

# Notes from the Experience Design Guidelines workshop.

mscapeFest07

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Josephine Reid and Constance Fleuriot.

The workshop went through the main points in the Experience Design Guidelines.

Common discussion threads that were raised were

1. Design content so that a simple version of a mediascape might also be delivered as a podcast or CD tour.
2. Temporal aspects of design – such as displacing time and seasons is an additional dimension to consider
3. Templates of games or other common structures. Are there a set of useful templates and how might they be used?
4. It is the landscape or environment that really drives the design in an anchored mediascape
5. How to design moving people through levels of immersion while avoiding grinding gear change.(Or deliberately making that grating change)
6. theatricality – incorporating live action with mediascape experiences
7. portable games become anchored when you make connections with the place where you are
8. 15 grandfathers – fast learning about a place by hearing other people's memories
9. use of image to trigger connection
10. recording in situ can yield rich sounds for adding background texture