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Experimental Game Design

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Appropriation Iteration 1

1. **3DS Appropriation**

Appropriate a 3DS and a few games. Play the games.

1. **Running With Scissors**

This can be played with 2 or more people. Give each person playing a pair of scissors. Everyone set a timer for 1 minute (at the minimum). Everyone start their timers at as near as possible to the same time. You all now have one minute to cut a piece off of as many things as you can. You can only cut something once per round. You will be scored on how many pieces you have cut off. Try not to do anything to dangerous, and do everything in your power to win.

1. **Role Playing With Toys**

Take the first toy, trinket, bobble, or knickknack you see in the day (it must be representative of some definable figure). For the rest of the day try to embody that character in speech, actions, etc. Don’t break character unless someone calls you out on acting like the exact character you chose, there is no close enough. If someone does call you out, explain the rules to them and encourage them to try it out to; then congratulate yourself on your acting skills and feel free to play again. If no one calls you out all day, you can either choose another character for the next day or try to improve upon your method.

1. **Stacking**

Take everything flat in your room (or most things that you can easily move). Try stacking them one on top of the other from largest to smallest. If successful try it again from smallest to largest (I am not liable for broken goods). If successful try any variation in between or start adding non flat objects to that stack. (Michael also can sue me for appropriating his score.)