



Propinquity 2.0

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Modern Nomads

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Propinquity Description

Propinquity, is a ludic experience, explicitly focused on the body rather than the screen, that is designed to evoke both dancing and fighting games. It focuses on full body interaction and the use of sound and game play mechanics to produce an intensely social and physical experience.

Two participants wear soft patches with proximity sensors and vibrotactile feedback, along with a wristband that provides additional tactile feedback. As players move to music, different sensors patches on their bodies light up to indicate when they are active. The patches are programmed to light up in different patterns and for different lengths of time to provide different types and levels of gameplay. A player must attempt to get as close as possible to active patches on the other player's body to score points. The longer s(he) can stay "in the sweet spot" (but without actually touching), the higher the resulting score.

The score is suggested ambiently via a simple, very physical animation projected on the floor. This visual feedback provides a sense of relative success as the players move and interact. A numerical score is also displayed on the edge of the circle but is intended to be consulted as a final score after the experience.

Propinquity can be played, in either competitive or cooperative mode, by two players at a time (at the moment). But it is also designed to provide a very lively and expressive spectacle: a kind of open, sometimes awkward and sometimes fluid, choreography of bodies-in-relation.

Propinquity details

Dimensions and weights: (W x L x H)

- Pelican Case: 14" x 22" x 9.5" - 20 lbs (35.5 cm x 56 cm x 24 cm – 9kg)

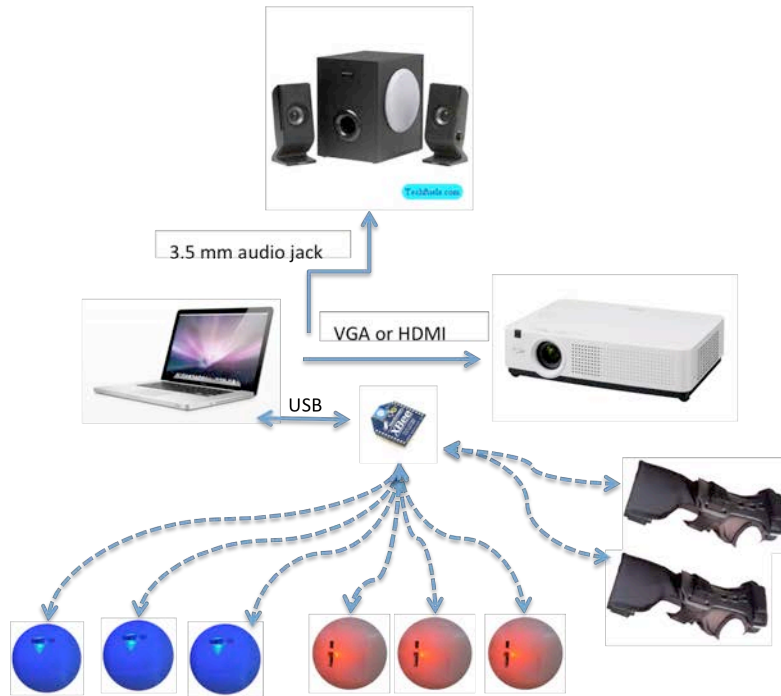
Installation needs:

- Power required: 1 circuit – note: The project has a type B plug. Will require a plug adaptor.
- Project requires 400 sq foot play space (122 sq meter)
- 8 ft diameter (244 cm) projection in the centre of the play space
- Projector mounted on ceiling
- Mat on floor to prevent slipping (this is negotiable) minimum requirement is a light coloured floor for projection
- Low lighting
- Sound system (3.5 mm audio jack)

Set Up time:

- 1 day.

Description of Items	Required from Gallery	Artist will provide
Computer = Mac -2GHz Core 2 duo or better -4Gb RAM or better -Something similar to NVIDIA GeForce (Low-Mid range graphics card)		X
Projector mounted on ceiling		X
Sound system (3.5 mm audio jack)	X	
Custom Made Hardware/Items - 6 x custom made patches + 6 x back-up patches - 2 custom made gloves + 2 back-up gloves - 4 harnesses - 4 patch straps		X
X-Bee modules		X
Batteries and Battery Chargers		X
Floor mat - Pale or white coloured floor mat for projection – if circular 10' in diameter (3 m) – if square 10' x 10' (3 m x3 m) - Minimum requirement is a light coloured floor for projection.	X	
Adaptors for projector – HDMI and VGA		X
Tool kit and spare parts		X



Projector mounted on ceiling and pointing downward to project onto the floor.



RULES FOR PROPINQUITY

1. **SCORE** by keeping your hand in the “sweet spot “ near the other player’s LIVE patch(es) -but without actually touching.

- LIVE patches are lit up in the player’s colour (**blue** or **red**)
- Your wristband *vibrates* in the sweet spot.
- The longer you stay in the sweet spot the faster you score

2. There are 4 rounds in a game. A gong and a pause separate rounds.

- Round 1: **Turquoise** lights = Cooperative. Help each other score so you can learn...
- Rounds 2,3,4: Competitive!
Blue versus **Red**