

## EXTERNAL FINDINGS

### January 21, 2022 - J's Performance

- Language → strategic and meaningful use of performance
  - Here, confusion added an additional challenge and was inherent to some of the integrity of the performance → a tool rather than a side effect
  - Language part of user design? Perhaps wanting us to feel how this is not our culture → we are appreciative observers, not the ones centered. A specific type of invitation
- Holding our attention with stories interrupted periodically with real-world dancing
- Participation in the food prep increased feelings of community

### January 22, 2022 - DnD role playing

- High number of participants led to lots of distraction and side conversation
  - Dogs, other humans, food all had more allurements outside of the game itself
- Sequence of turns increased the focus
  - Also the shift to play to win and the anticipation of doing something major
- Play to play with attention holding more common at beginning when more open ended
- Deciding what to buy also held attention → choices and anticipation present
- When people *felt* less relevant to the game, often left or were distracted, but it wasn't true that they didn't need to be present
- Eric's responsiveness and playfulness in leading and replying to game decisions increased engagement with those relationships
- Variable aid for abilities → R & I had more assistance compared with full autonomy for others → this was built into the game

### January 25, 2022 - Cru Interaction

- Asking about me → NOT a genuine interaction,
  - Feigning relationship
  - This was incredibly off putting and not alluring
- buzzwords can become "chips" that we play in cultural contexts
  - Jesus and church terms that I weaponized to get them not to ask me more questions about somethings
- I subverted hard categories for them, and this seemed to complicate the game on their end
- How do the *motivations* behind allurements affect the actions and outcomes?
- This interaction lacked food fabric and fun that were alluring
- What was their AEG? Were *they* playing to win (save souls, win converts, get people to join their community)

### February 4, 2022 - Art Museum

- Japanese light sculpture invited cautious exploration → artist wanted to encourage dissolution of self, losing self in cosmos

- In some ways, i become very conscious of self but in a more immaterial way - in other ways it made me hyperfocus on the material bc i had lost some of it
- Rest vs struggle
- When i felt “play to survive,” I felt very embodied
- When I felt safer from hitting someone, play to play kicked in and I felt more connected to the world around me → more rest allowed play and connection
- The “Face me” sculpture
  - Statement felt unclear, so I dis engaged
- Black family art piece
  - Felt engaged → semblance of real and of fantastical

#### February 4, 2022 - First Fridays Lobbyists

- Interaction feels time sensitive
  - Expectation seems to be that do not actually read the petition → short pitch is all to go off of
- Uniform → makes easy to spot, ignore, but also find or “trust” as part of it
- Asking “do you vote here” is a way in → saves time, honest Q
  - Also makes me feel trapped → don’t see the fun, and want to lie

#### February 5, 2022 - PowerPoint Party as Host

- Adding the covid test rules gave a seriousness
- Direct invites with giving someone a role and responsibility seemed to increase attendance likelihood
- 2 people made PPTs who were not hosts (2 did not attend, 3 judges, 4 attended w/o PPTs)
  - Level of investment required was high
  - Alej said he takes himself so seriously that doing something silly - especially in an academic domain where self-identifies as smart—was a big barrier
- In some ways, designed for divers
  - Explanation for those unfamiliar was not executed as well as mentally conceived
  - Silliness was not scaffolded (someone indicated there was not as much open entry for themselves because they did not feel equipped to be silly in the space with academic peers)
    - People excited to engage and ask Questions and participate that way - especially after ice broken- but commitment and vulnerability high to bring powerpoint → how might this have been designed more for swimmers?

#### February 12, 2022 - Jerome Findings

- Canvases for sale
  - Simplicity of this feels exciting; the permanence of the creation as well
    - Texture of it
    - Trust, sophistication assigned to the object
- Grab Bags → gendered silent grab bags in the gift shop → “boy” or “girl” for \$5, “woman” for \$10

- K mentioned - is this designed for men?
- So many gendered assumptions here
  - What would it look like to create “grab bags” for identities that address/tackle assumptions about them and objects associated with them?
  - What are masculinity grab bags → what do those look like?
  - Creating a grab bag for self → identity construction
    - Exchanging and asking what we get from these
- Kaleidoscopes
  - Incredible - so interactive
    - Seemed wanting interaction even if not being
  - Color!!!! This was joyful and excited and delicious
    - Shapes!
    - Symmetry and reflection
    - Mechanical intrigue
    - Uniqueness, ability to create something new with the device
      - This is a unique place
      - And you create unique images for self
  - What is a kaleidoscope of shame resilience? Of masculinity?
    - What do we reflect?
      - or , rather, what do we assemble into an artistic whole that can be examined—pieces zoomed and reflected to create new, beautiful, aesthetic creation?
    - Almost like a recipe as well
  - Aesthetic value brought a lot of joy → with ability to manipulate it
- Art Gallery
  - Chess
    - This game was not really designed to be played, but the game was used as a frame for political, social, aesthetic meaning
    - How does ROLE have an impact here? → specificity
    - How do two opposing POV Or slides positioned against each other affect meaning?
    - A game that has specific roles that give certain powers (talked to K)
    - satire !
  - Voodoo Kit
    - Invitation to interact → feels intriguing but safe → more “fun” and rebellious → a performance in many ways
    - Historical artifacts
    - Colors gave fun, lighthearted sense to it
    - How is a template for engagement encourage it better
  - Bible art
    - Someone wrote “I hate god” - direct oppositional engagement → what encourages that? What does this do?
      - Subversion, intrigue

- Individual personal story
- Guest book invited anything, including prayer requests
- “Free bibles” → felt cheap, uncared for, undesired and *looked* that way by the way they were maintained and presented
- Shame Mocktails?
  - “Bloody Shame” mocktail → mixology
  - Shame has [insert ingredients]
  - Guilt mocktail, embarrassment, humiliation
  - Different feelings of shame → different drinks → colors from there

March 26, 2022 - Thought Bubble Theatre Festival

Note: At this outdoor TYA festival, I volunteered at the free snack booth.

1. Shame around the snack table experience and shame around *desire* for snacks they could not have
  - a. if parent told them not to have any but they wanted some
  - b. even if I said “can only have one”, some seemed to feel shame for wanting more than one
  - c. others seemed to feel a little shame when asking for something that then I said I didn’t have
    - i. dad asked for son and then son hid behind dad when I said no there weren’t any more
2. In contrast, some shamelessly grabbing as many as they want
3. When told to say “please” - some didn’t have shame