DECAY: Play

INSTRUCTIONS

1. Find a group of players (4-6 people per group)

2. Collect the following materials:
- 1 table-like surface
- 1 chair or stool per person
- 1 large post-it note pad per person
- 1 large black Sharpie per person
- 4 smart phones (or 1 computer)
- 1 mobile device with timer and camera (+ owner has Twitter account)
- A bunch of small stickers

3. Set the scene:
- Sit around the table
- Place 4 smart phones or 1 computer on the table in view for all players
- Navigate smart phones or computer to URL provided
- Distribute post-it pads, Sharpies, and stickers

4. Assign a group secretary (someone with a Twitter account and a mobile device with a camera and timer)

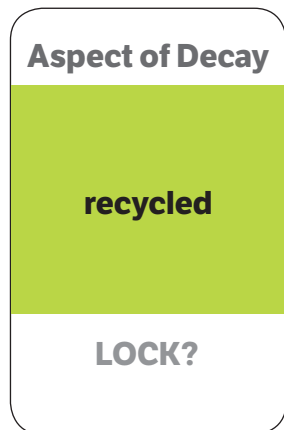5. Identify first player (person carrying the oldest mobile phone.)

6. Starting with the first player, going in clockwise order, each person takes one turn to either SPIN or LOCK the digital cards. SPINNING (tapping on the card itself) will select a random card for that variable. LOCKING (clicking "lock" below each card) means that no one else will be able to change that card during this round of game play.

7. After each person has had a turn, the secretary sets the timer for 3 minutes. At the start of the timer, each player generates an idea based on the four variables listed on the digital cards (decay, site, response, design constraint). Each person writes a succinct sentence on a large post-it (+ a small line drawing if you like) to describe the concept.
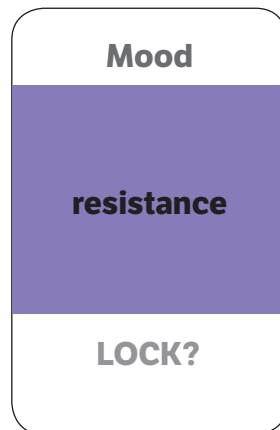
8. When the 3 minute timer sounds, each person, starting with the person who began the round, reads aloud his/her idea.

9. Every person votes on the idea that s/he finds most silly, interesting, unexpected, or novel. (You may not vote for your own idea.) The idea with the most votes wins the round, and that person gets 1 point. The secretary keeps score, takes a photo of the winning idea, and tweets the image with #digitaldecay.

10. The secretary resets the smart phones by unlocking and spinning each card, and the winner of the previous round begins the new round. [If there is a tie, begin the round with the person sitting to the left of the person who began the previous round.]

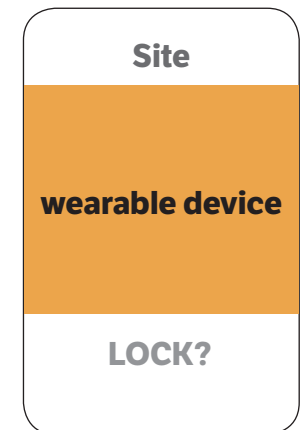| Aspect of Decay	Mood	Design Constraint	Site
recycled	**resistance**	**heavier than you**	**wearable device**
LOCK?	LOCK?	LOCK?	LOCK?

What dimension of the concept of decay is in play?

How do people in your story respond to the possibility of decay?
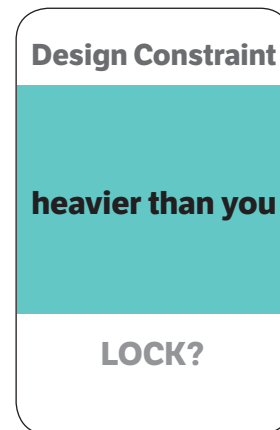
What attribute should your design exemplify?

What kind of digital thing is decaying?