

Bridge Activity: Moving from Explore to Refine with Compositions

The composition box is a visual organizer to help multidisciplinary teams gather their ideas. It is also a tool for focusing ideas and creating sketches to test your ideas. The last page is an example composition box from a past project.

Step One: Articulate one goal for your game.

Although your game probably has many goals, choose one for the focus of this exercise. (I recommend repeating this exercise with multiple goals.)

Your goals will probably fit into one of the following categories:

- gameplay experience
- emotional experience
- addressing the needs of a community
- learning impact
- behavioral change
- social impact
- tackling a problem in a novel way
- social connection
- exploration of a theme
- exploration of a PLEX card aspect of playfulness

Your goal:

(Write the name of your game and the goal at the top of your poster.)

Step Two: Choose your Ingredients

Your composition box contains all of the ingredients you have so far for your experience. Choose 2-5 of these ingredients to create a “recipe” for your composition. Choose ingredients that address the goal from multiple angles. For example, choose a game mechanic, stories from your personal history, a gestural action, and an interaction technique.

List your ingredients:

- 1.
- 2.
- 3.
- 4.
- 5.

(Draw a box on your poster. Write your ingredients inside of the box. Add images to help illustrate your ingredients as you find helpful.)

Step Three: Write your Recipe

Add numeric measures and instructions as seem appropriate. You might want to add constraints for focus (an example is on page 3).

Your recipe:

(Write your recipe inside of the box.)

Step Four: Ask questions

Look at the relationship of the ingredients in your recipe. List the questions you would like to explore in your composition.

List your questions:

(On your poster, write your questions around the outside of your box.)

Bonus Step Five: Sketch a Composition

A Composition is a sketch, a way of testing ideas and recording them for further development. Like montage, it is a method of creating quick sketches juxtaposing certain elements of the experience you are designing to discover the impact. Compositions may be prototypes of your experience, but they may also be the stepping stones that lead to constructing a prototype, like an enactment, role-playing improvisation, scenario or storyboard.

This is a sketch. Keep it quick. Keep it simple. For example, if you are creating an enactment or improvisation spend no more than 30 minutes planning a performance that is no more than 2 minutes long.

With each composition presented, go through the four steps of the Critical Response Process to debrief.

In the creation of your composition did you answer any of your questions? Did new questions arise? What do you want to explore further?



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This is a draft handout from an early iteration of the workshop.

Title: **#hamlet2k14**

Description: a multi-media performance adapted from Hamlet

Goal: explore how gender expectations affect Hamlet's ability to be true to himself.

Ingredients:

Theme: "This above all: to thine own self be true,
And it must follow, as the night the day,
Thou canst not then be false to any man."

Personal History: Share the story of the first time that you became aware of your gender. Write down one line of dialogue from each team member's story.

Gesture: Each person identify one feeling from your story. Create a gesture that reflects that feeling and teach it to the team.

Objects: Mobile devices

Space: Convey a power relationship through size and/or levels

Staging: Direct address to the audience

Recipe:

- Use a mobile device on stage for something other than making a phone call
- Incorporate 2 line of dialogue from the personal histories.
- Incorporate 3 gestures from the personal histories.
- One gesture must be executed in unison by everyone on stage.
- Convey a power relationship through size and/or levels
- Include one moment when a character speaks directly to the audience.

What role do family members play in passing on gender expectations?

How does the audience know what is on the phone? Does it matter?

Are other characters aware of the audience?

Is there a commonality in the type of feelings men and women feel when they become aware of gender?

Is knowledge power when it comes to gender?

What body postures and shapes do people adopt in their gestures?

What do the other characters do while one character addresses the audience?

Can we make parallels to the experience of Hamlet or Ophelia or both?