



Massively Multiplayer Thumb Wrestling (Monochrom 2004)

PURPOSE:

- Having fun
- Connecting with others
- Developing reflexes
- Being imaginative with the different patterns
- What can one learn/take away from this play activity
- Strategic thinking
- Quick reflexes
- Imagination through trying out different play patterns

WHAT'S UNIQUE:

- Physical game
- Simple to learn
- Able to be adapted to beginner or advanced levels
- Replayable
- Does not require any materials
- Inexpensive

ABOUT:

Monochrom's Massive Multiplayer Thumb Wrestling is a group variation on traditional thumb wrestling. Usually in thumb wrestling, two players put the fingers of their right hands together to form a fist and keep their thumbs up. They then wrestle with the thumbs. The first player to pin down the other player's thumb wins.

If a referee is present, he or she will mark the winner's thumb with chalk and the winner will raise their hand. In multiplayer thumb wrestling, three or more players put their hands together and the first player to pin a thumb is the winner. It is even possible to incorporate the left and right hand.

The winner and the owner of the pinned thumb is then out of the game and the other players then continue to play with the remaining thumbs. There are many different patterns that can be formed e.g. players can play in a simple circle, a chain or even a snowflake shape by changing where they stand.

<http://www.monochrom.at/daumen/netzwerk-eng.htm>

MASSIVELY MULTIPLAYER THUMB WRESTLING



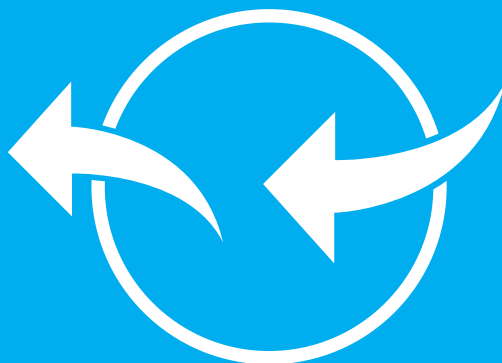
HOW MANY PLAYERS:
TWO OR MORE



TOOLS NEEDED:
THUMBS



CAN BE PLAYED:
INDOORS OR OUTDOORS





Liste Lance (Folk Game, Denmark)

PURPOSE:

- Peer cooperation
- Peer listening
- Opportunity to experience new role relationships (player vs audience contributor)

WHAT'S UNIQUE:

- Simple to learn
- Inexpensive
- Replayable

ABOUT:

This is a simple quiet Danish folk game where two players sneak around in slow motion with a wooden spoon while blindfolded. Players are blindfolded and each given a wooden spoon, their 'lance'.

They are then taken to different positions in the room and spun around. After an audience calls to begin, the player's goal is to touch the other player with their 'lance' while moving in slow motion.

The audience is encouraged to shout out instructions or hints to the players. Whoever is touched by a 'lance' first loses. Optionally, this game can be played with very loud music.

<http://ludocity.org/wiki/Listelance>

WHAT CAN ONE LEARN/TAKE AWAY FROM THIS PLAY ACTIVITY

- Ability to slow body
- Social reasoning
- Ability to listen to others' direction

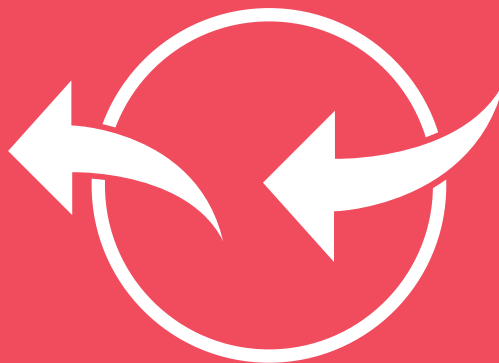
LISTE LANCE (FOLK GAME, DENMARK)

**HOW MANY PLAYERS:
TWO OR MORE**



**CAN BE PLAYED:
INDOORS OR OUTDOORS
IN A SMALL TO MEDIUM
SIZED AREA WITH NOT
TOO MANY OBSTACLES**

**TOOLS NEEDED:
TWO WOODEN SPOONS
OR OTHER SAFE OBJECTS
TWO BLINDFOLDS**





Johan Sebastian Joust By Die Gute Fabrik

PURPOSE:

- Getting participants physically active
- Getting participants to non-verbally negotiate body positioning
- Enable fun

WHAT'S UNIQUE:

- Physical game/Music-controlled pace
- Simple to learn
- Replayable
- Music-controlled pace

ABOUT:

Johann Sebastian Joust is a social play game that is digitally-enabled on the PlayStation 3 and 4, Mac, or Linux platforms.

Each person holds a PlayStation®Move motion controller and tries to jostle the other player's controller while simultaneously keeping their controller away from being jostled.

When the J.S. Bach Brandenburg Concerto plays slowly, players must move slowly. When the music speeds up, the players can move quickly and dash at their opponents.

The goal is to be the last player remaining. If a controller is ever moved too quickly for the music, that player is out!

<http://www.jsjoust.com>

WHAT CAN ONE LEARN/TAKE AWAY FROM THIS PLAY ACTIVITY

- Open-ended rules that encourage "house rules" creates an environment for communication and negotiation
- Enables a sense of body position and coordination
- Enables discussion of 'fair play'

JOHAN SEBASTIAN JOUST



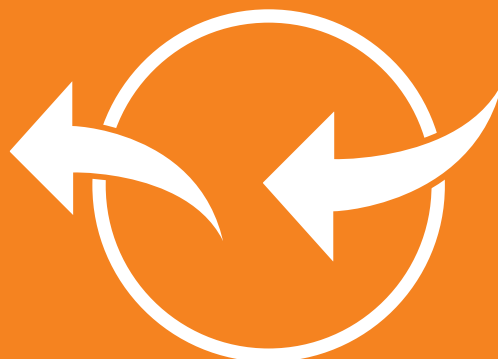
HOW MANY PLAYERS:
2-7 PLAYERS
(NOTE: 2-4 PLAYERS ON PLAYSTATION 4)



TOOLS NEEDED:
TWO WOODEN SPOONS
OR OTHER SAFE OBJECTS
TWO BLINDFOLDS



CAN BE PLAYED:
INDOORS OR OUTDOORS
IN A SPACE APPROXIMATELY
15FT X 15FT





Ninja (Folk Game)

PURPOSE:

- Gets participants physically active
- Gets participants to negotiate body positioning
- Enable sensing others

WHAT'S UNIQUE:

- Simple, no tools required
- Encourages ridiculousness and style
- Encourages concept of honour

ABOUT:

Ninja is a turn-based theatrical faux-combat game. Begin in a circle standing at arms-length away from each player. On the count of "3... 2... 1... NINJA!" all players jump into ninja poses. Choose your pose wisely! The goal is to eliminate other players by slapping their hands (does not include wrists). Engage with a player near to you, randomly choose one player to begin, and take turns striking ninja poses. On each turn a player can make a ninja pose; this can be either a defensive positioning or a fluid ninja attack. At the end of each player's turn they must hold their pose still while the other player does their turn. If attacked, a player can dodge as long as their feet remain planted and they end in a pose.

Final Duel: When two players remain there is a final duel. Begin again on the count of "3... 2... 1... NINJA!". The ninja with the boldest pose goes first. The game ends when one ninja remains.

KAPOW!

HAYA!

<http://ludocity.org/wiki/Ninja>

WHAT CAN ONE LEARN/TAKE AWAY FROM THIS PLAY ACTIVITY

- Quick reflexes
- Being imaginative
- Enables a sense of body position and coordination
- Enables discussion of 'fair play'

NINJA (FOLK GAME)



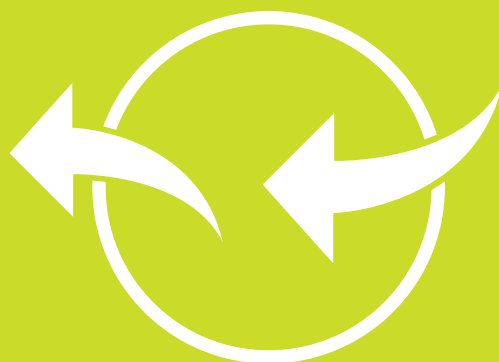
HOW MANY PLAYERS:
TWO OR MORE



TOOLS NEEDED:
NONE



CAN BE PLAYED:
INDOORS OR OUTDOORS
IN A SPACE APPROXIMATELY
15FT X 15FT





Bounden (Game Oven 2013)

PURPOSE:

- Explores physical art medium of dance
- Getting participants physically active
- Getting participants to non-verbally negotiate body positioning

WHAT'S UNIQUE:

- Peer interaction
- Peer coordination
- Enables working together

ABOUT:

Bounden is a whimsical game co-created with the Dutch National Ballet, that guides you to dance. Both players hold either end of a device and starting the game. Players tilt the device and by swinging their arms and twisting their bodies while both still holding the device, follow around on the screen a virtual sphere following a path of rings. Graceful dance or giggling mess, you decide how to play!

<http://bounden.gameovenstudios.com>

WHAT CAN ONE LEARN/TAKE AWAY FROM THIS PLAY ACTIVITY

- Enables a sense of body position and coordination
- Ability to sense to others' direction

BOUNDEN (GAME OVEN 2013)



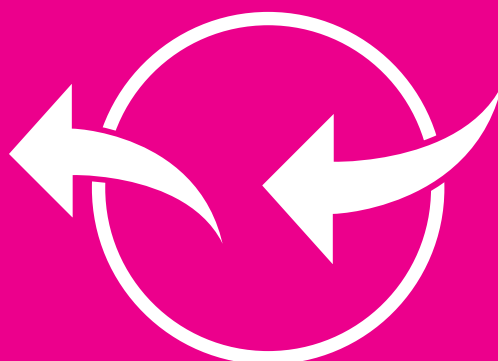
**HOW MANY PLAYERS:
TWO**



**TOOLS NEEDED:
MOBILE DEVICE,
DOWNLOAD THE APP
FOR IPHONE OR ANDROID**



**CAN BE PLAYED:
IN ENOUGH SPACE
TO DANCE**





The Metagame (Local No. 12 2011)

PURPOSE:

- Creative opinion making
- Respectful debating
- Engages conversation

WHAT'S UNIQUE:

- Getting participants to form personal opinions
- Getting participants respectfully conversing
- Multiple card game options

ABOUT:

The Metagame is a 'creative judgement' card pack of six games which all are an ultimate cure for awkward silences.

The Metagame gives players a chance to exercise their smartest and most ridiculous opinions on just about everything: music and movies, fine art and fashion, junk food and videogames. Each game sparks conversation about art, design, media, entertainment, and culture. It's not about knowing facts — it's about having opinions and sharing them with your friends.

A player will play a Culture Card and the rest of the players will match with an Opinion Card. Each of the six games has a different goal: either to match, chronologically order, debate, lose, discuss, or strategise over the cards.

<http://metaga.me>

WHAT CAN ONE LEARN/TAKE AWAY FROM THIS PLAY ACTIVITY

- Practicing how to opinion
- Practicing how to present an argument

THE METAGAME



HOW MANY
PLAYERS:
TWO OR MORE



TOOLS NEEDED:
METAGAME
CARD DECK



CAN BE PLAYED:
INDOORS

