Speed Gardening Guer[r]illa

"Treat all plants, including enemy plants with respect…"

Photo: M.Zakrzewski

STREET GARDENING GUERILLA

1. CHOOSE A COLOR (TEAM)
2. TAKE A PLANT
3. PLANT IT SOMEWHERE IN THE AREA
4. IF YOU SEE PLANTS FROM OTHER TEAMS STEAL IT AND PUT IT NEXT TO YOURS

(FOR THE COMEPLETE RULESET ASK IN THE CAFE)

PLAY KULTUR

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Festival for Playful Public Spaces

Speed Gardening Guerilla

Speed Gardening Guerilla is a short-term variant of the original Gardening Guerilla (which has a duration of 2 - 6 months). The players assign themselves to one of three factions. The faction that manages to raise the plant with the longest stem during the game wins. Speed Gardening Guerilla is also suitable for game environments where players switch in and out of the game at will. Instructions to play on your own: http://ludocity.org/wiki/Speed_Gardening_Guerilla Photo by Honor the Gift, taken from http://www.flickr.com/photos/honorthegift/4773196457/ and used under a CC-Attribution-Non-Commercial licence.

German/English

Format: Game
Introduction: sign up at co-setter The 15:30 & 17: 30, Fr. 15:30, Sat. 14:30 & Sun. 12:00, 10-20 players, drop-in any time possible, Finals on Sunday

August 09, 2012 17:30 – 18:00

August 10, 2012 15:30 – 16:00

August 11, 2012 14:30 – 15:00

August 12, 2012 12:00 – 12:30, 16:00 – 16:30

Michael Straeubig (DE)
www.i3games.de

Besides designing games like "Tidy City", "Eine gegen Eine" (one of the Weilburger Sieben) and "Secret City" (developed by spry/ab), I usually do mostly not-so-serious things. My interests include event games, board games, puzzles, alternate reality games, computer and video games, location based games, augmented reality games, currently not-even-thinkable games, game research, media art, robotics, interfaces, artificial intelligence and autopoietic machines. Speaking appearances / workshops: AR World, Hyperkult, Droidcon Berlin & Tunis, Quo Vadis Deutsche Gamestage, SIGINT, Easterhegg, gpn, Weilburger Spielautorentage. Numerous visits on Hackathons and Game Jams like: Ludum dare, Global Game Jam, Music Hackday, Google IO 2011 (ADK Showcase). Initiator and Co-Organizer of the first German location at a Global Game Jam 2009. Lecturer for Gamedesign at Leuphana University Lüneburg 2012.

Photo: M.Zakrzewski

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SGG at Playful Arts Festival in 's-Hertogenbosch

Created 2012–2017

Exhibited in 2012 at the Playpublik urban game festival in Berlin, in 2013 at w00t festival in Kopenhagen and at Medialab Prado in Madrid, in 2014 at Malta Festival in Poznań and at Playful Arts Festival in 's-Hertogenbosch and in 2017 at the Balance/Unbalance conference (Plymouth University)

Speed Gardening Guerrilla

Credits

Concept, Design, Production: Michael Straeubig

Playful Arts Festival Producer: Frank Loesche

Balance/Unbalance conference organised by: Mike Phillips

http://ludocity.org/wiki/Speed_Gardening_Guerrilla

More information and contact: i3games.com