Find the Artwork behind the Story!

- Players reveal their choices & reasoning
- One player is the Storyteller
- Voters try to find the artwork behind the story
- Storyteller selects artwork & makes story about it
- Storyteller narrates story to group
- Shake to vote
- Group gathers
- Group splits
- Game Episode
Find the Artwork Behind the Story!

From Playtesting with physical materials... ... to mobile-based group experience design

Objectives
- Visitor-to-artwork interaction
- Social interactions

Challenges
- “Heads down” phenomenon
- “Mobile cocoon”
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Using the Trajectories HCI Framework

Local Trajectory Design

Global Trajectory Designs
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