

X-EO:

An interactive rebellious tag game for Kids.

BACKGROUND

X-eo is an pilot study research tool of a project that strove to study the occurrence of rebellious play behaviour amongst children, by offering them opportunities to steal lives from other players by raising their heart rates.

Rebellious behaviour is often frowned an obtains its play value from the balance of rebellious and conformism states, making rules and then ultimately breaking them. Rebellious play was defined as *“Where children can actively challenge what is in place and explore their behavioural boundaries, without having to face or endure any serious or lasting consequences”*.

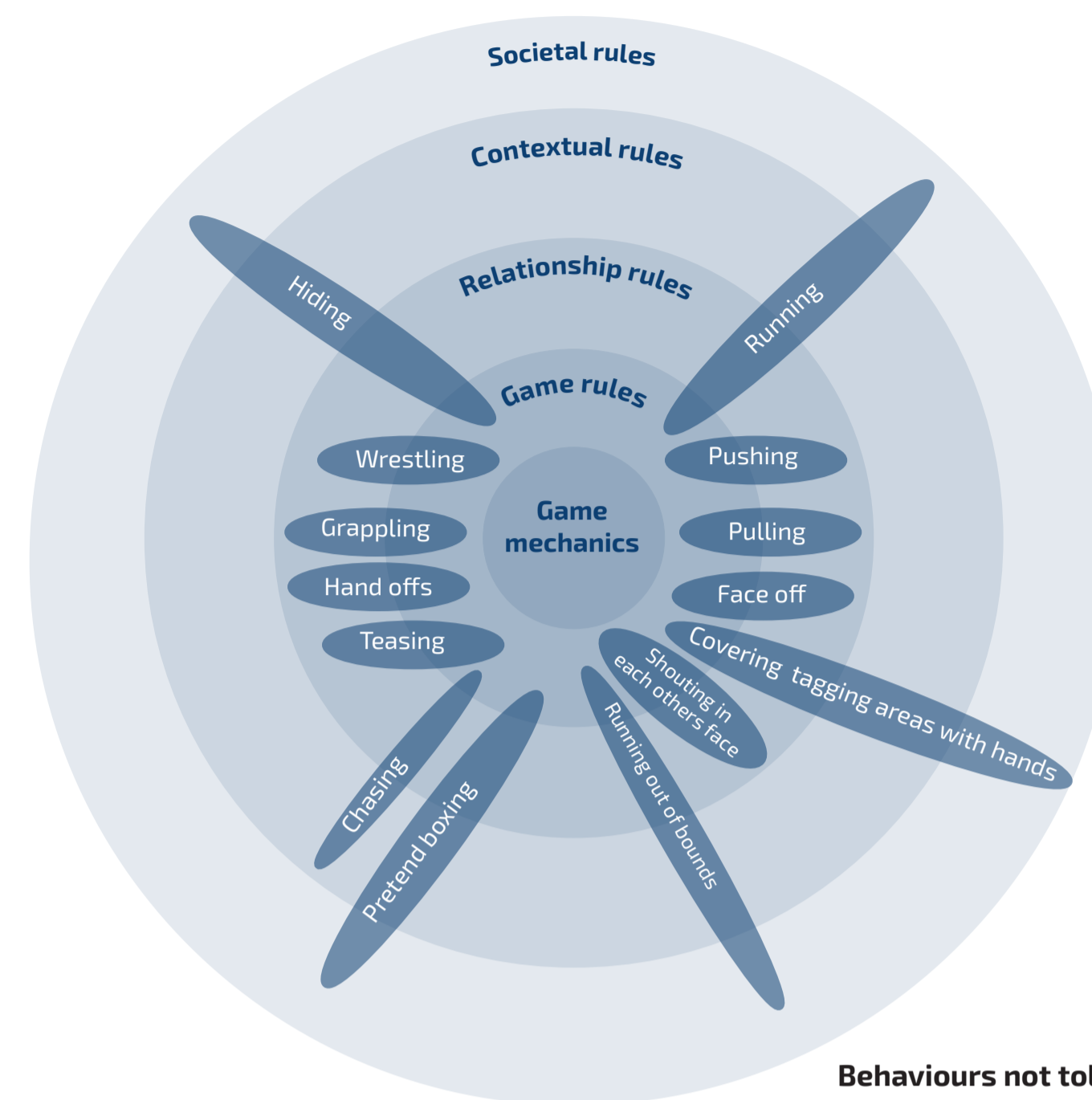
X-eo derives from the Latin word “Exeo”, that translates as to leave, escape or cross. In the context of this game, it is the desire for the children to escape their norm and “cross the line” to explore their behavioural boundaries.

HOW IT WORKS

Each player begins the game with three lives. The player's life status is illuminated on the touchpads on the garment, based on a traffic light system. Green represents a full bill of health with three lives, amber with two lives and red meaning they have a single life remaining. Tagging areas are located on the upper arms, chest and laterals.

When a player's heart rate has reached their threshold, the touchpads will begin to illuminate with a pulse animation to indicate that their life is available to be stolen.

When a player is tagged via the touchpads, they will flash four times to indicate their life was stolen before changing to the next colour in the light system.



Hierarchy of rules framework:

Observed behaviour and where they are accepted.

Behaviours not tolerated within framework:

- Licking and biting
- Scratching
- Kicking
- Verbal threats
- Throwing each other to the ground
- Swinging elbows
- Punches

MAIN FINDINGS

1. A hierarchy of rules framework was created for the pilot study,so rebellious tendencies through the children's strategies could be identified and classified based on the rule sets they violated and broke during play. The following rules sets were applied:

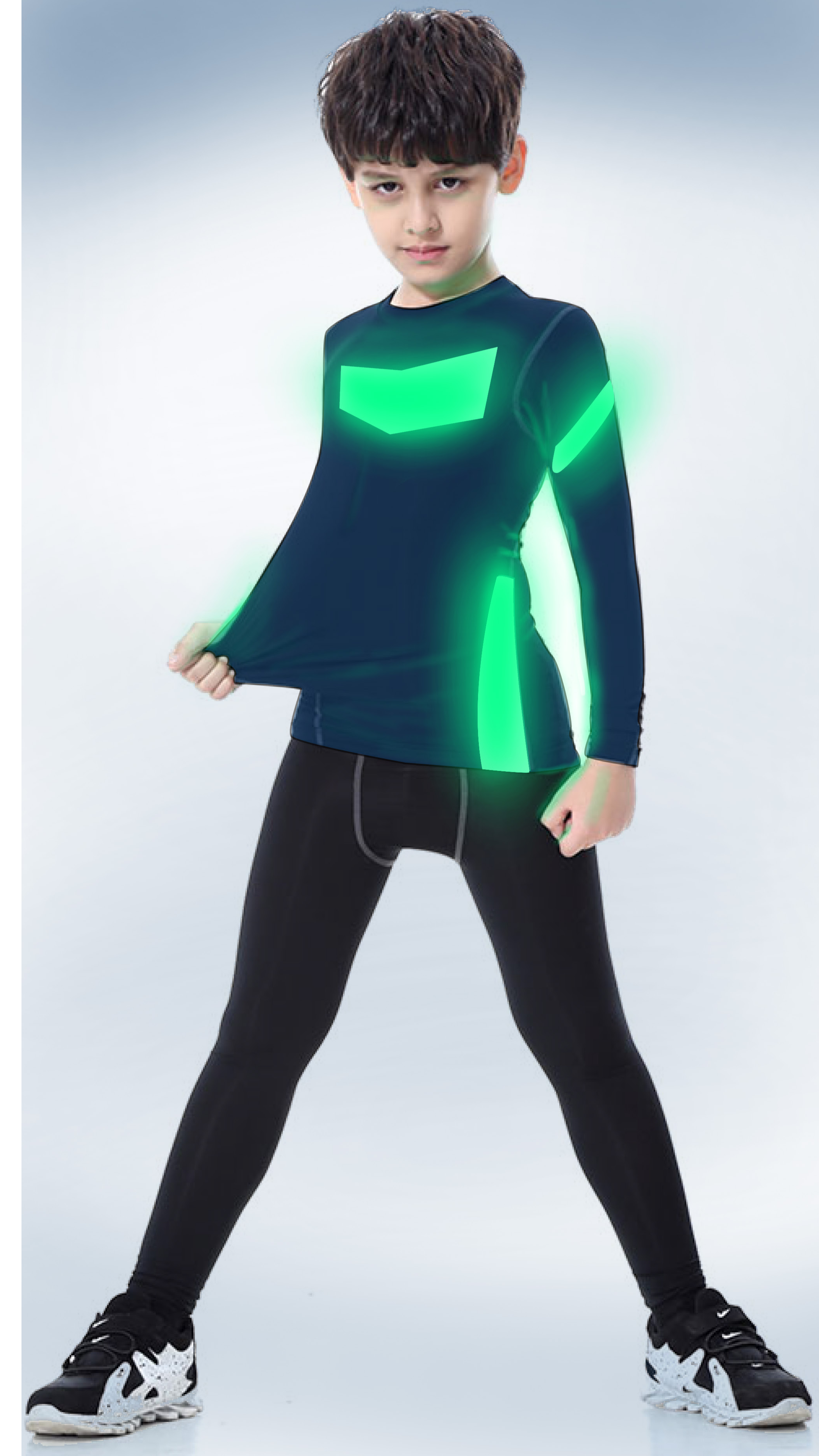
- Societal rules
- Contextual rules
- Relationship rules
- Game rules
- Game mechanics

Rebelliousness was present and accepted within certain layers of the framework.

2. The children understood that some of the things they did to each other was naughty, however they could not define exactly why

3. The strength of the participant's relationship appears to play a crucial role in what they are willing and accepting to do to each other.

4. Many of the children defined the boundary of rebelliousness to physically hurting and harming each other.



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