

- ▶ *Take notes, synthesize ideas and catchphrases*
- ▶ *All of this collaboratively belongs to the hivemind*
- ▶ *Feel free to modify anything while respecting other views*
- ▶ *Remember to woodpecker, assume the best of others*

### **SUMMARY :**

*When creating a new subject, choose the style "Title 1" to automatically add it to the summary (you may have to refresh the summary so it takes it into account).*

[Player skills](#)

[LARPing from the spectrum](#)

[On Larp design](#)

[Spatial Design Workshop](#)

---

## Player skills

Steering: if one does not steer, others have to pick up the slack. E.F. Or does it cut you from the others? J.K.

When larp design: how much content creation reps do players have?

J.K.

Group negotiation

Meta reflection connect stories with real lives (check with gameful/playful/RP properties) E.S

Going from reading character sheet to go towards an actual exterior characters (if acts) or full character (if immersion) E.S

Costuming. H.K.

"Onboarding" process between buying ticket up until playing the game J.K.

Knowing what genre a larp is (slow, fast, change) help chose and design the kind of relationships you can have with other players. J.K.

Bleed as a skill: extraction of enjoyment (fun 1/2) from a game. How to draw it out.

And/or: showing in a visible way how much you're bleeding after a larp.

---

# LARPing from the spectrum

Saturday

Panel (so bear in mind every person on the spectrum does not have the same needs)

Needed from the organisers (excerpts):

- Know in advance the logistics (how to go to the venue, where we sleep, how does it look like, what is on the menu...)
- Know fixed boundaries of the game, the play, the role, the interactions... and the liberty with it
- Verbalise everything (less or no implying). The unknown can provoke fear
- Long texts are sometimes difficult to read
- Give an index of exactly what to do, to sign up, and progressively on the game and after
- Having an off game room that closes, to allow them to shut down from everyone
- Don't expect them to go on social media, it is still social interactions and it takes energy
- Don't expect some skills (know how to play football, to read facial expressions...) even if there are workshops
- Have workshop activities to prepare for things, social interactions, show consent for a scene...
- Again, show the menu, accept that people have diet restrictions

With players (excerpts):

- Talking about the world, to better understand what
- Accept to go off game sometimes to talk about things
- Reassure off game / in game, about escalation or desecalation. Thank the person for the play.

Someone on the panel talked about coping mechanisms, pretending they understand things. From their own perspective, they have the feeling it is really obvious. But they are so used to pretending that you might have the impression that everything is ok, or that something was understood, but it isn't.

How do you prepare:

- Listen to music...
- Try my costume a few times, read everything there is to read, meditate
- I'm not preparing anything, this is my preparation
- Calendars, I focus on things I can control, I read the documents on the plane

How do you prefer the organisation to talk with you when you are in trouble:

- When I say I have anxiety, don't ask me to look at you in the eyes, when I say something, just listen, I mean everything I say

- I don't go to Larps of people I don't know, and I just say I have Asperger's and a few issues I have
- I don't go to Larps where I don't know anybody. Sometimes I just have to shoot my mouth about how horrible something is, and need someone who would listen to that

“I know my mind is on another part of the spectrum than everybody's”.

---

## On Larp design

... *(Couldn't hear the beginning)* ...

Pretty much, Johanna talks about the need of new vocabulary to talk about Larp.

[Mixing Desk of Larp](#) as a thinking tool about Larp.

Eirik Fatland's exercise:

- How were you feeling the moment before the Larp started?

Common answers: anxious, stressed...

- How were you feeling 5 minutes after the Larp started?

Common answers: still anxious, stressed.

⇒ Everybody feels like shit before the Larp starts. We can make the Larps start better.

How the design sausage is made:

1. Identify the problem
2. Analyse an experience
3. Think very closely about something (a specific moment)

And pretty much: theory + testing

Since [defining the idea of steering](#), we talked more and more about how to make Larp more comfortable (my words, not Johanna's), which brought the heavy discussions about safety, and we needed more words.

So some words came up:

- Safety (keep away from harm)
- Calibration (gather everyone around the vision)
- Pre-negotiation
- Consent
  - Physical: what is going to happen with your body
  - Story: story direction, storytelling, trigger warnings (in certain Larp cultures, it is unthinkable)
- Interimmersion (the need of others to roleplay your own character, when a spouse, a leader...)

Also :

- Plot / Story / Narrative

- Storymaking
- Metareflection (cf. Hilda Levin)

At this point, Johanna rants about people who are not Larpers and do Larps, how it is so sad that they don't have this vocabulary and concepts (again, my interpretation).

Conclusion :

- Contribute to the discussion about shared things in your Larp community or culture
- Document your testing
- Learn technical terms so you can be specific (not just to be cool)
- Search in other fields
- Check out NordicLarp.org (blog, wiki, Larp Talks), check the group "Larp:Design", check the 2019 Book (also, editing other people's texts can help you know more about the community)
- Come discuss your ideas on the group "Larp: Design", it is a starting point (also, maybe your idea has already been discussed)
- Stay humble

## Spatial Design Workshop

Saturday

See Article from Signe, Jonas and Søren in the book

Mix of hands on/talk

Spatial design

- Always intertwined with other design parts (character etc.)
- "No design is an island"
- "Spatial design in larp is shaping or planning the physical space of a larp to facilitate desired interactions and behaviour among the participants" definition
- Analogy with romantic restaurant with dim lighting to create intimacy
- Not logistics, nor signs, even though it impacts your spatial design
- It's "stealthy design" 99% is invisible. If you notice it, it means something isn't working
- Go one level deeper: instead of description, go for problem questions
- "What do you want to do there? What do you want to feel there?"
- Form follows function: BAUHAUS
- Spatial design cannot be replaced by rules design (saying: this space is for X doesn't replace the need to adapt the space for function)

Tools

- Distance (people)

- Cut a room for living by 50% to create the equivalent for larping in (intimacy)
    - Magic 1 meter: sphere of intimacy (western culture)
  - Function:
    - Nail down function and desired interactions
    - Equip to affordances
    - One's man trash (different functions to the same facility)
    - Darkness: feeling more intimate and more isolated
  - Movement:
    - Moving between the functions
    - Hangout spot in middle of "function" rooms
    - ⇒ importance of mapping
  - Line of sights (see article)
  - Transitions (see article)
- 

### **System thinking**

Conclusion, use larp for:

- Diagnosis: power, affect, viability
- Building: belief, rituals, pastness

"Live as though you walk in the first days of a healing world"