

Initial Objectives

Creating or disrupting the mood/atmosphere
Making new social interactions or unexpected happenings
Allowing players to affect other people's choreography or routine
Affect people's movements directly
Finding textural or tangible affordances to design around

Inspiration

Market in Mollan
Bus stops
Familjens hus - preschool and meeting place for families
Folkets park/ flea market
Flower fountain in folkets park
Cuba cafe
Poster podium
Long poster wall next to Debaser
Playground opposite debaser
Free running / parkour
Leaves falling off trees
Using homeless people for a game - core of the game is to get to know homeless people
Integration
Interrupt routine
Choreographed dance/posing
Statue - obstacle/certain presence
Ritualistic performances

Questions:

1. Why are you here?/ What are you doing here?
2. What do you know about this area?
3. How often are you here?How long do you spend here usually?
4. What this place means for you?
5. How do you feel about being here?

Person 1:

1. I am here to buy the fruit as its cheap and fresh
2. Not so much as I am not from Malmo. However there are a lot of people here for many reasons
3. Nothing special
4. I feel nice being here. I miss the dancing here.

Person 2:

1. I just came along with my friends and I am trying to learn Swedish
2. I know that you can buy groceries but I would like to know more if I was going to go site seeing
3. This is the first time i am here
4. Its refreshing and I guess the food is really cheap. If the market wasnt here I guess that it would be really plain and not as many people would be here

Person 3:

1. I am here to buy veg
2. Mollan used to be one of the poorest areas and it has transformed and is hip these days
3. I come here a couple of times a week to drink beer
4. I come here a couple of times a week
5. It is vibrant, a lot of people.

It has become a youthful heart in Malmo

Alot of culture

Consider this to be the centre of my malmo

There is a lot of diversity here when compared to Lund

Person 4:

1. I spend a lot of my time here and have lived here for 10 years
 2. It has really changed during that time. For instance you can only rent accommodation now
 3. I feel relaxed and at home here. I shop for food and sit around in coffee shops and look at people moving about
- Not a lot happens outside of the hours of the market
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Technology

Augmented Reality (AR)
Tagging
QR codes
GPS
Sensors for... movement / distance / touch

Examples

JS Joust - PS Move game of breaking down personal space and playful fighting
Banana gun - Pervasive game as a metagame
Eye Contact - Race where you only move when making eye contact with anyone else.
(Clairey Ross wrote about it here: <http://hideandseek.net/2013/03/14/the-history-of-tiny-games/>)
Travelling games (like I spy, shiritori)
Foursquare
Boule
Sports like Badminton
Ball and paddle, ball in a cup
Climbing trees
Tag, Marco Polo
Jumping ropes, hopscotch, Jacks
<http://hideandseek.net/wp-content/uploads/2013/03/Tiny-Kickstarter-Games.pdf>
<http://backspac.es/HideAndSeek>

PLACENESS

The English describe it as "Malmö's Soho" and the Danish compare it to Grøntorvet in Copenhagen "only bigger". It's Möllevångstorget that we're talking about, Malmö's most cosmopolitan square, a gem in the heart of Malmö! Long ago, there was cultivated land and pastureland here, but when Malmö started to develop into an industrial city, people began to move into the city. They needed a job, a place to live and a market trade. Möllevångstorget is more than 100 years old. The farmers used to come twice a week with agricultural products that they sold on the square.

Möllan, as we locally call Möllevångstorget, has always been a workers' domicile. This is where all the factories lied that kept Malmö alive. This is also where the workers' newspaper laid - "Arbetet". The square has a long, and exciting history that includes political meetings, riots and demonstration marches.

Today it's an area where many young people live and the pulse is high. Möllan is also "a city in the city" where you can travel around the world in four blocks. Here you can experience the exotic atmosphere that symbolizes Möllan. During the day, Möllan is famous for its cheap food and its multitude. The market trading starts early in the morning and continues until late afternoon. Here you'll see happy faces, hear loud voices and different languages from every corner of the world, all this blends to a magic atmosphere.

In the evenings Möllan turns into a meeting place with more pubs than anywhere else in Malmö. There are also many exotic restaurants here. The small shops and grocery shops around the square are open longer than usual, and in the summer there are merry entertainments here that shouldn't be missed! - Malmö.com

Market (shop owners: mainly middle east community). Meeting place : day - elderly people, school children; evening - students, young. Nightlife: Cafe, restaurants, pubs

The place is know as the multicultural area of the town, it switched from being a poor working-class neighborhood, to the most active nightlife area. "It's the center of Malmö"

It's perceived as the most vibrant area of the town, where many cultural, active citizen participation and where various community meet up for their activities.

Friendly loud atmosphere with a flow of people walking through the tents. At night the atmosphere is more quiet, with the soft blue light, the lights and fire light coming from the pubs, and the sound of people chatting outside the pubs.

The statue is a meeting point at night, where people plan their activities for the night.

SPACENESS

In the mornings when the market was around, the smell of vegetables and fruits while seeing the stripey tents pitched up. Bustle of people walking through the market. The mess after the market disperses and the sounds of the market dismantling.

The presence of the statue in the rectangular "square", The cafés and restaurants around the square. Number markings on the floor. The white tiles that are spaced out, and the cracks of the cobblestone. Lots of space when the market is not in use. Lots of bikes making their way on the edges of the streets and the square.

Next Steps

Ideate and incubate

Find out how Möllevångstorget is at night and interview 5 people. 18:00-20 someday soon.

Make a list of focus points on a map and draw it:

<http://www.openstreetmap.org/#map=17/55.59177/13.00878> (can download and edit this!)

Start exploring playful ways of interacting in the placeness and spaceness of the square.

Carry out the rest of the design process.

Ideas

1. Recreating the atmosphere busyness of the morning. Friendly, exchanges of hands, open, fresh. One interviewee wanted more dancing - so provoking something more expressive interaction in terms of movement could be interesting in passer-bys. Accomplished by staging a market figuratively where people could hold their hands up to form a tent, or something along those lines. I like the idea of people taking up the space and making it a game, or even non-involved players that become part of a game they are not playing. OR a trading card game inspired by the exchanges that happen during the morning - could happen in the morning too. Using the idea of holding arms to help trigger something.

2. Ways to encourage movement in the square. So say for example a game where there are players in the middle of the square and those who are just outside by the boundaries. The objectives conflict for both sides and want “players” to leave their area for convincing rewards or exchanges.

3. Using the cobblestone as the playing field and finding ways for people to find playfulness inherent in the texture of the area itself. Turning Möllevångstorget into a game board.

4. As the statue is mostly a meeting place, a game where people get to know each other a lot more. So an introduction game that finds connections between people and their cultural and relational backgrounds. For people who just can't get enough of the social opportunities of the square.

5. A game of knowing where all the restaurants are in the area, or knowing the “heart” of Malmö a lot more in terms of direction and orientation. This is mostly for people who are new to Malmö in general.

6. A game that you can play while waiting for friends. Strangers may join in if seeing that a game is played alone, or friends that they will meet up with join in later on in this more developed game/round that they play. The idea of not really being alone in the square, and that there will be a nice sense of openness and closeness of people.

7. Help people design an impromptu festival based off some well-designed mini-games that we have created in order to inspire active and social behaviors in the area.

8. Clean the floor game - treasure hunt, capture the flag (During and/or after the market takes place).

9. QR code hunting game, emulating the marketplace and the idea of searching to find what you want at the market. Needs ways to inspire conversation and the social aspect.

10. Using the statue to have points that when touched have a different beat. A game where a crowd of people can use the different beats to formulate a certain tune.

11. A game that creates a connection between the people outside in the square and those inside the coffee shops and restaurants.

Objective thoughts and design challenge

We kind of find that people do not really stay long enough at the square despite it being a gathering place full of social and interactive opportunities. From our interviews so far we have seen that users stay for quite a short amount of time. So maybe if we inspire them to stay an extra 10-15 minutes they may enjoy a whole new experience of the place.

Enhancing the social and cultural diversity potentials (these are soft values) which are subtly perceived by the citizenry (and the general public) using the square daily yet not expressed in a visible way that allows for an open dialog.

Handshake Handshake Fistbump

The objective is to get as many greetings as possible.

Players assemble in front of the statue at Möllevångstorget and get assigned a sequence of greetings to perform. This is done by draws from a deck of cards with them assigned, or by the roll of a dice.

A winning condition is set by the players so they know what they are competing for. This includes reaching a certain number of greetings, or giving a certain time limit or if say, rejection ends a round.

Players need to be identified by color (or something), and interact with passer-bys only.

Players then disperse and for each successful greeting they make they gain a point.

The game ends when either the winning conditions are met or any other restrictions players have set are complete. Or a forfeit.

Suggestions for greetings: Handshakes, High-fives, Fist bumps, Waving, Bows, Winks. Players may create their own gestures that can make the game more challenging, like dancing or other interactions.

Puzzle, Puzzle, on the Double

The objective is for a selected number of players to find jigsaw pieces placed on the square in Möllan, based on the description that they are given by another set of team players.

Players play in a team of two where one of the players describes a piece of the puzzle, amongst 20 pieces on the floor (5x4). The other team member has to then find the piece that is being described, by turning over each piece, one at a time.

This then becomes a game which tests memory as the players have to remember which cards are where on the grid.

Players who first make a match wins.

https://www.google.it/search?um=1&client=safari&hl=it&tbm=isch&sa=1&ei=sjU8Uu6IBIOkAbX9IF4&q=complex+puzzles+pieces&oq=complex+puzzles+pieces&gs_l=img..3...60325.62343.0.62967.7.7.0.0.0.328.806.6j3-1.7.0....0...1c.1.27.img..7.0.0.ZbW8rKwlzFo#biv=i%7C17%3Bd%7CYHr3KWOAtv5DLM%3A