

## Game based workshop - Space Transformers



40 local high school pupils and students from Tampere School of Architecture took part in the Space Transformers game based exploration in 2019. The game build on pedagogical experiments in collaboration with the local high school and municipality

C. First ideas and sketches for the chosen site, engaging with the challenge for this SOP



A. Using body gestures to express how the SOP feels

A. "Space of possibility" (SOP) - an abandoned factory - chosen as a first challenge to the other participants

The collages would document the explorations adding new material during the game. Small dots were used to upvote photos, texts or drawings

B. Adding words to the first non verbal experiences

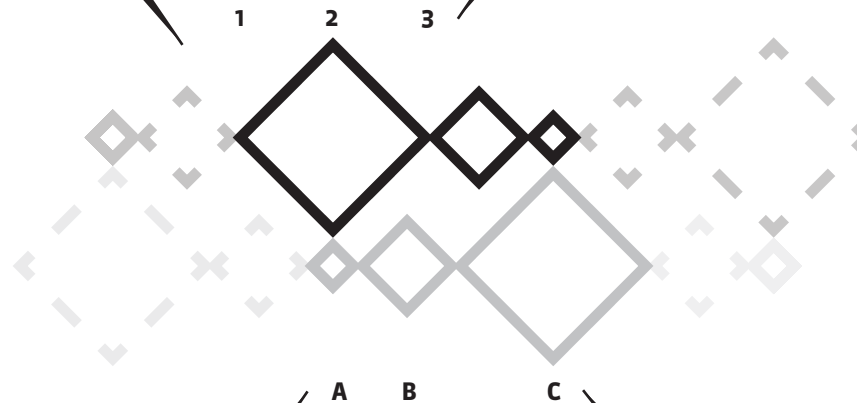
The game matrix combines two complementary triple diamonds that use the elements from Active Space: The **Spaces** (Body, Social and societal) and the **Movements** (explore, agenda and action) and combines them with a **Daily rhythm** that has the main game elements: Explore, challenge and engage. The game has much in common with both the treasure hunt and the Derive of the Situationists.

**Daily rhythm:** Each day of the game has a similar structure:

1. Morning - Explore: Map Spaces of Possibilities (SOP) in the area
2. Noon - Challenge: Chose one SOP and a challenge. Add it to a common map for other participants to find
3. Afternoon - Engage: Find the SOPs and engage in the challenge



Students appropriating their basecamp in a half empty shopping centre in the finnish city of Salo. The city had been the first site for producing Nokia mobile phones that took the local community through a boom and bust rollercoaster ride



The collages were exhibited in the abandoned shopping centre - appropriating this half public space. The Space Transformers exploration can also be the beginning of a learning process that e.g. include interventions in public spaces

**Spaces:** A progression from the hyperlocal body space to the larger context of societal space

- A. Body space: Concrete, complex, sensory, non verbal spaces where SOPs can be discovered
- B. Social space: Group dynamics that can spatialise imagination and empower language
- C. Societal space: The larger context and higher level of abstraction: Economy, science, politics

**Movements:** Sensing the political and discovering Spaces of Possibilities (SOPs) - feeling free and able to act - creates an energy that drives the movements

- A. Explore: Individually search for SOPs - and express the experience with gestures
- B. Agenda: Form groups and collaborate on common vocabulary and goals
- C. Action: Interact with the public and more powerful actors to achieve the goals