

## Uplay. Urban Playgrounds

Developing Ludic Strategies  
and Interfaces for Participatory  
Practices in Urban Space

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Location: N 51° 27' 22" E 6° 43' 56"

Code: C

This is a game. This is not a game.

Do you want to play?

### Some Rules

Space, place and time do matter.

If public space becomes fiction, same is for borders separating playgrounds from other spaces.

The relativity of time is more than a famous formula.

You can try to ignore the ghosts of the past. However, you cannot avoid meeting them. And they might like to play.

If you consider sensation, fantasy, narrative, challenge, fellowship, discovery, expression and submission as nodal for triggering game pleasures you should not forget that the same is for life in general.

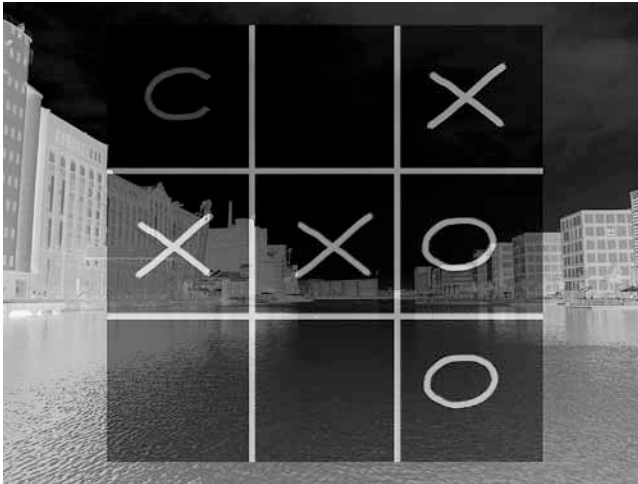
Commitment is essential. However, commitment does not mean obedience. Watch out. Listen. Yet do not only focus on two senses. Smell, touch, and taste are relevant as well.

You will never get what you've expected.

Suspension of disbelief is not an appropriate option.

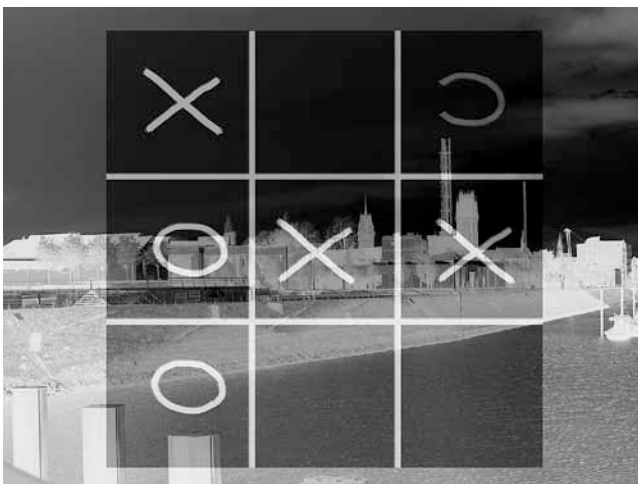
Mechanisms of mutual observation may increase attention and intensity.

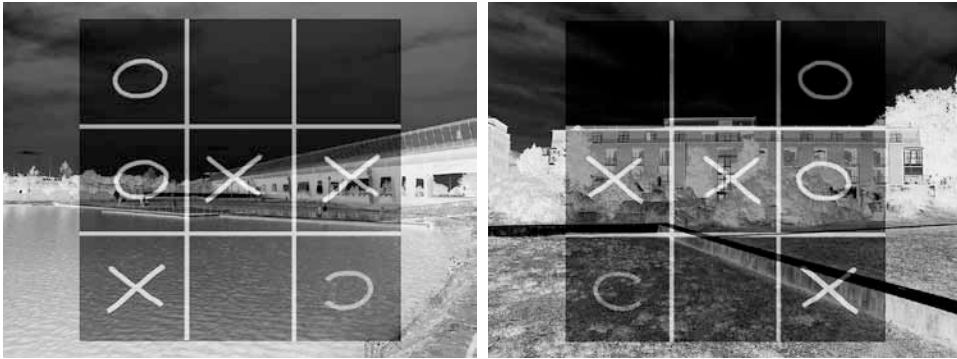
They may also increase levels of stress, distress and distrust.



Someone has paid for this. What if this someone is you?  
 Obviously, humans get pleasure from another's displeasure. Yet you might also get pleasure from someone else's pleasure. Ever tried?  
 You will have to decide how to deal with gender difference: you can ignore, balance, accept, or strengthen it. However, you will have to deal with the consequences as well.  
 Sharing knowledge will be helpful for others – and therefore for you.  
 Fate is another word for lacking power. There's nothing supernatural about it.  
 If you think of play as a game, you will lack any chance to win.  
 Five of ten instructions prove as useless. Another four are misdirecting or simply wrong. Thus you will have to find the right one.

This one is for you.  
 Good Luck!





### About Uplay Ruhrort

UPLAY is a workshop for artists and researchers involved in the development of ludic strategies and interfaces for forms of social/participatory/political (inter-)action in urban space. On the issues are a.o. locative strategies and tools for urban play, potentials and problems of participatory formats and collaborative/distributed/networked game development.

Participants are not only invited to present and discuss their own projects, but to collaborate on the development of a game(-level) located at Ruhrort. A public lecture-presentation by the workshop leaders is followed by closed workshop-sessions for applied participants; game sessions are open to the public.

### References

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