

Workshop Aim: Explore how games can be valuable at all stages of the research cycle

11:00am Intro and background to Tiny House game

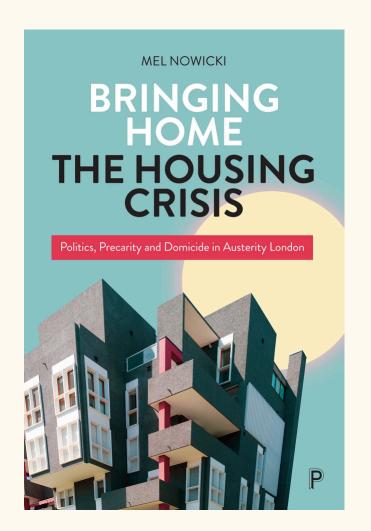
11:15am Try out the tiny house game

11:35 Game Competition

11.55 Game pitching and judging

12.15 Feedback and discussion





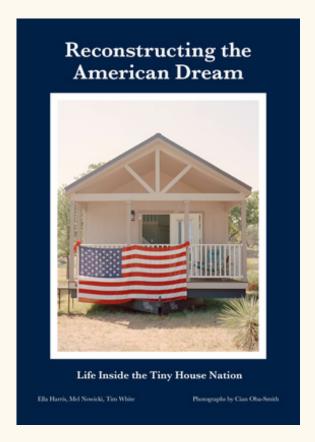


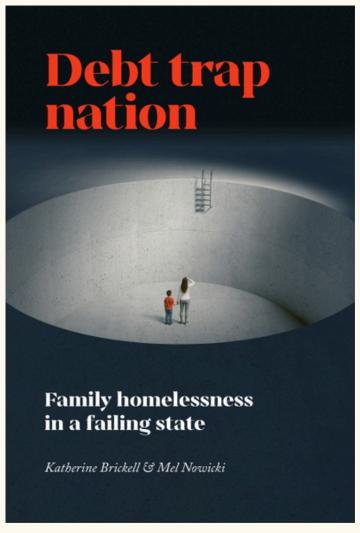
THE GROWING TREND OF LIVING SMALL

A CRITICAL APPROACH TO SHRINKING DOMESTICITIES

Edited by Ella Harris, Mel Nowicki and Tim White



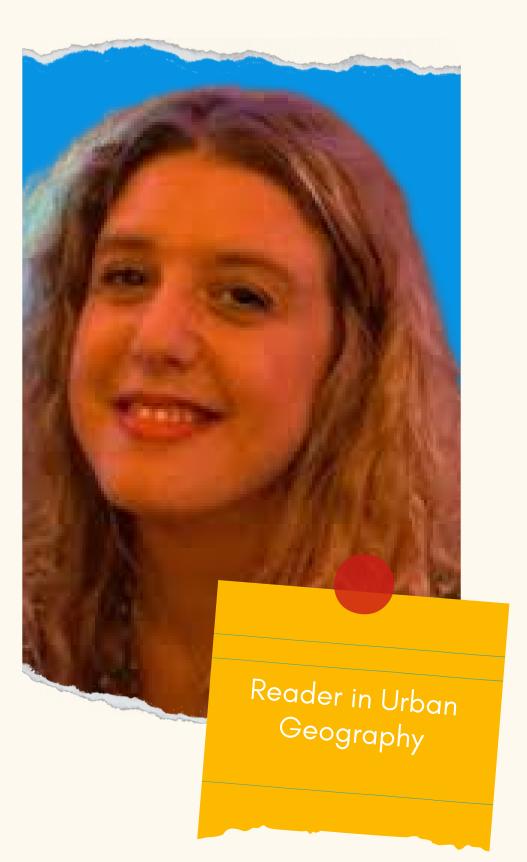


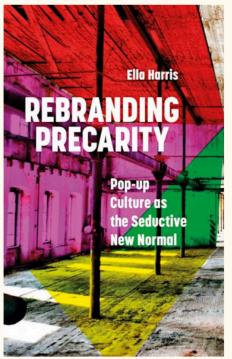


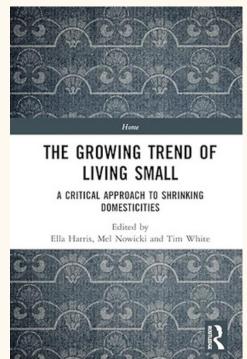


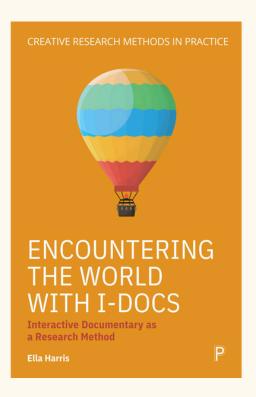


DR MEL NOWICKI











A landlord who keeps raising the lot rent

Pay \$500. If you

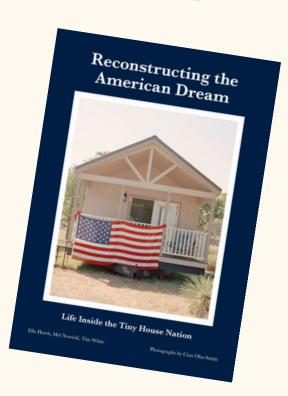
can't, trade

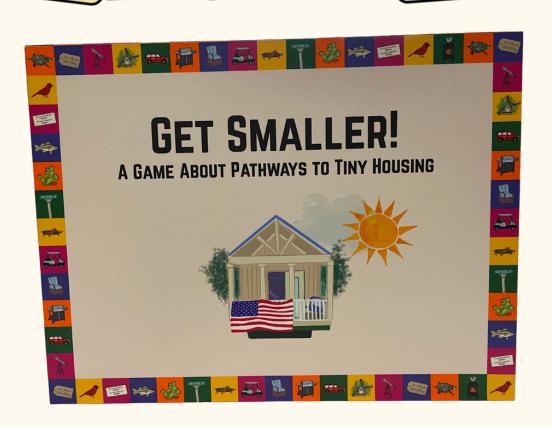
something in or go

back 10 squares









Pay \$300 or keep

this card as a

feature of your

DR ELLA HARRIS



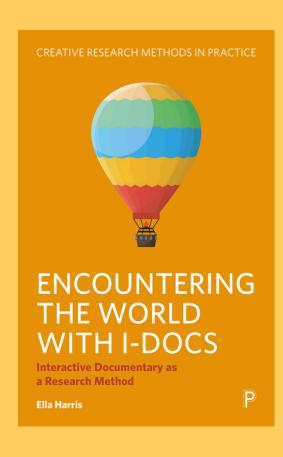
FREE VIRTUAL WORKSHOP:

I-DOCS FOR RESEARCH

SEPTEMBER 22ND 12-1PM



- Learn about i-docs as a novel creative form
- Explore how i-docs can enrich research including data collection, analysis, impact and co-creation
- Get insights into how you can make research i-docs with low cost and user friendly platforms
- 20% discount off the full I-docs for Research training package for all attendees



SCAN TO SIGN UP





www.progresstoday.co.uk

- in ELLA-HARRIS-5B166556/
- ELLA[AT] PROGRESSTODAY.CO.UK

Reconstructing the American Dream



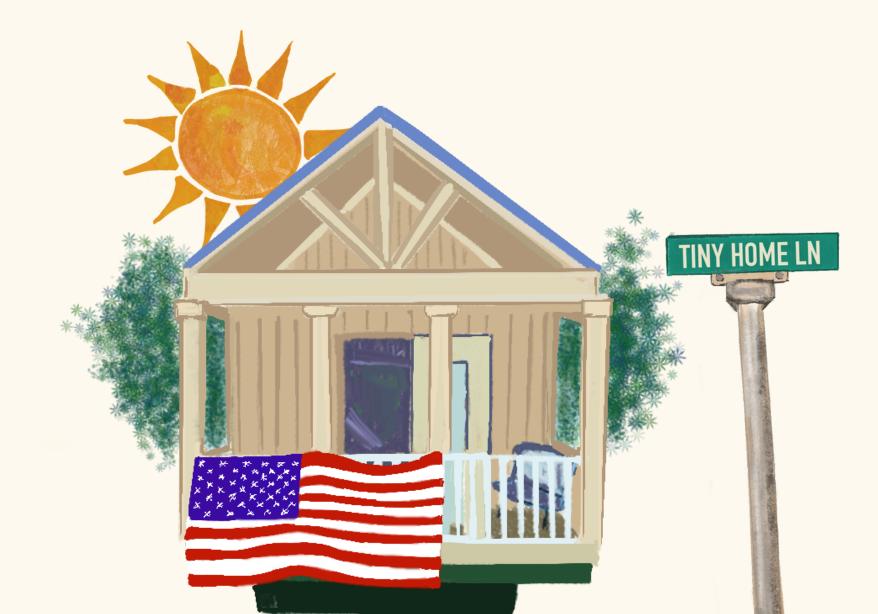
Life Inside the Tiny House Nation

Ella Harris, Mel Nowicki, Tim White

Photographs by Cian Oba-Smith

Original project funded by a British Academy/Leverhulme Trust
Small Grant

Follow-on funding for game development – Brookes KE Small Award



Fieldwork: Austin, Texas (2022 & 2023)







"I mean costs are just going through the roof... I mean Austin has tripled. You can't even live in Austin anymore. People that have lived there forever in their little bungalows, they're getting priced out cause they can't pay the taxes... it has turned into little LA"



AUSTIN, USA



'It is an emerging market and as things get less settled in the macro environment, RV investments, tiny home investments, tiny home living, it's counter-cyclical yeah. It's recession proof'







Pathways to Thy Housing





"after 2009 when the economy crashed the first time here, all of us we started to realise, how the heck are we going to pay for this mortgage? He lost his job, I was a teacher and my bring home pay was \$3000 a month and our mortgage was what, \$2500?... [Now] we can sustain this lifestyle even if he loses his job. It gives us a little cushion, it gives a way to save."

"Mainly it's rebellion, it's that I don't want to have to depend on the government... I don't want to pay taxes to them, because the taxes are not coming back to the people... under 400 square feet with the wheels on, you don't pay property taxes"

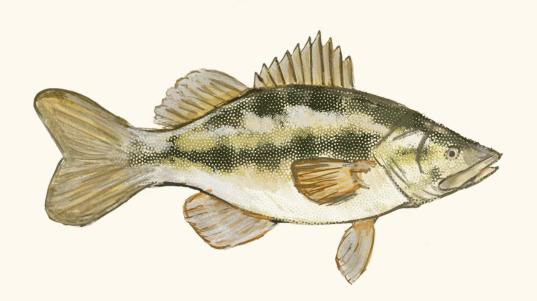
Why a Game?

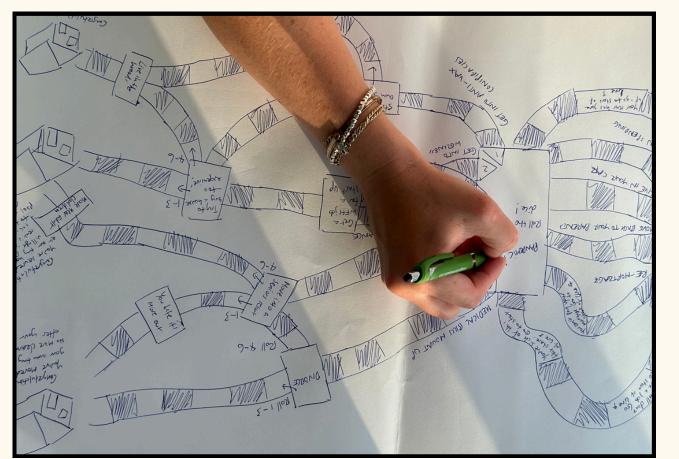
Realised while writing our book that people's pathways into tiny housing are often complex, paradoxical and messy

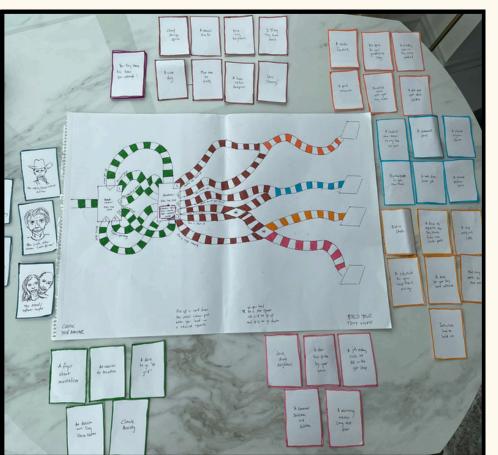
Attempts to visualise this evolved into a board game! A useful way of understanding all the intersecting factors that motivate people to go tiny

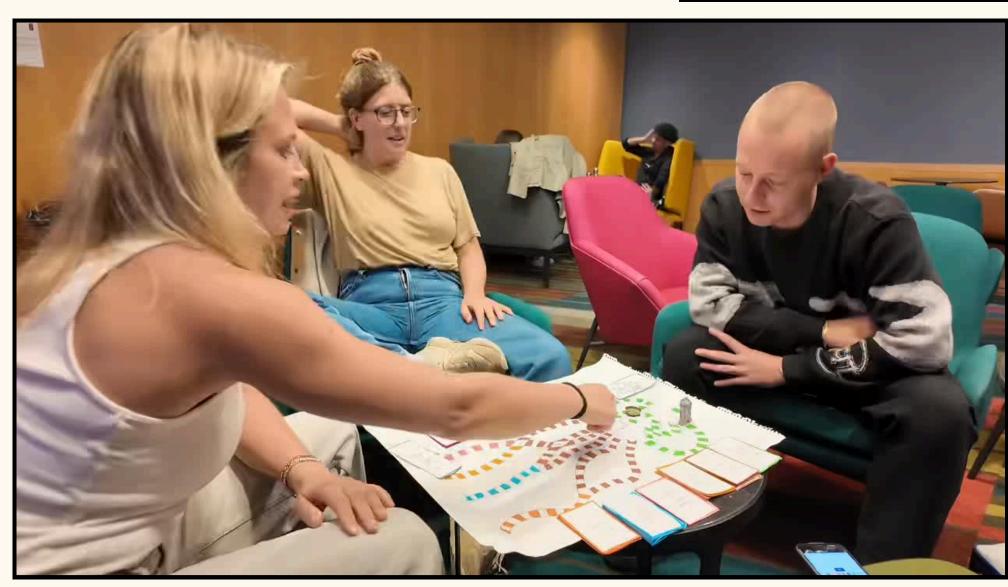
Games are inherently about the interplay of structural conditions and personal choices – so helped us to illustrate pathways

Also a USP for the book – part of its overall creative approach

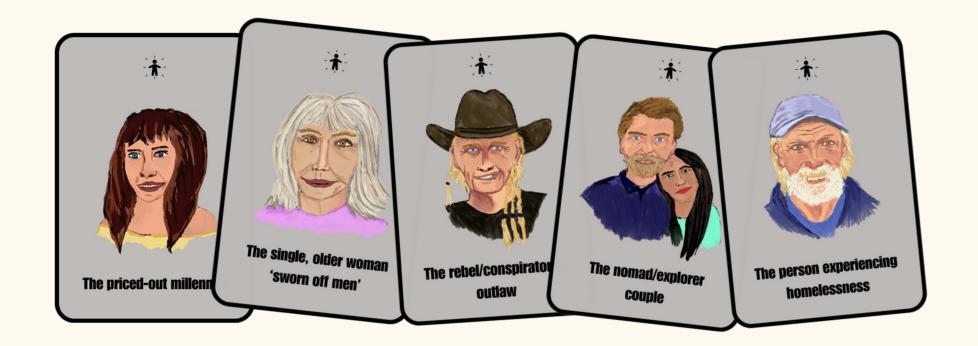


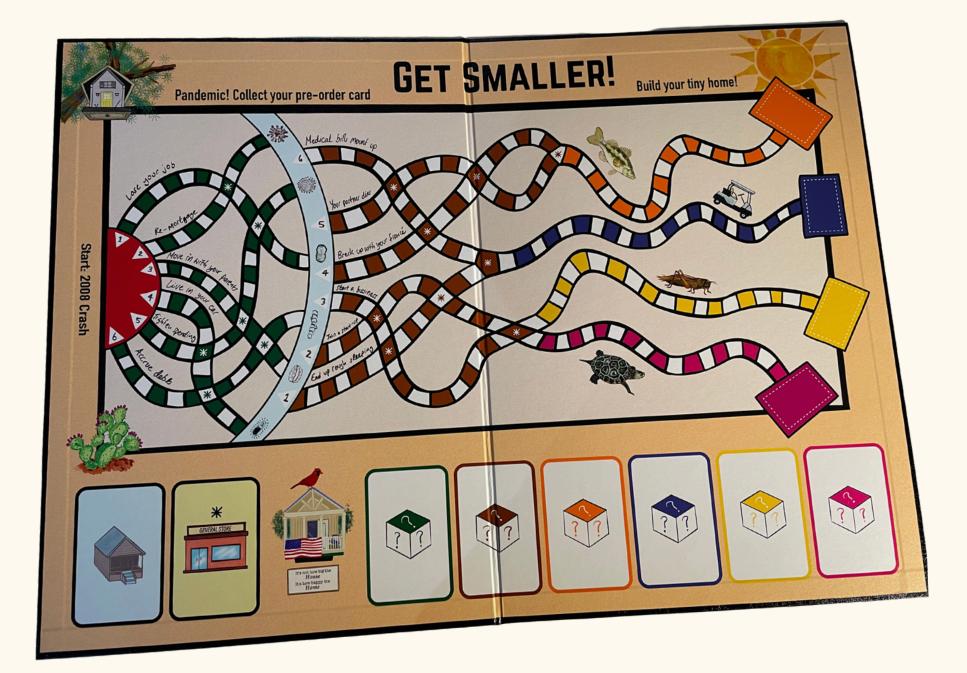




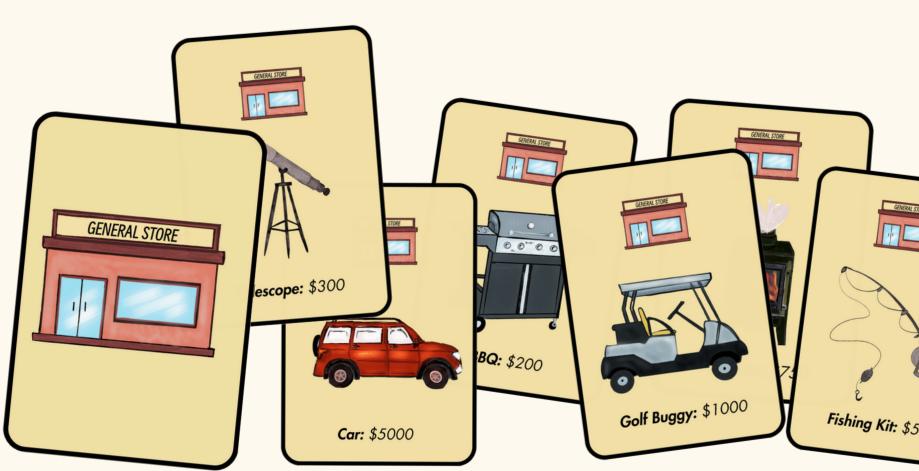












Structural issues

with your tiny

Pay \$1500 or keep

e anxiety

A mezzanine

Instructions:

- 1) All players should be randomly dealt a character card. Take note of the special powers and budget that your character has. You can use your special power at any time.
- 2) Start on the red square and roll to see which pathway you should take. You'll see that different routes reflect different life events take note of what's happening to you!
- 3) Keep rolling the dice to progress down the pathways.
- 4) Every time you land on a coloured square pick up a card from the correspondingly coloured card pack and keep it as a feature of your future tiny home.
- 5) You MUST stop at the pandemic box, regardless of what number you roll. When you stop here, collect your tiny house pre-order card. You've now committed to Tiny House living! Role again, like you did at the start, to see which path you'll take from here.
- 6) Every time you land on a star you can visit the shop and buy something to keep as a feature of your future tiny home as long as it's in the budget allocated to your character! Keep a tab of how much you're spending and don't exceed your limit, unless you earn more money during the game.
- 7) At some points in the game there will be a fork in the road. At these points you can choose which way you go!
- 8) When you reach a plot of land at the end of the game, have a look at the cards you've assembled in your hand (collected from coloured square and bought from the shop). You can also reflect on the life events you encountered on your pathway. Use your cards and pathway events to tell the other players the story of how you came to tiny living and what your tiny life is like.



Gamification and Research

Appropriate for all stages of research process:

As a means of ideating/sandpit sessions to help thinking through research ideas

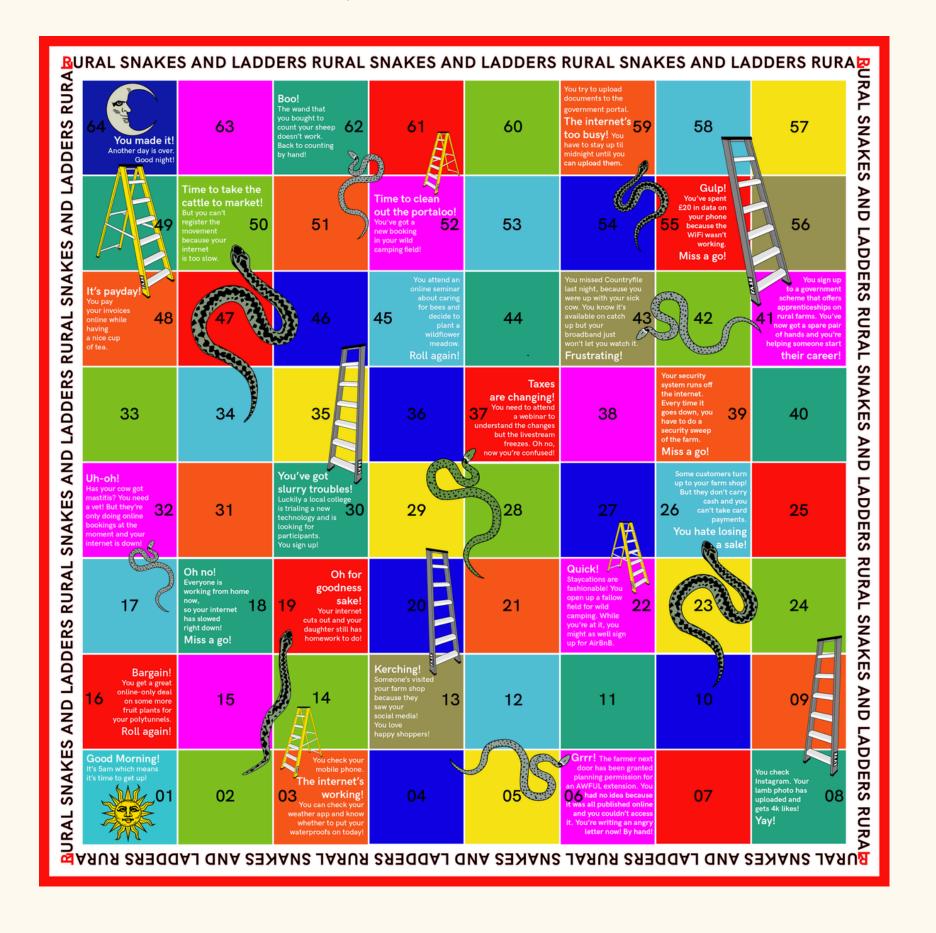
As a research method, e.g. using games with participants to open conversation/understanding on a topic

As a mode of analysis – a way of thinking through, coding, and/or analysing data

As a tool for knowledge exchange and/or dissemination



Game Competition!













Game Competition!

Come up with a game that helps you to collect, analyse or share data about housing

You can base it on an existing game, or make up a new game

You have 20 minutes to develop a 2 min pitch – the best game will get an exciting prize..



Reflection Prompts

What did you learn from coming up with a game?

What particular ways of thinking/feeling/doing can games open up as a research tool?

What stages of the research cycle do you think games would be valuable at?

What might the challenges of obstacles of using games be? What skills, budgets etc might you need?

How could you involve participants, collaborators, stakeholders etc. into game making and/or game play?





Feedback & Keep in Touch



