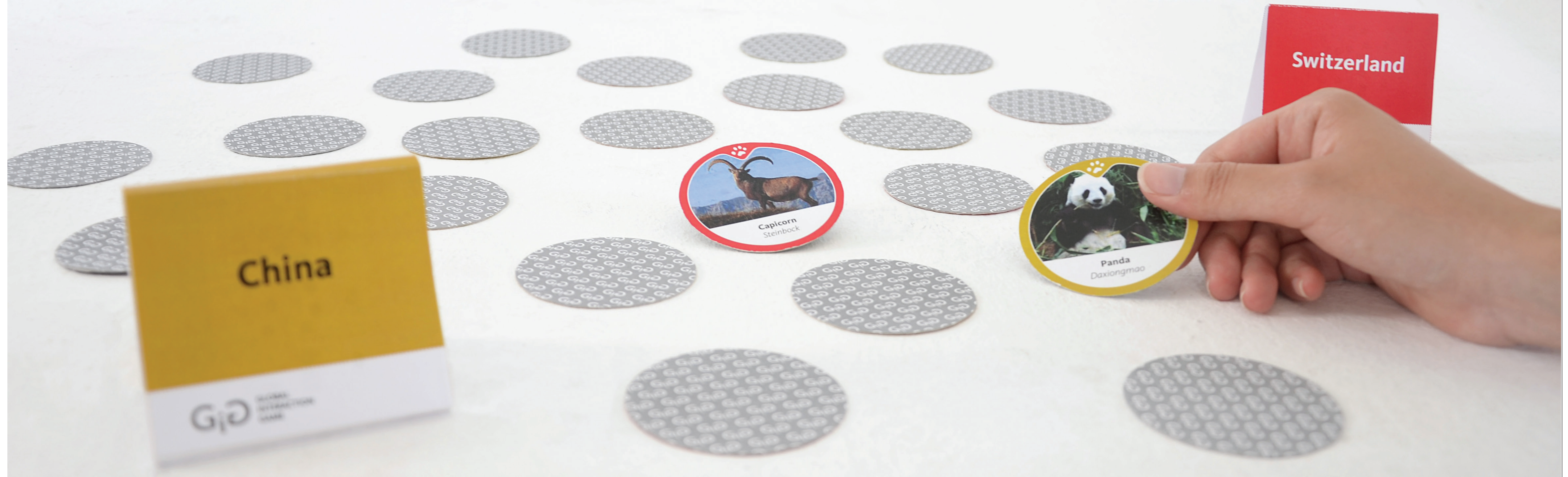


Global Interaction Game

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We started our project with the following two questions: How can we bring together particularities of different countries?
How can we convince people with different cultures to interact with each other?

Everybody likes playing games. Therefore we decided to design a game to bring closer the particularities to people all over the world. We looked up for different games and found one, which is played all over the world: the „memory“-game. This game has a long history. So we tried to innovate this traditional game and putted it in a new context: the airport.

The airport is a small place with a lot of different cultures. Especially the boarding area, before getting in the airplane, often can be a very boring situation. So exactly there we want to convince people to play our game, called „GiG – Global Interaction Game“.

At the check-in counter, passengers will get a little package with eight different cards as well as their boarding pass. These cards are printed with typical pictures of their own country. In the boarding area they have to look out for a player with another nationality. Once they find, they can play together and look for the right couples in the eight different categories.
For playing the game, the boarding area has been equipped with little tables.

The person who finds the most couples is the winner.
But in fact, both players are the winners, because they learnt to know the particularities from another country and had a nice experience while waiting for their flight. In addition, both players can take away all the cards they have found.

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