

SPEAK | EASY



CONCEIVED AND CREATED BY:
KRISTINA FRIEDGEN WITH THE ARTISTS COLLECTIVE

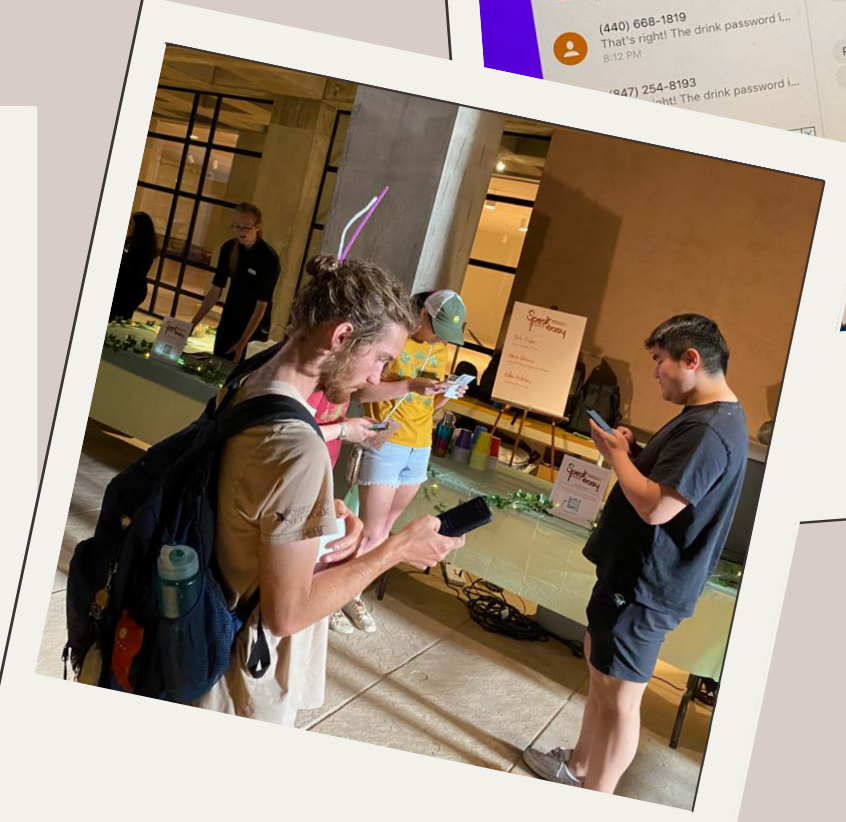
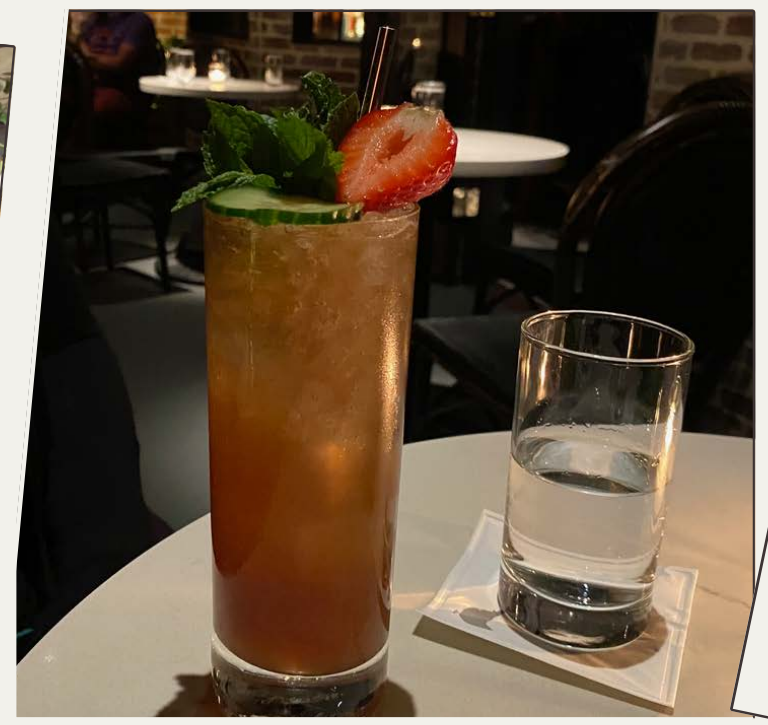
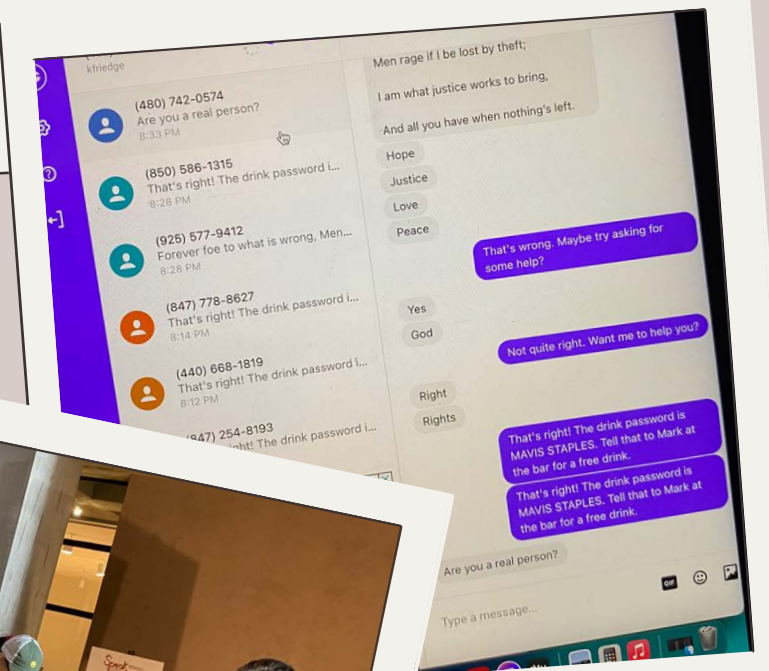


ADJUSTED GOALS

Create a game that encourages:

- Strangers to speak with each other
- Scaffold conversations to delve into sometimes uncomfortable topics
- Encourage players to take a stand against injustice that they witness

REAL WORLD INSPO



GAME STRUCTURE

Goal: Win a seat at the table



Game Pieces

Text Triva



Bingo

Beans

PLAYTEST V. LIVE EVENT

Circumstances changed

- Stayed & Played for a time-bound event
- Live event
 - flow in and out
 - return customers for end
 - more investment in scavenger hunt
 - confusion over bingos
 -



Dramatic conflict clearer
More audience investment



Drinks = star of experience
Text riddle fun, Bingo < leave

NEXT STEPS

FORM

- Shift from Restaurant/Bar to Tasting Room
 - Keep speakeasy vibe
- Revisit wait staff as facilitators
- Consider actors as problematizing guests
- Consider how more free autonomous engagement might still present opportunity

CONTENT

- Partner with DEI educators to devise and revise mini-games and overall scaffolding
- Consider the relationship between comfort and engagement and refine
- Communicate the promise of rewards thruout

