

Collaborative Interventions



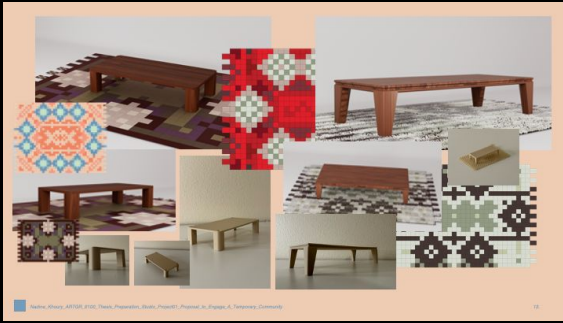
MERGE



The Merging of ideas,
projects, people, place, sound,
space, and communities.



The Initial Combination



Why Floor Sitting?

Phase 01: Discovery & Research (Weeks 1 - 2)
Survey design, creation, and distribution, initial low-fidelity hand sketching, Analyzing surveys and completing hand-drawn low-fidelity app plan

Phase 02: Ideation & Prototyping (Weeks 2 - 5)
Digital low-fidelity prototypes, user testing interviews on digital prototype, creating furniture categories, preliminary furniture sketches, and a mid-fidelity black and white Figma prototype.

Phase 03: Design & Development (Week 5 - 7)
3D modeling furniture, Designing Rugs, high-fidelity app prototype, completing 3D model renders. Based on app designs, color themes, feedback and continued testing.

Phase 04: Refinement & Delivery (Weeks 8 - 10)
High-fidelity user testing, analyzing feedback, making necessary 3D modeling changes, and app changes, final touches on all deliverables. Creating app mockups, testing app functionality, creating a presentation & final deadline.



3. How can lo-fi/independent games communicate reflective stories and the depth of human experiences and memories?

Project Roadmap & Deliverables



01.

02.

03.

04.

The Game

Prototype an interactive game/installation based on intentionally co-creating art and stories in real time.

The Space

A focus on space, community, collaboration, healthy seating, interconnectedness and building habits of calm and nostalgia.

The Brand

Based on the merging of concepts, people, design, and schools of thought. Connecting in ways that promote healthy habits & intentional connection.

The Intervention

An evaluation of choices, designs and ideas, a simulation of space without the space itself. Collecting co-created output and reactions.

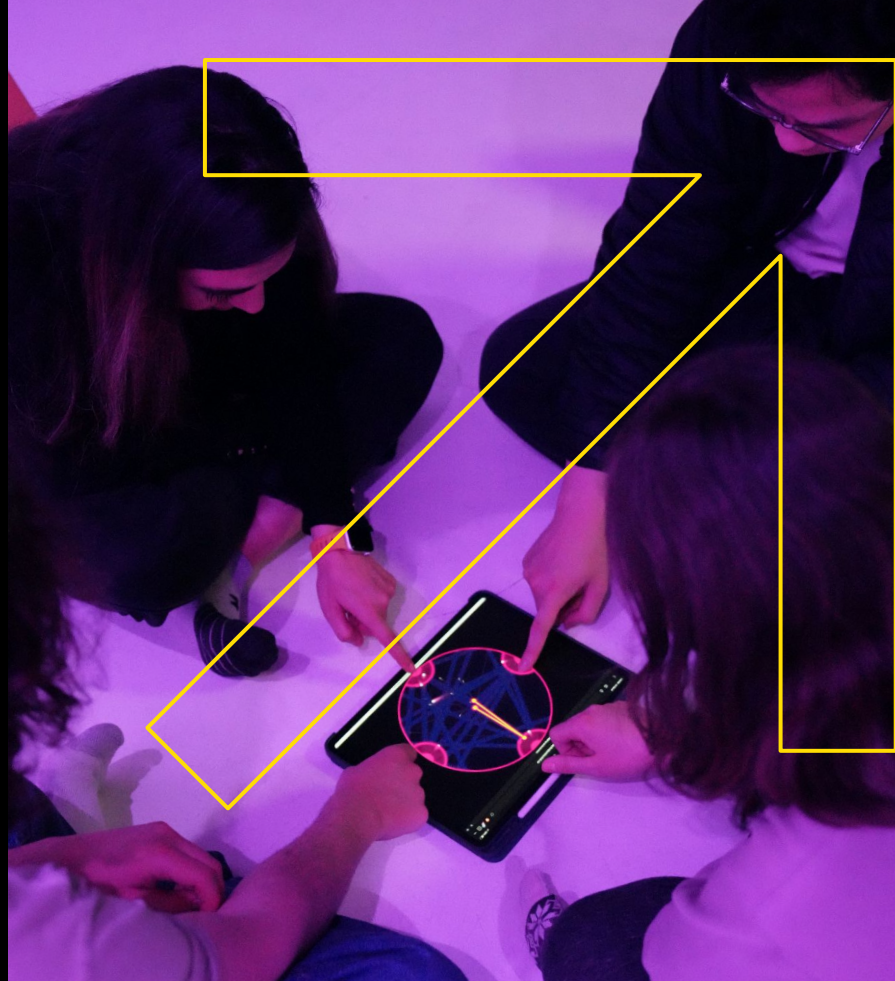
01.

The Game

MERGE

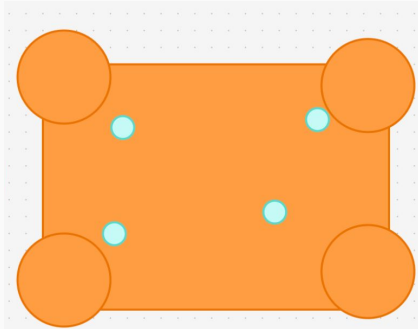
Designed to encourage intentional connection across literal and figurative space. Players work together to co-create stars and constellations.

Each constellation is unique to the group and session. When a constellation is fully formed, the image is saved and printed out. Players can then create new stories about the constellation.



The Game

Details & Process 01.



Multiple people
story
no clear start or end

Nadine Khoury

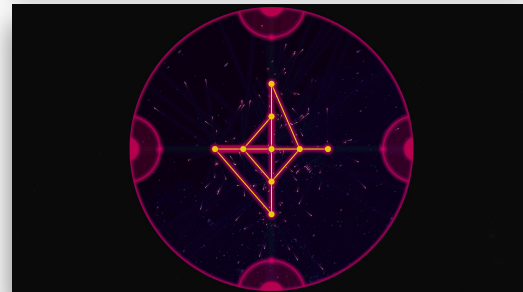
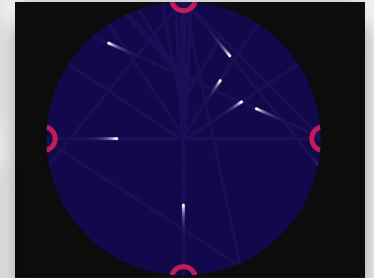
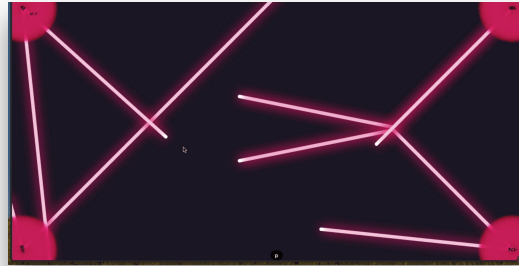
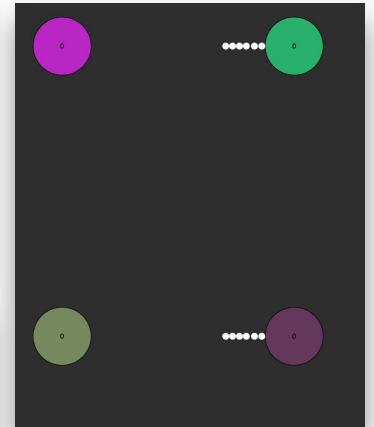
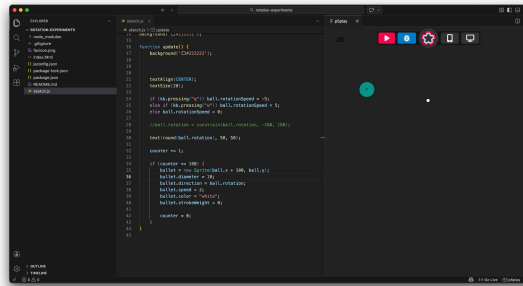
4 player?
space/stars
cant reach all sides of the board (screen)
high stool to shoot the hungry hippo marbles
errr
you have little characters that move

- when four specific points are touched on the board at the same time a specific constellation lights up + info + audio

You sit cross cross in a chair (stool on the floor), and you try to shoot a ball into the correct spot to create a constellation - if you miss color gets added/splashed on the screen.

Once you create the constellation each person gets their own picture of the instillation!

Nadine Khoury



The Game

Details & Process 02.



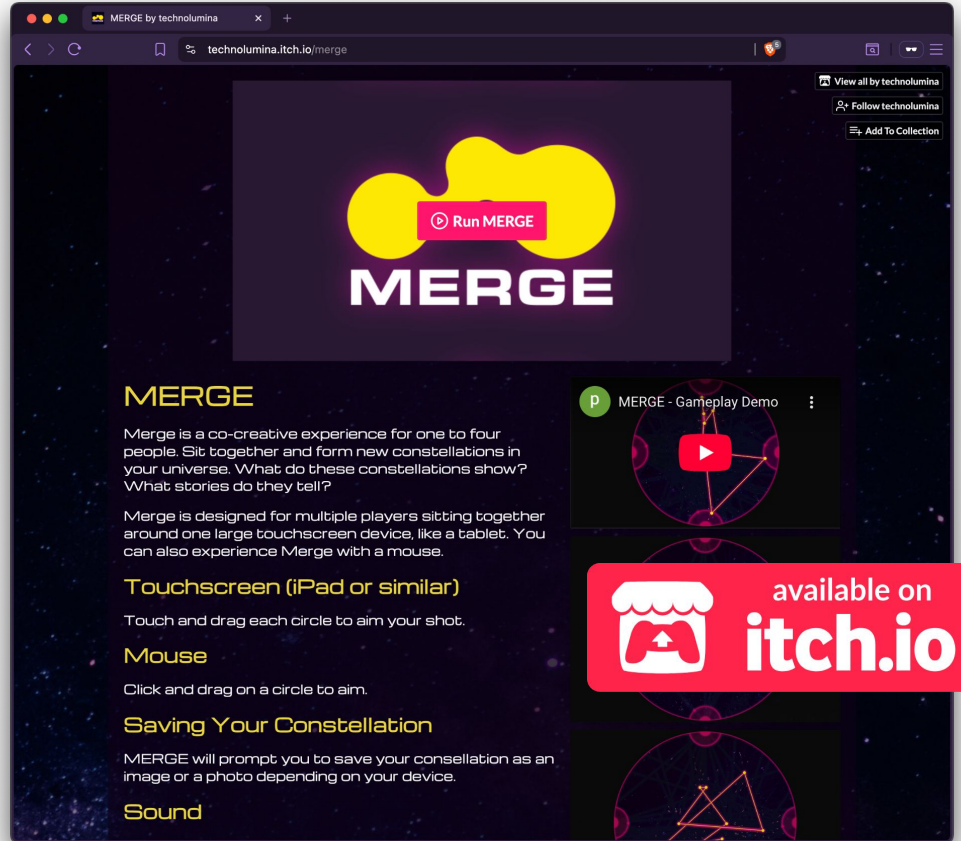
```
let sounds = [  
  "C5", "D5", "E5", "F#5", "G#5", "A#5",  
  "C6", "D6", "E6", "F#6", "G#6", "A#6",  
  "C7", "D7", "E7", "F#7", "G#7", "A#7",  
  "C8", "D8", "E8", "F#8", "G#8", "A#8",  
  "C9"  
];
```



```
sampler = new Tone.Sampler({  
  urls: {  
    C5: "c5.wav",  
    C6: "c6.wav",  
    C7: "c7.wav",  
    C8: "c8.wav"  
  },  
  release: 2.5,  
  baseUrl: "audio/"  
});  
  
compressor = new Tone.Compressor({  
  threshold: -60,  
  ratio: 8,  
  attack: 0.003,  
  release: 0.25,  
  knee: 10,  
});  
  
limiter = new Tone.Limiter(-60);  
  
sampler.chain(compressor, limiter, Tone.getDestination());
```

The Game

Details & Process 03.



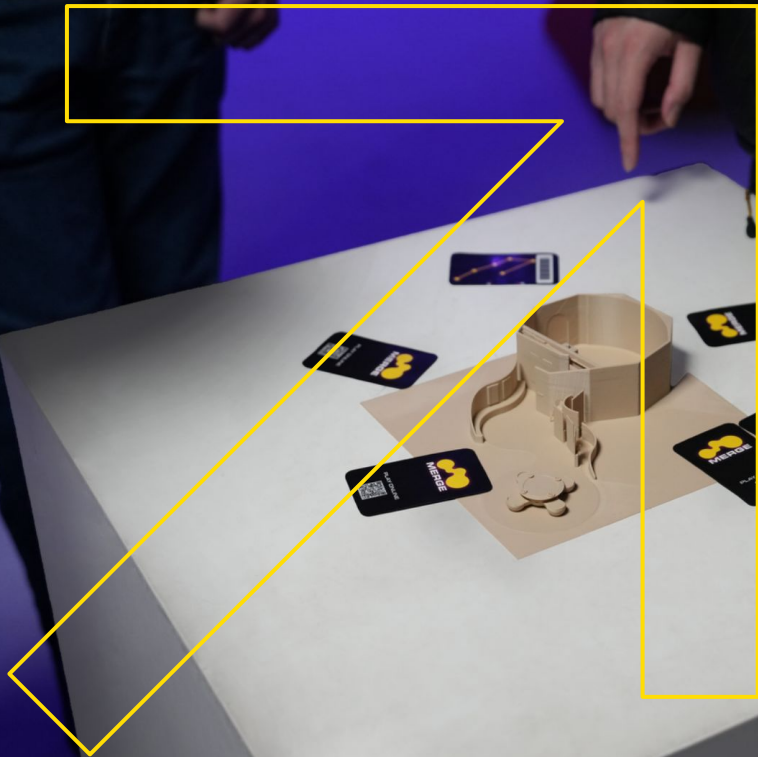
The Final Game

Merge - Gameplay



02.

The Space

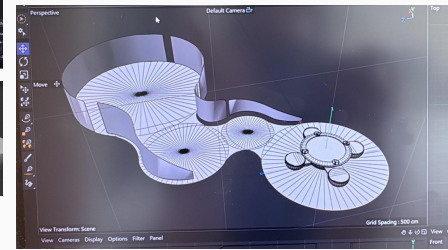
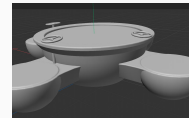
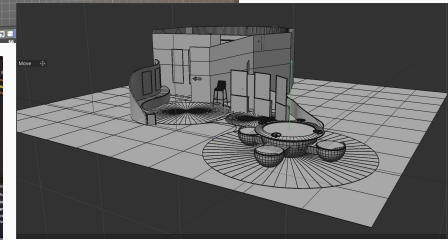
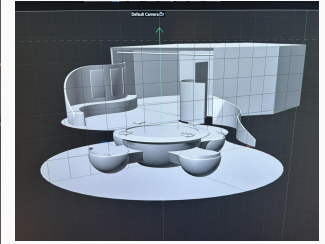
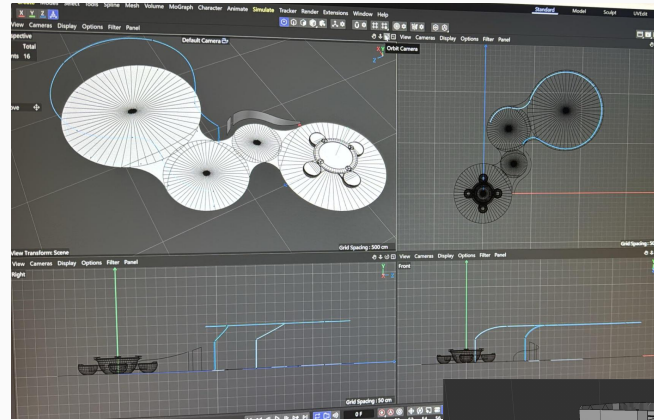


Designed to prompt you to sit cross legged and sit on the ground in order to get back up again.

A space that leads you to each station and prompts you to engage and interact with your temporary community.

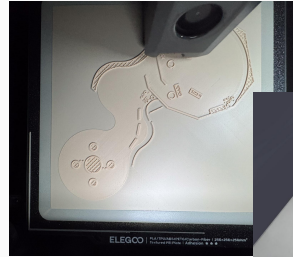
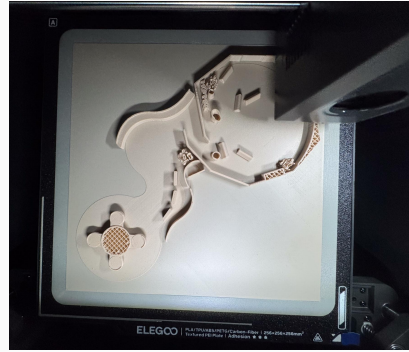
The Space

Details & Process 01.

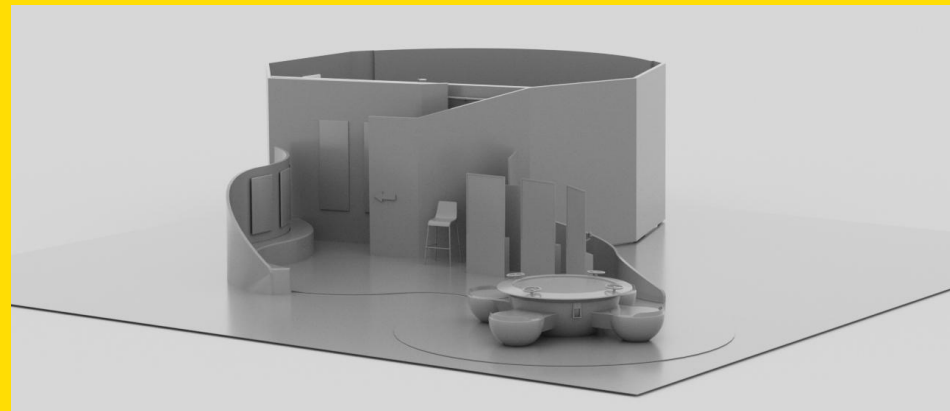
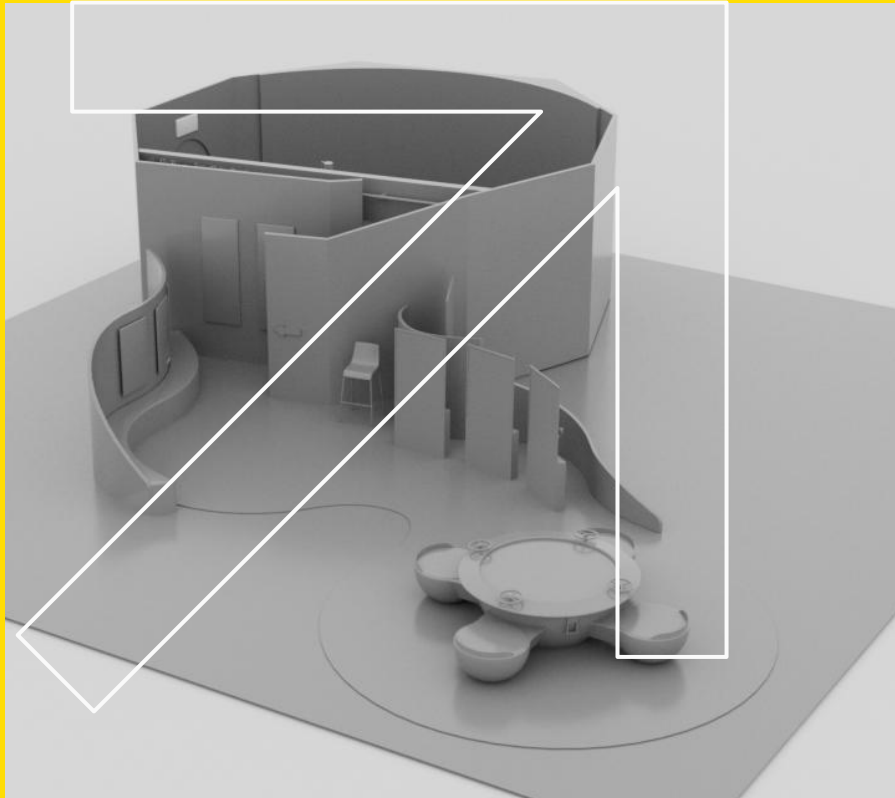


The Space

Details & Process 02.



The Final Space



03. The

Brand

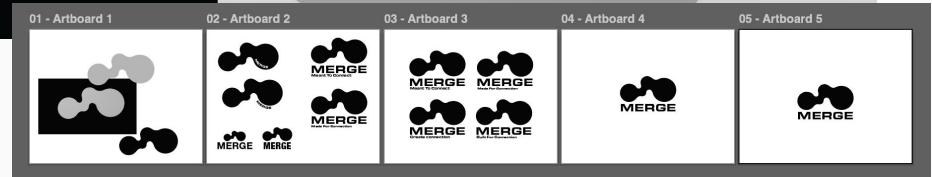
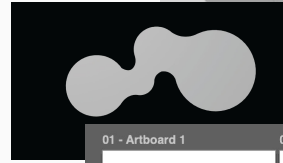
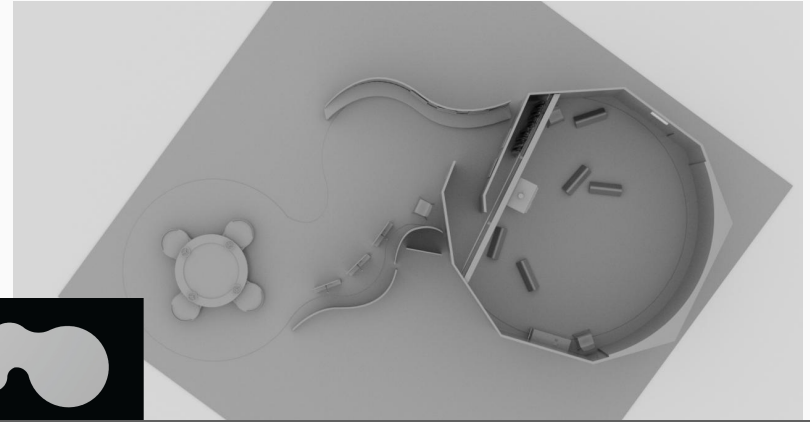
Inspired by the physical space and the game, MERGE inspires people to connect to one another and invites curiosity. Visual branding pays homage to space exploration and cosmic phenomena.

MERGE functions as the name and brand for the exhibition within the context of children's and science museums. It also extends beyond that, such as to the free online game.



The Brand

Details & Process 01.



#ca1e55



#aed6e6



#d3d025

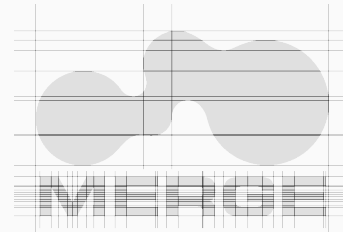
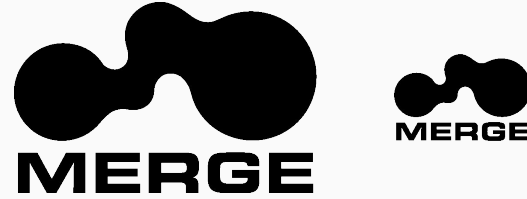


#291e5d

Details & Process 02.

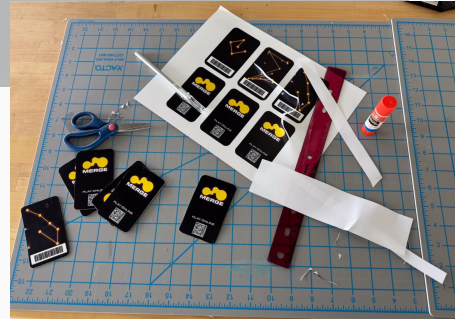


Logo:
MERGE Eurostile Extd



The Brand

Details & Process 03.

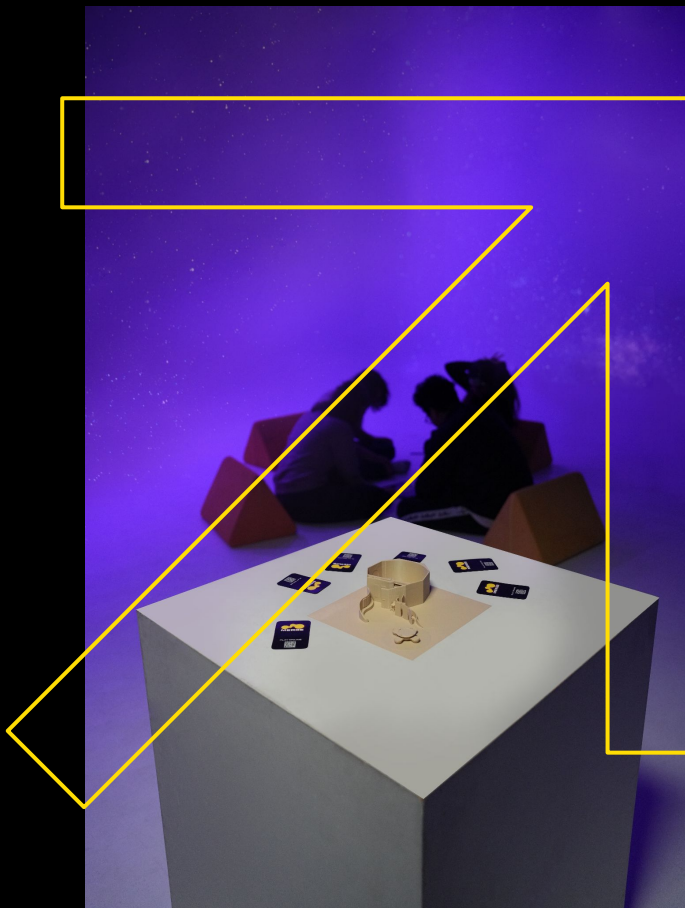


The Final Brand

A photograph of two people sitting on the floor with colorful cushions (red, orange, purple) against a starry purple background. A large, bright yellow, organic, blob-like graphic is overlaid on the image, partially obscuring the people. Below the graphic, the word "MERGE" is written in large, bold, white, sans-serif capital letters. A white geometric line graphic, consisting of a rectangle and a triangle, is overlaid on the left side of the image.

MERGE

04. The Intervention



Questions:

What do you see in the constellations?

What stories can you tell from the constellations?

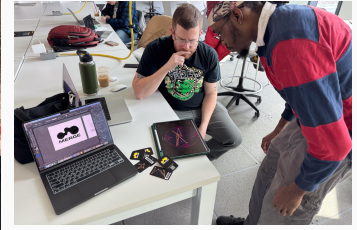
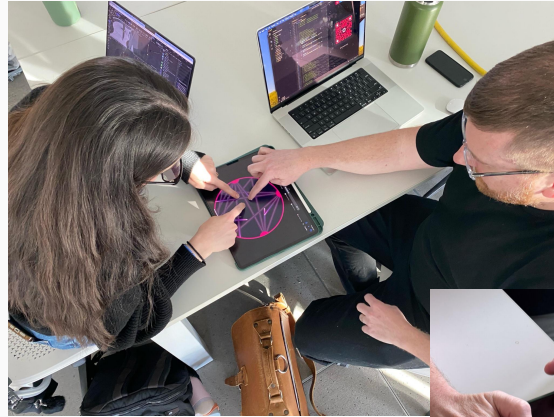
What memories do these constellations bring back?

Photos of the intervention showcased throughout the presentation.

*Photographs by: Nadine Khoury
Labeled photographs by: Ben Duggins*

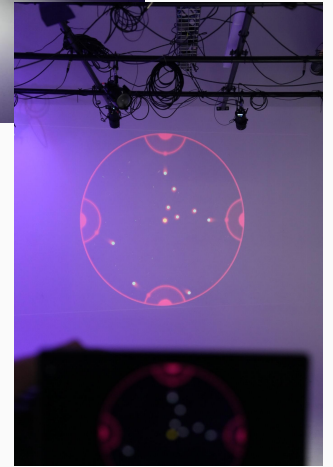
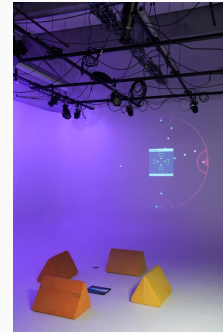
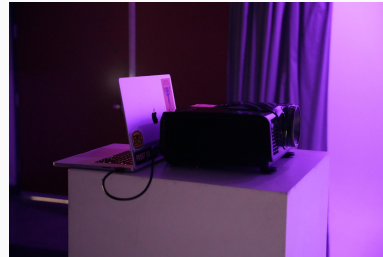
The Intervention

Details & Process 01.



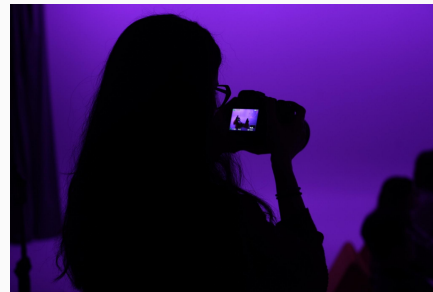
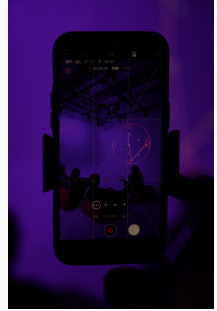
The Intervention

Details & Process 02.



The Intervention

Details & Process 03.

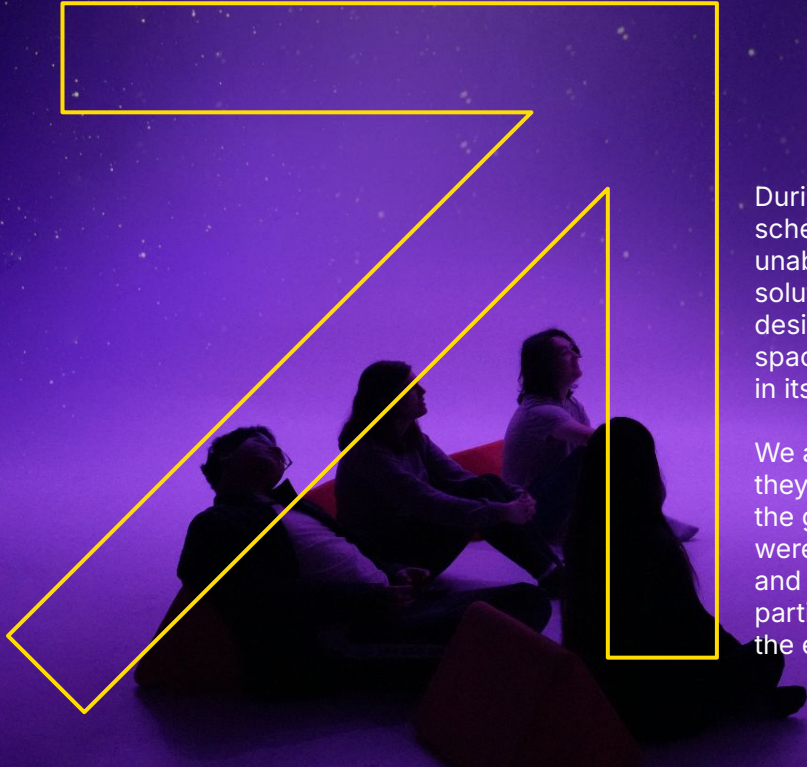


Photographs by: Ben Duggins

The Final Intervention



The Final Intervention



During the intervention a scheduled participant was unable to attend - our solution mimicked what the design of the game and space is meant to emulate in its final form.

We asked someone new if they would be willing to test the game and space. We were met with enthusiasm and an eagerness to participate that showcased the essence of the design.



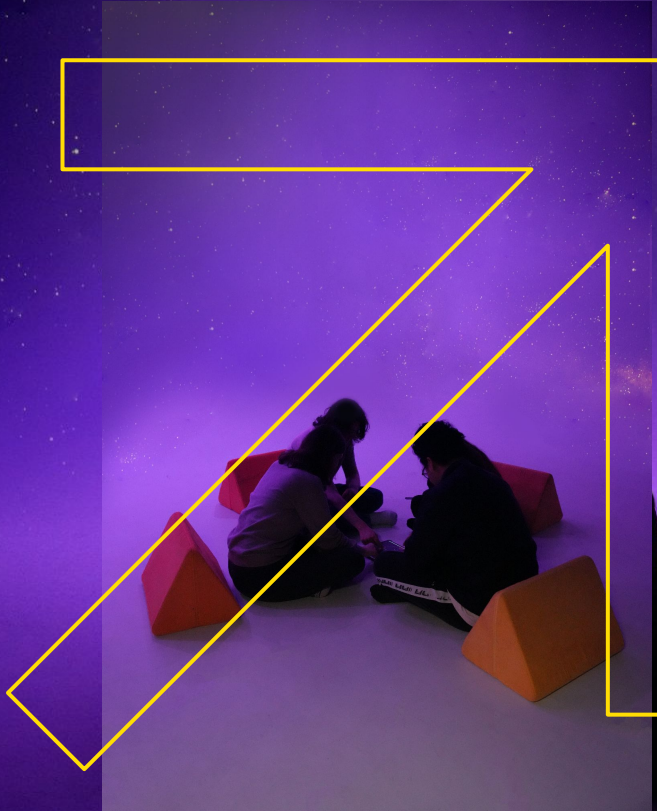
The Final Intervention



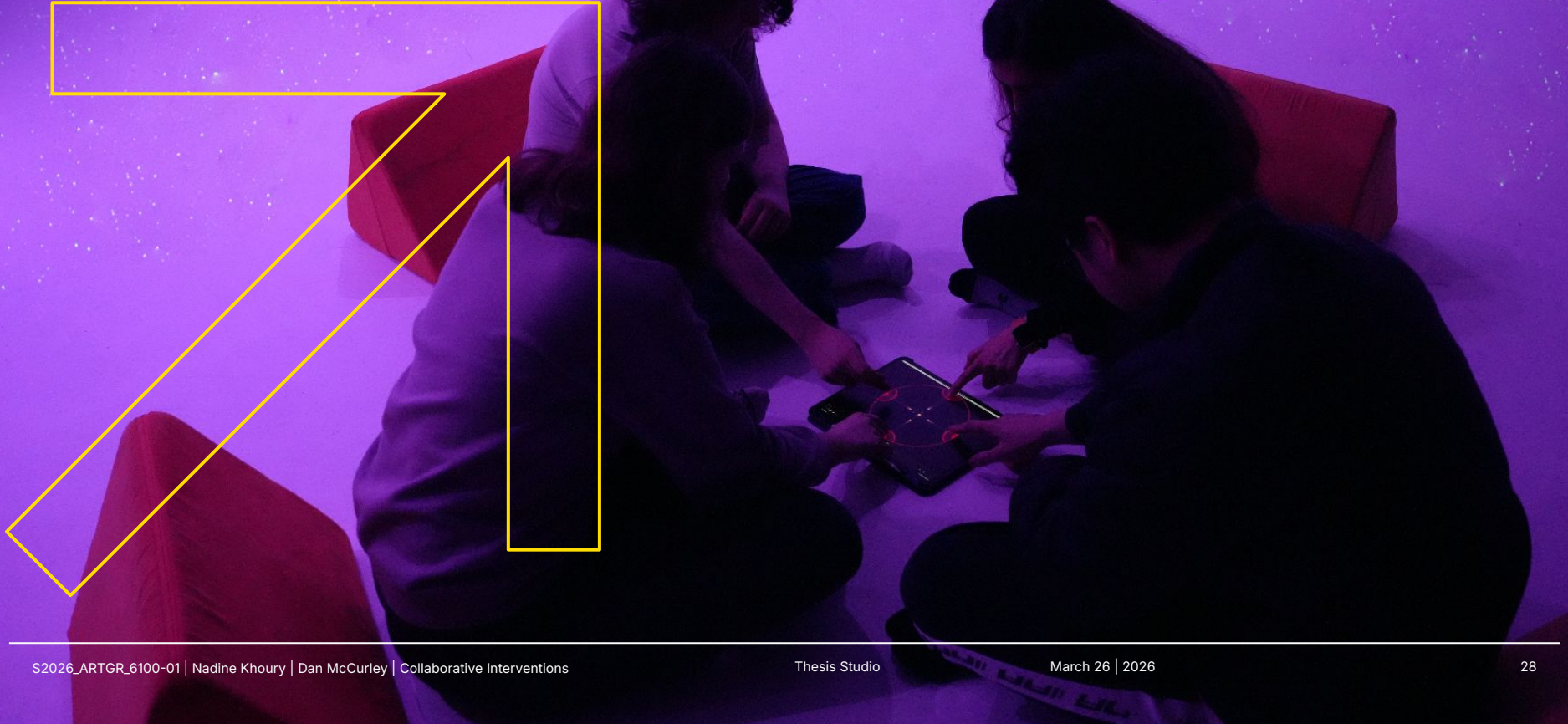
The Final Intervention



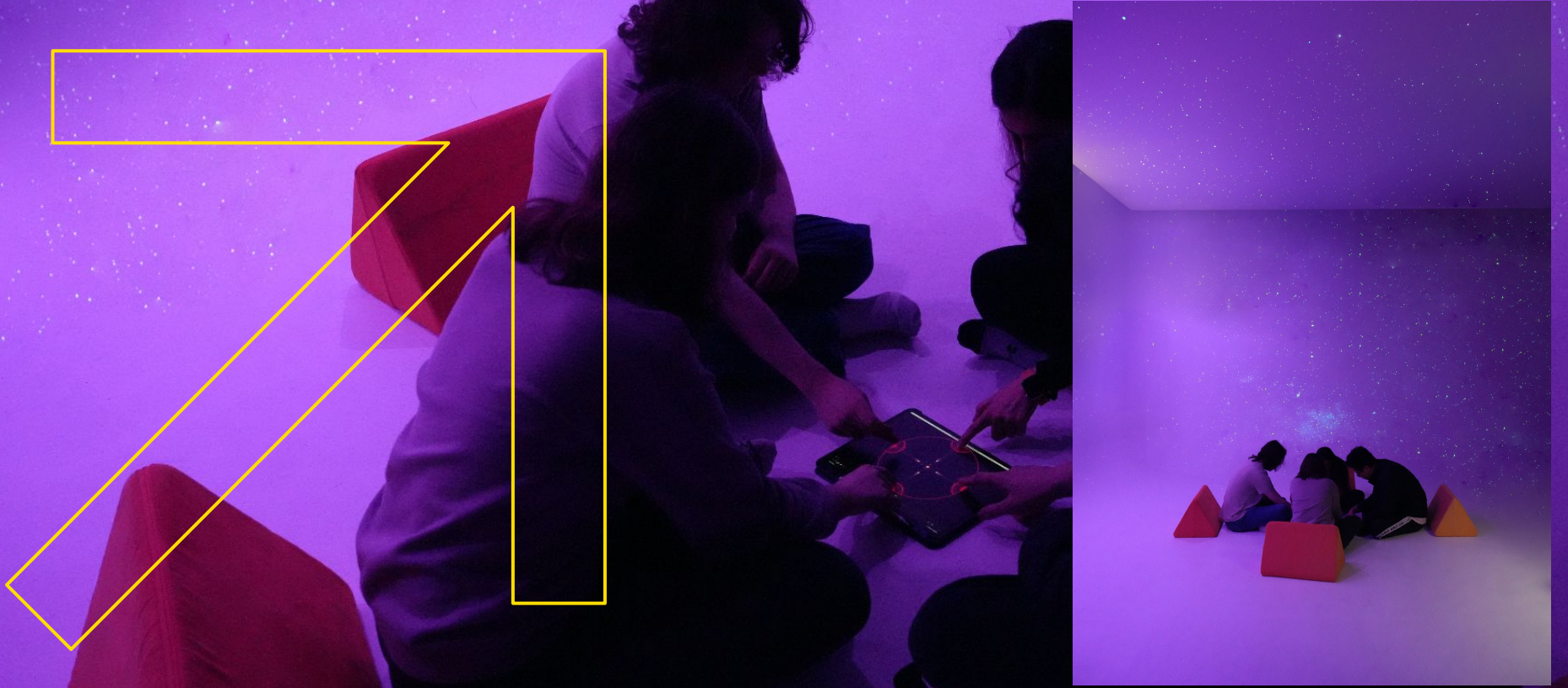
The Final Intervention



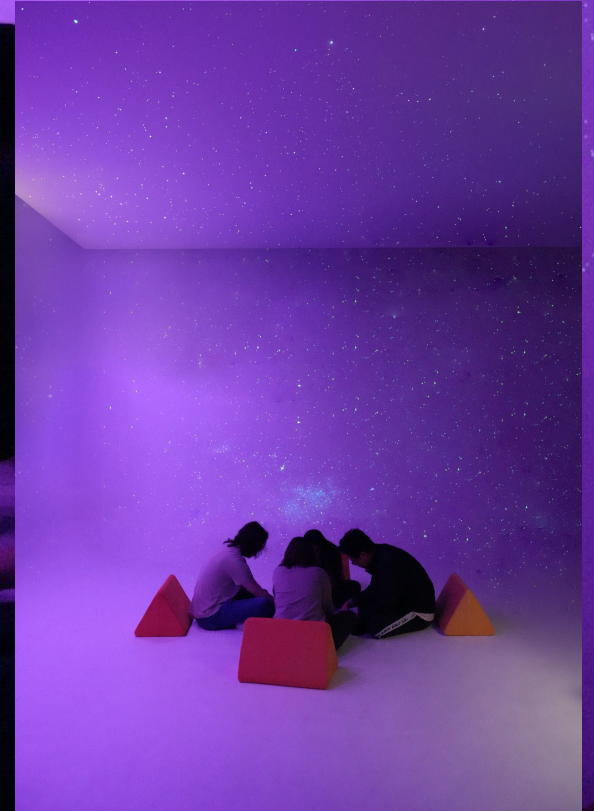
The Final Intervention



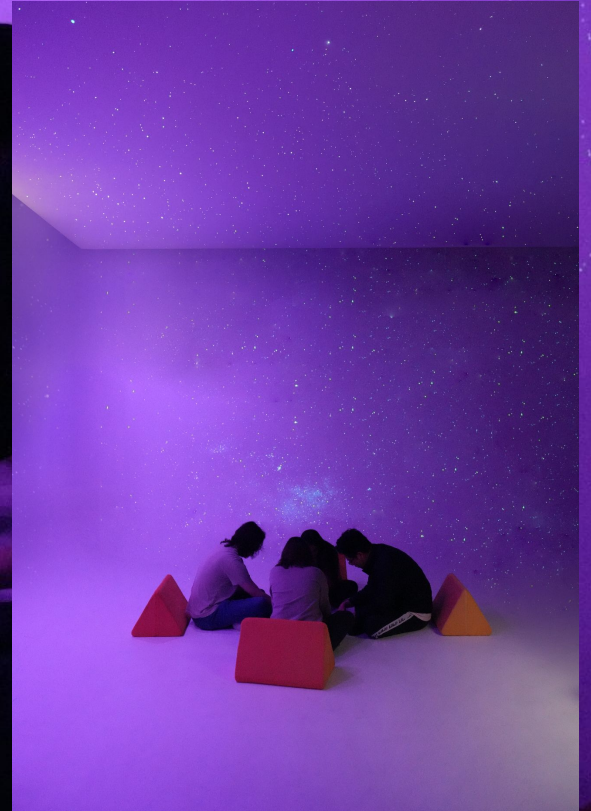
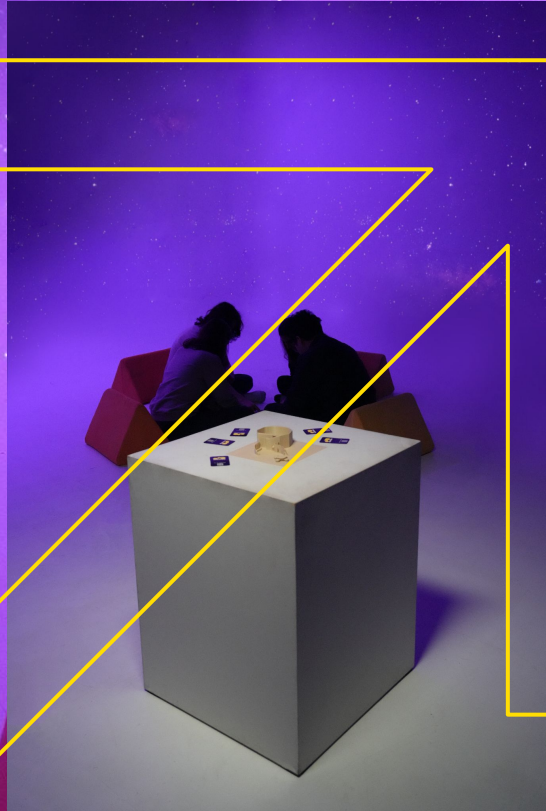
The Final Intervention



The Final Intervention



The Final Intervention



Intervention Outcomes



"This reminds me of when my dad and I would go look at meteor showers in August ... [he] would get all excited."

"It's like reincarnation, when you were a star."

"Ok, we got... a vacuum?"



Results & Analysis



Participants actively working together, communicating intent, cheering & gasping

Freely sharing stories and comments during sitting + viewing session

Floor sitting in close proximity felt comfortable and friendly - no complaints

Multiple positive statements on printed cards, physical exhibit model, sound design and music

No usability issues or confusion



Very little storytelling related to constellations in intervention

Tech limitations prevented intended experience of recording stories and viewing co-created images in session

Viewing recorded experience: lots of focus on flying particles, near collisions, tension, "DVD menu" moments

Thank You

