

**matheson
marcault**

Games For Events 2018



Matheson Marcault make games around culture, history and play in physical spaces. We use game design to engage people with ideas and places. Our work fits in museums, in public squares, at festivals, and online.

Since opening in 2015, we've made games for places including Wellcome Collection, Singapore Science Centre, Sesame Workshop, V&A, Barbican, Somerset House, Southbank Centre, Historic Royal Palaces, King's Cultural Institute, and festivals including New Scientist Live, Frequency Fest and GameCity.

This is a brochure of existing games for events that are available to run now. We bring our own experienced facilitators and everything needed to run the games. Setups can be large or small and involve simple or elaborate sets, depending on your needs and budget.

If you'd like to enquire about any of the games, get in touch on sophie@mathesonmarcault.com 07870604420



Creativity Games

Games are a powerful way to get people creating - making, folding, drawing, painting, collaborating, competing, performing. Our creativity games provide a playful environment and a set of constraints, and then invite participation. People who would feel uncomfortable at being told to sing or draw out of the blue can find themselves feeling excited and inventive within the context of seemingly non-serious play.

Our creativity games always leave scope for individual expression, but use carefully developed constraints and aims that help participants to feel safe and able to take part. We draw on principles of game design to develop experiences that can be approached either as a straightforward game, as a loose framework for creation, or anything in between.

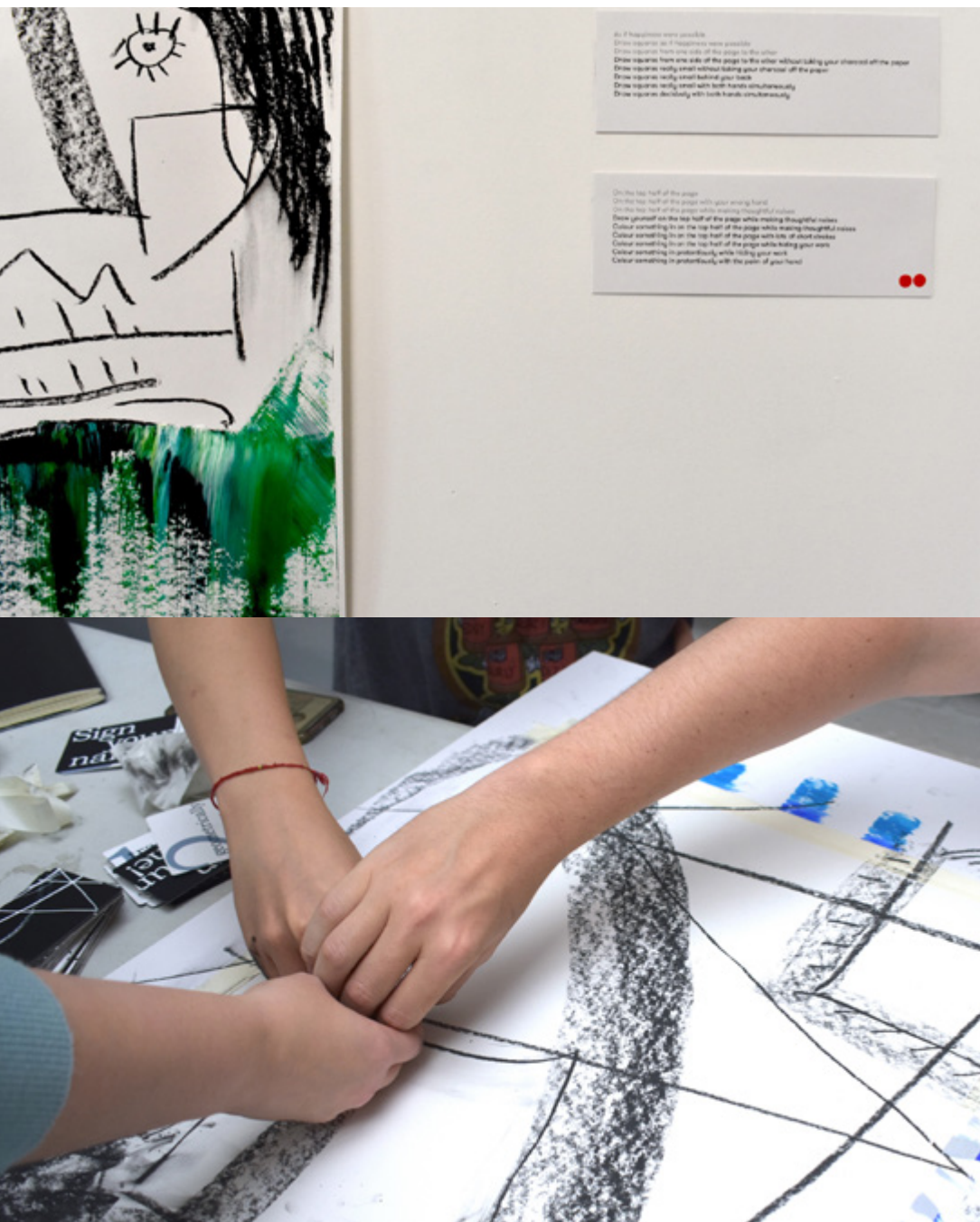
Art Deck

Art Deck is a collaborative art-making game. Players work together to build up instructions - and then take turns to follow these instructions. However, despite the cooperation, there's a competitive twist. Although everyone works on an artwork together, only one player will get to sign it and claim it as their own.

Art Deck explores the materiality of drawing, ideas of authorship, and the contexts of instructional artworks. It's also a fun, loud party game that gets people making pictures together.

Originally commissioned by NYU for No Quarter. It was an Official Selection for Indiecade 2017, and has also shown at Games Are For Everyone, The Amateurs Club, and BarSK.

- **Play takes 10-12 minutes (single round) or 45 minutes (full game)**
- **4-6 simultaneous players per table**
- **2-10 spectators**
- **Indoor**
- **Adults and older children**
- **requires a table and chairs, and somewhere to display the artworks created**





The Light Machine

The Light Machine is a game inspired by the work of Charles and Ray Eames. It invites players to respond to prompts and create an image - using fabric, paper, themselves and an overhead projector, shining colours onto their bodies. Over the course of the game's run, we document each group to build up a gallery of photos showing their creations.

The Light Machine was originally commissioned for the Barbican's Serious Play weekend, and has also run at a series of events from the Discover Story Centre.

- **Drop-in**
- **Play takes 5-10 minutes**
- **5-10 simultaneous players**
- **10-20 spectators**
- **Indoor**
- **4+**
- **requires a space of at least 4mx4m (more for a larger number of players), a slightly darkened space, electricity, tables and a plain wall**



Racing Line

The Racing Line pits two players against each other, and invites them to race a marker pen down a long sheet of paper - solving mazes, creating drawings, answering questions and then racing to reach the end first, all without ever taking the marker pen off the page.

The game can be over in less than a minute - but it's fun to watch as well as play, so there's always a ready supply of spectators to learn how to play by watching, and then step up for their own turn. And there are a variety of different drawn routes and challenges to race down, so stopping to watch won't give you an advantage - when the pen hits the paper, everyone's on the same page!

The Racing Line was originally commissioned by Here, and has also run at the Wellcome Play Spectacular.

- **Drop-in game, 2-3 minutes of play**
- **2 players**
- **5-10 spectators**
- **Indoor**
- **Adults and older children**
- **Requires a long table, and ideally somewhere to display the finished races**



Outdoor Games

Our outdoor games - whether they're installations or one-off events - draw on the environment around them, and invite passers-by to play.

With games for events like **Manifesto!** and the **Skegness Selfie Hunt**, we use props and performers to draw people in and then challenge them. With installations like **One Easy Step** and **PARK PARK**, we create visually arresting installations that reflect and reinterpret the spaces around them, and encourage people to play within those spaces.

We focus on making experiences that work for casual passers-by - whether they want to just look for a moment, or play briefly in passing - but which repay deeper investment and engagement, and which continue to provide new experiences on repeated visits.

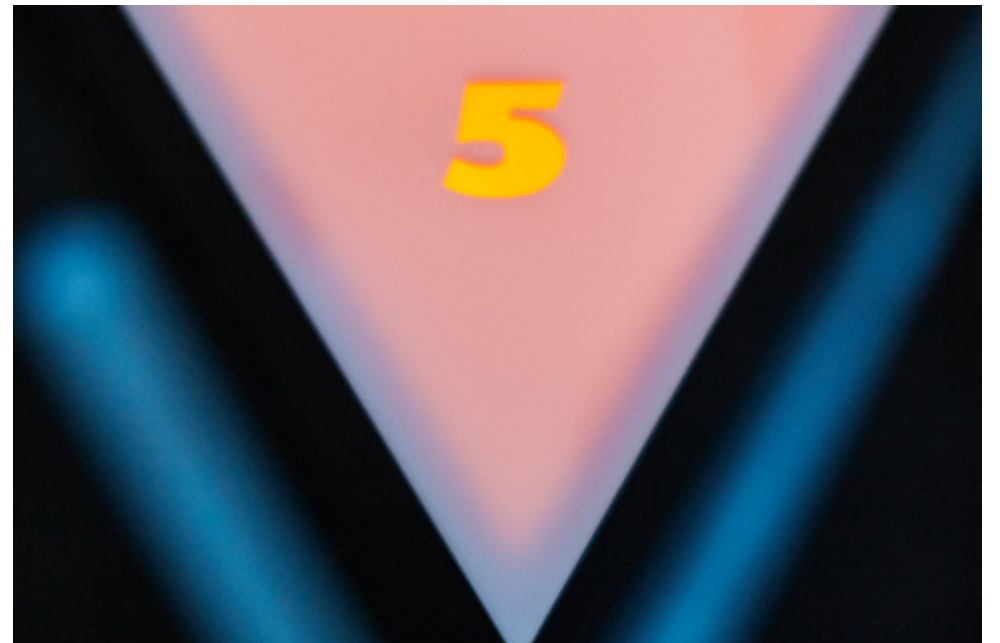


Site-Specific Playable Installations

We love to find ways to reimagine an existing space and turn it into a place for play. We look into the space itself, its history, and how it's used day-to-day, observing who visits and what they do there, and using this as a basis for our interventions. If possible we run short tests as part of the development process, to see how regular visitors respond to small playful moments - whether that's a mysterious pillar appearing in the middle of a park, or a hopscotch grid chalked onto the pavement.

We use this research to develop an installation that invites interaction, highlighting and playing with different elements of the environment: games that get people looking, skipping, chatting, talking, hiding, or just sitting down and spending time together.

We've done site-specific installations at outdoor sites in London, Swansea, Falkirk and Skegness as part of projects with King's Cultural Institute and the Wellcome Trust.





Manifesto!

A discussion game for two teams of players, who are each challenged to make a manifesto that they are willing to stand behind if it's put on the internet forever.

The madlibs-style words provided allow for both serious and silly results, and conversations can get quite deep quite quickly

The final manifestos are all photographed (without the people when there are safeguarding issues), and you end up with a photographic archive of your audience's views on everything from public housing to spiders.

We can also produce custom wordsets if there are particular issues you'd like to raise.

***Manifesto!** was originally commissioned by Furtherfield for Frequency Fest in Lincoln, and has since run at BetaPublic and Oxford Festival of the Arts.*

- **Drop in game, 5 minute playing time**
- **up to two teams of 6 players, up to 20 watchers**
- **Indoor or outdoor**
- **Ages 6 to adult**



The Scientific Village Fete

The Scientific Village Fete is a collection of fairground games designed to prompt discussion and learning about science, while being brilliant physical fun.

All are designed as drop-in games for high volume crowds and are fun to watch as well as play.

We currently have two existing themes - a space-themed series of games and one about potential futures. If you have a different theme let us know, we're happy to discuss what might be suitable for your event.

The Scientific Village Fete was originally commissioned by New Scientist for New Scientist Live, and individual games have also run at Singapore Science Centre, GEEK Margate and Wellcome Lates



Scientific Village Fete of the Future



Scientific Village Fete of the Future



Scientific Village Fete in Space

New Games

You can also commission us to design something entirely new for you, whether physical or a physical/digital hybrid.

We make games to engage people with history, places and ideas, and in the past have designed games to illuminate particular quirks of how the brain works, to help people explore their human rights, or even to take part in the Battle of Hastings.

Step one is to get in touch to discuss your requirements. For new projects we work with budgets of £5k to £100k depending on the scale of the project.





For booking existing games please get in touch with **Sophie** on **sophie@mathesonmarcault.com**

For new work contact **Holly** on **holly@mathesonmarcault.com**

See the latest at <http://mathesonmarcault.com>