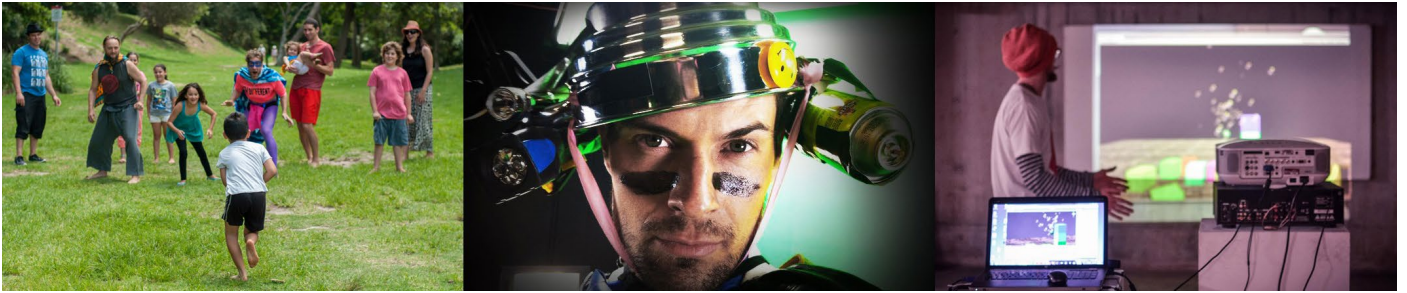




OPEN WORLD: GAME DESIGN



By deconstructing games and Life systems, one finds the correlation between the two and can assume a perspective of more knowing participation.

The Open World game design workshops are practical sessions in which we design and playtest games of our own making. Our toolkit spans ball games, board games, pen & paper games, video games and social experiments; incorporating any components our imaginations wish to mix in an alchemy of play. Supporting each other's creations by populating the proposed playing fields so the game master can witness their game in motion.

Valuable for game designers, educators, philosophers, executives, playful souls and anyone who wishes to analyse the structure of the systems we are flowing through in our daily lives.

The workshops cover the following areas:

- — What are the components of a game?
- — Games; past, present and future.
- — Game design techniques.
- — Iterative design and play testing.
- — Facilitating experiences.
- — Life as a game.

