

## CLASSROOM FINDINGS

### January 12, 2022 - Class Outing to Student Union & Interactions with Students

1. People do not like it when their expectations feel violated
  - a. Foot in the door effect might “work”, but relationship feels disrupted when the next ask feels very distinct from the implicit expectations in the first ask (ie, “can you do me a favor?”)
2. Embarrassment can create a funky power dynamic and ethical situation
  - a. Especially if *you* feel like doing something is not embarrassing but as you ask someone else to do it, they might (publicly angrily example)
3. People will search for an ulterior motive when presented with something out of the ordinary, especially when no “self-serving” motive is apparent for the person presenting it
4. People are more hesitant to engage if there is not an existing relationship (even one as simple as unified by the campus)
  - a. People were more likely to say “hello” back when closer to FAC - perhaps even by subconscious “recognition”?
5. People interpret “friendliness” and silliness in different ways
6. People were more likely to say hello back closer to the FAC → may have felt more tethered to something common? An artistic relationship?

### January 19, 2022 - Game Creation Day 1

1. Confusion quickly kills playfulness.
2. Individualization decreased people’s likelihood to say “play to win”
3. Having physical objects to manipulate helped us create a game
4. Throwing ideas to the group and running worked for creating the game
5. The cooperative nature of the established game we played brought out our different tactics in relationship to the game
6. What does it mean to leave the door open to sabotaging or “different” tactics in creating a game?
7. How do *norms* play a role in games beyond the explicit rules?

### January 26, 2022 - Game Creation Day 2

1. When rules change, so does strategy
  - a. Kr changed tactic in playing the game when we changed the rules.
2. Incentivizing spectatorship seemed to make it more “fun”
  - a. The change to the betting rules
3. Balance and mutuality are crucial to game design
4. What does it mean to design for a diverse group of users?
  - a. What happens when a game is not designed for a certain group or “type” of user, whether intentionally or not?
  - b. Is designing for the mean or median always most effective or most just?
    - i. Relates to wader/swimmer/diver
5. How does game design collide with Universal Design for Learning in education?

6. How does flow become a site of pleasure?
7. Can flow lead to susceptibility to manipulation?

#### February 3, 2022 - World Building

1. Hopscotch was a simple gesture that set the tone, eased into the world. Perhaps even more effective for the “waders” audience
  - a. Simplicity has beauty
2. “Waves” was a great inspiration because it was rooted both in the theory and in a visualization, but staying too married to it made challenges for us until we allowed ourselves to break from it
3. We spent a while on creating the world around the maze (or initial primary “intended creation”), so much so that we never made the original maze
  - a. Space making vs “activity” making - how might these be different? We seemed to prioritize the first as an essential element to allowing the second to happen. In a way, the space became both?
4. Barriers within the space proved helpful. Might it contribute to the “magic circle”?
  - a. Signs and signals proved helpful as well

#### February 9, 2022 - Rasquachisme & Engaging Performance with Limited Resources

1. Instalive has a lag - what can i do during it?
2. Group made decisions take time on Insta
3. The clear mission was helpful
  - a. Gave us collective fun
  - b. Room for suggestion w/ clear choices worked best
4. Baby Yoda - cute item gave anchor, deliciousness
  - a. Utilizing platform and space well
5. A “help us” dynamic proved effective
6. Exploring space virtually is exciting
7. Relatable circumstances effective
8. Choice overwhelm was also real
9. With calendar
  - a. Unclear purpose for myself and dueince
  - b. Too around the bush
  - c. Atmosphere not alluring
  - d. Not playful for me either → i wasn’t smiling while doing it

#### February 16, 2022 - Brainstorming & Peer Feedback

- It is helpful for me to brainstorm in restricted time frame
- I feel caught up in similar things that I am thinking
- A binary can be anything
- Have empathy for self

#### February 23, 2022 - Pitch Day

- Gio → shame and rules → breaking rules leads to feelings of shame → rules around games might be an interesting way to play with shame ideas
- Will be important to allow people to be silly
- Playdoh highly suggested
- Shame monster seems too unclear at this time
- Gio - “embracing silliness as a way to deal with shame”
- I am assuming that these childhood items are enticing and will lead to play and silliness