



Super Street Arcade



DATES:

December 2016 - Current

PROJECT NUMBER:

72

LOCATION(S):

Tuam and High Street intersection, Christchurch. Vodafone Building (exterior)

PARTNERS/ SPONSORS:

F3 Design, Monstervision, Cerebral Fix, Spit'n2, Vertigo Tech, Aotea Electric, Vodafone

ONLINE INFO:

www.gapfiller.org.nz/news/2016/superstreetarcade
www.superstreetarcade.co.nz

STORY

Brief Description:

An oversized joystick, in the style of a 1980s gaming console, sits on the footpath attracting attention of pedestrians and commuters. On the opposite side of the road there's a 5m-wide screen mounted on the Vodafone Building across the road. Super Street Arcade takes gaming to a whole new level. You'll need two or three people to work the controller, so make a new friend and have a go! Not only is the game fun to play, it's the game is fun to watch and the people playing are fun to watch as well!

Currently playing a distinctively local game 'Attack of the Cones' specially designed for Super Street Arcade by Cerebral Fix. The game features colourful Christchurch characters and well-known landmarks.

Why?

To make the city more playful and social.

We wanted to work with a new community, we wanted to explore gaming - and see if we could make it more public and active.

We wanted to make a statement that the work that Gap Filler is doing is valuable in a non-post disaster city.

Lessons Learnt:

Highly complex project both in terms of use of permissions required and technological expertise. It required permission from private building owners, corporate leaseholders and council for use of footpath (both assets and traffic engineers).

The variety of technology and complexity relies relationship building and on ongoing collaboration with maintenance.

TOP 3 GAP FILLER VALUES



Creativity
Experimentation
Collaboration





POSSIBLE ACTIVITIES

- * Game playing- can you get a better score than your friends and can you make it onto the leaderboard?
- * Game watching - identify christchurch characters and local icones in the game 'Attack of the Cones'
- * People watching (social analysis) - how do the people playing the game interact and how do the people watching the game interact? (develop a tally sheet for observers)
- * Surveying and monitoring passers by and other users of SSA.

DISCUSSION POINTS

- * How does this project make you feel about your city? How do you think others feel?
- * What do you think it adds to the city and how? Has the project achieved what it set out to do?
- * What will you tell your friends about this project?
- * Why do you think the icons/ characters were chosen in the game? What characters/ icons would you add to the game?

BACK AT SCHOOL

- * Design a storyline for a game that you would like to build for SSA
- * Design a game for the spring - we will be choosing a number of games to trial and play on SSA.
- * Devise and conduct a survey of your playground- are there some places that encourage play and interaction more than others? What could you add to your playground to make it more fun and interactive?
- * Create an outdoor game based on a video game such as Pac Man. Share it or play it with your class.

