

CriticalLoop

A game for designers to explore networked objects.

hourglass

values

affordances

SETUP

Choose one networked object to consider. Attach a picture of it to the object stand and place it in the center of the game board.

Each player chooses a token.

Players place their tokens in any space on the board to begin.

PLAYING THE GAME

- 1 Players take turns. Begin each turn by rolling the die.
- 2 If you roll a number, advance that many spaces on the board. If you roll "affordance," advance to the next affordance space marked in blue.
- 3 Depending on which color space you landed on, take a blue affordance card or a red value card. Turn the hourglass and try answer the question printed on the card.
- 4 Then the next player takes a turn. Continue as long as you'd like.