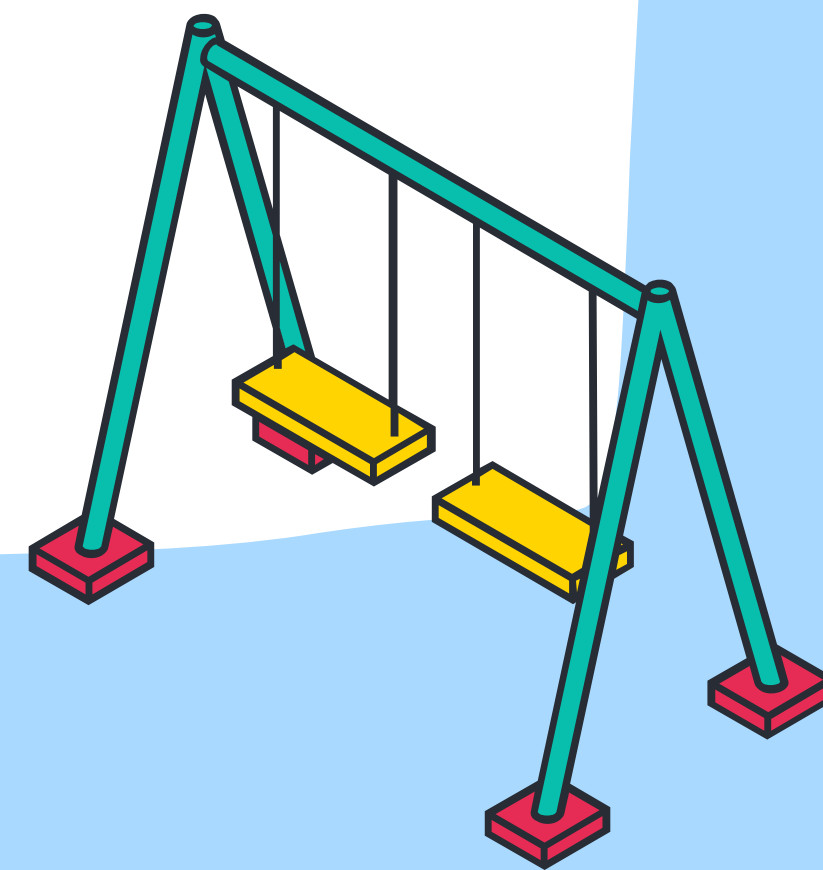
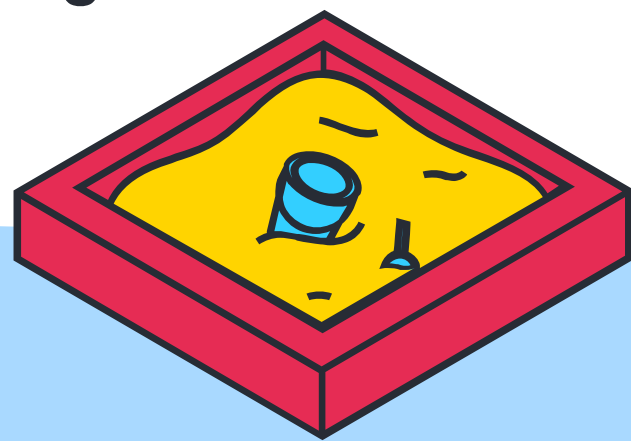
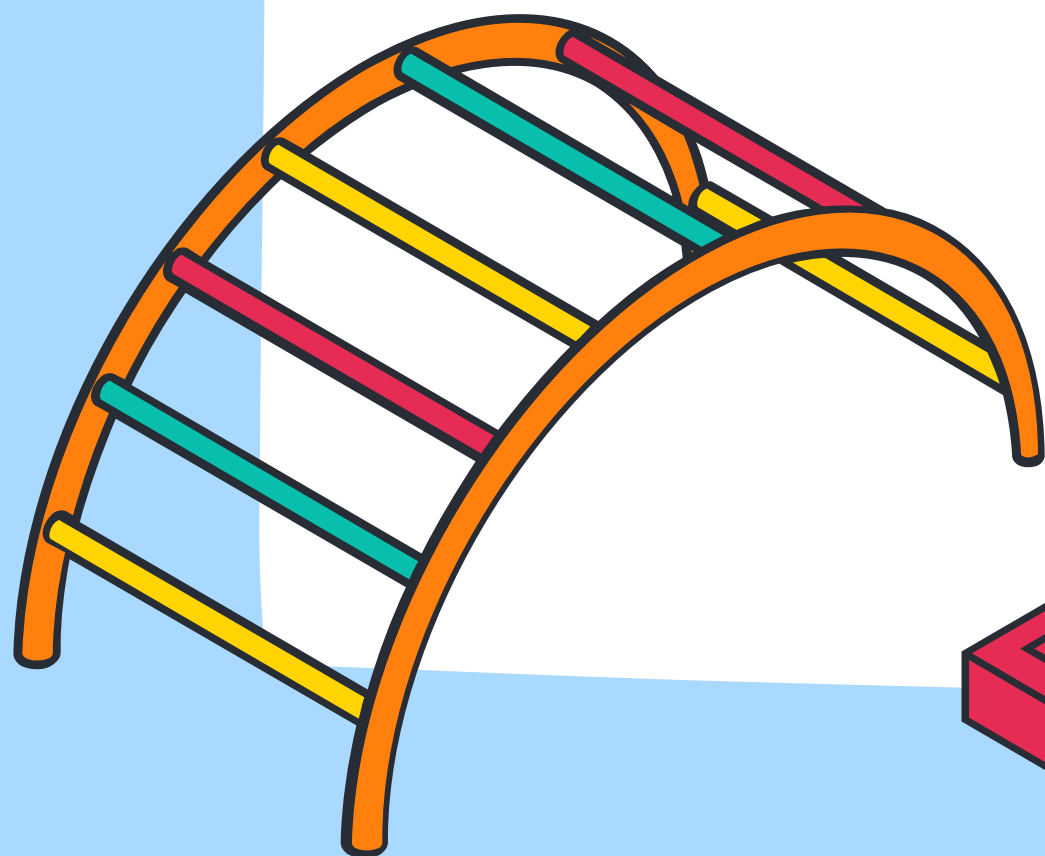
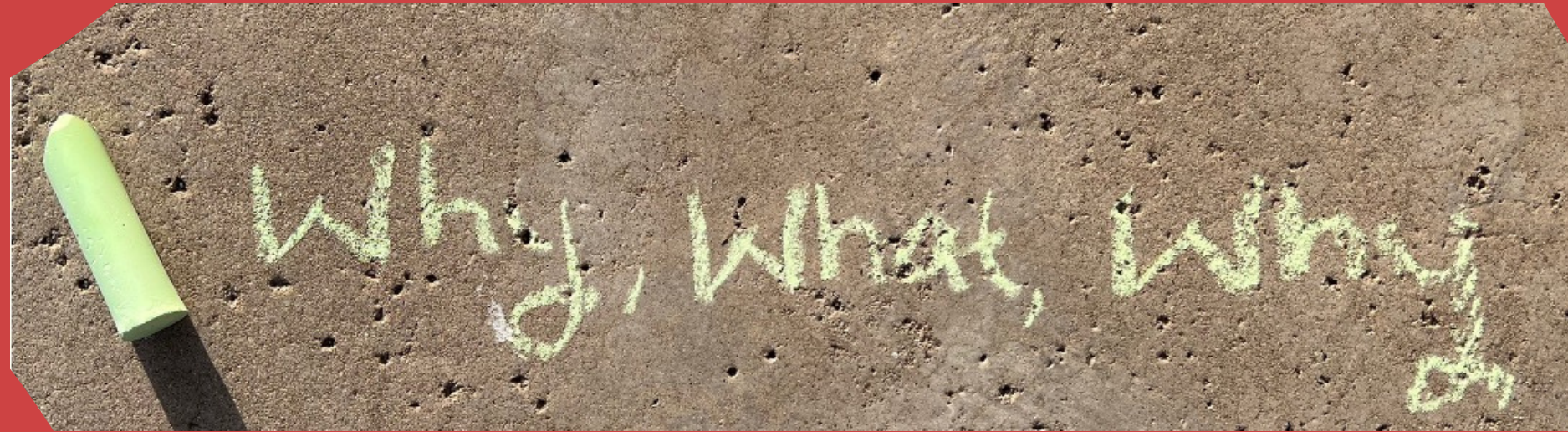


INTRODUCING

SHAME RECESS

Presented by Jacob Buttry





KEY QUESTIONS



- How does going through the challenging, specific, and sometimes painful process of shame resilience become a site of enjoyment?
- How do I create a space where people connect in a way where shame can be identified and overcome?



CONTEXT



- Shame-filled and Shaming-filled culture
 - Harm to self & identity concept
 - Hegemony
- Childhood's tie to playfulness & vulnerability

Value Statement



Shame recess creates a **FAMILIAR, CUTE ENVIRONMENT** with a clear **IMAGINARY NARRATIVE** in order to replicate the **FREEDOM AND PLAYFULNESS OF CHILDHOOD** for young adults. The world offers **GAMES** and interactive components that (1) offer low-dose representations of **SHAME** and (2) invite players to **CONNECT** in a carefree way with one another.

FOUR INGREDIENTS

01 **INTERACTIVE WORLD**
- CURIOUS

02 **PLAYGROUND GAMES**
- CONNECTED, VULNERABLE

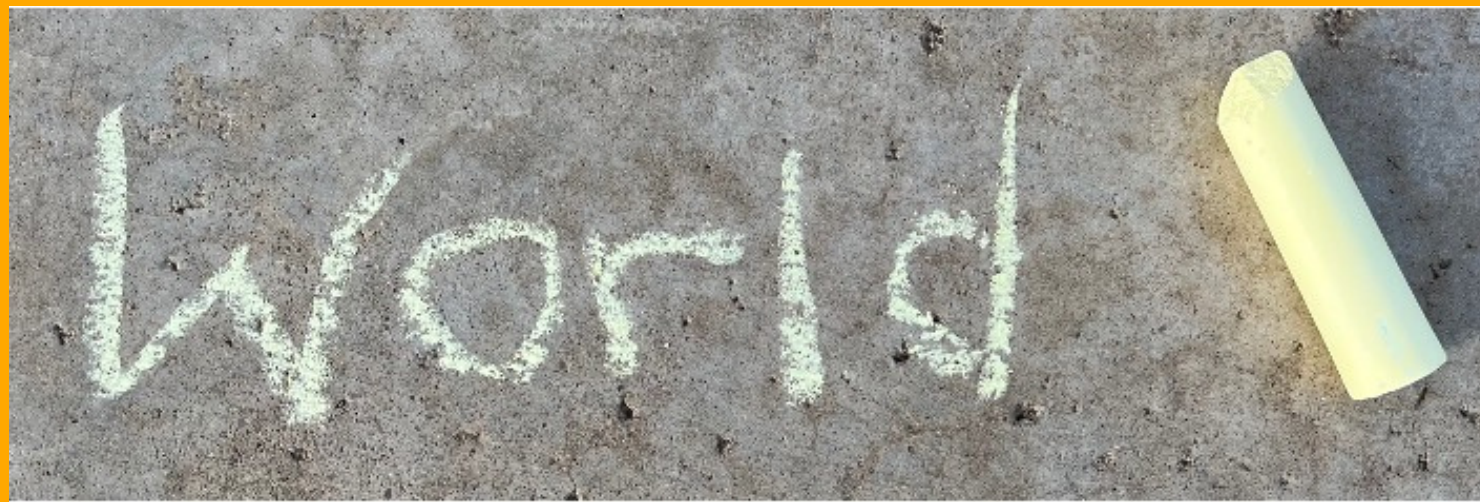
03 **TOY CHARACTERS**
- PLAYFUL

04 **THE SHAME MONSTER**
- CHALLENGED, FREE





SHAME RECESS - A MODEL



CREATING NARRATIVE

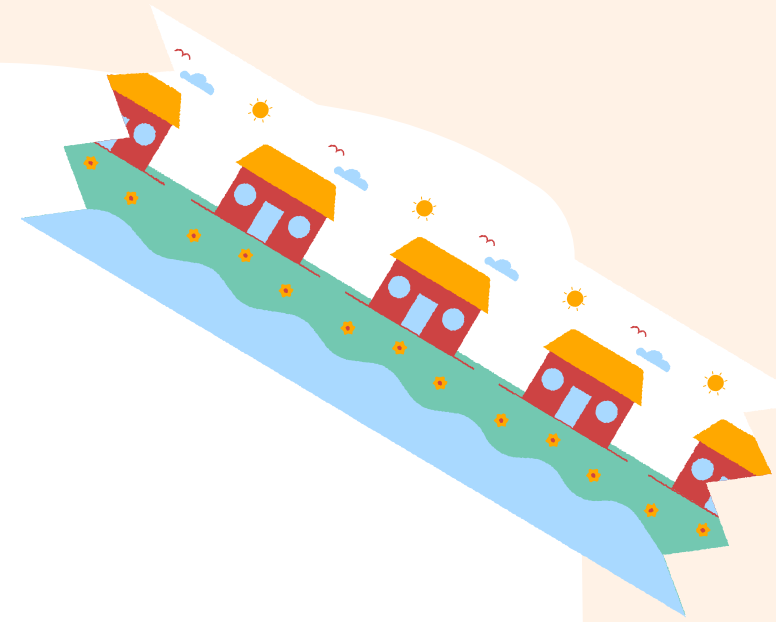
- Childhood becomes a role
- Clear "relics" (resources & aesthetics) of this "recess"
- Toys & monster to create an extra distancing

ENGAGING SENSES

- Smells/tastes – kids snacks
- Music – 90s Disney?
- Tactile – Legos, jacks, etc.
- Colors – primary, chalk



PLAYER EXPERIENCE GOAL



PLAYER

- Connected to ASU
- Disconnected from childhood
- People who experience shame
- Early/mid 20s

PEG

- Name shame
- Feel safe tip-toeing into the discomfort of vulnerability
- To connect with others as a resistance to shame

PEEG

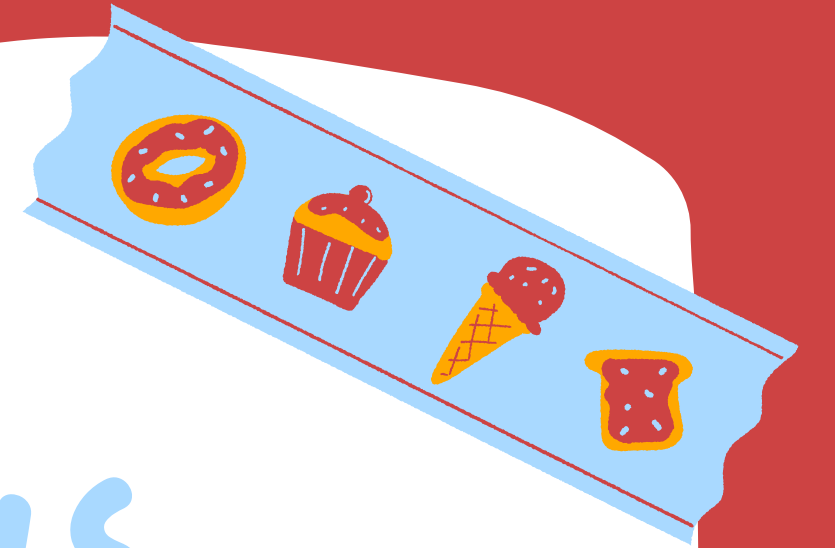
- To feel the freedom and playfulness of childhood
- To feel challenged to confront shame
- To feel confident in exposing the tricks of shame
- To feel connected to other humans





PLAYER CONSIDERATIONS

- Role-playing childhood
- Entering the Circle!
 - Familiarity
 - Cuteness
 - Something about crossing the border
- Roam free in playground world, whole 2 hrs
- Range from 2 min & leave to higher-level 'quest' of discovering the recess monster





Questions:

- Does the space appropriately incorporate familiar elements of childhood for the player?
- Do players connect with one another? Do we see elements like conversation, laughter, helping behavior, risk-taking in meeting new people?
- Do players gain practice naming shame? Do some players engage with the shame monster component? Do players get scared by seeing the word shame and leave, or do they integrate it into their game play?

