



PLEX

Playful Experiences
Cards

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Technique: PLEX Brainstorming

FOR MANY IDEAS, FAST

Split into pairs. Take one deck of **PLEX Cards** per pair. Randomly draw a card (one per pair) and place it face up on the table. This card becomes the **seed card**. Randomly take three extra cards from the deck (both players).

Player 1: start exploring an idea using the **seed card**.

Player 2: listen and consider the cards in your hand. When you feel you can elaborate further on the idea, take one card from your hand and put it on the table. Explain how the initial idea is changed or evolved.

Player 1: develop the idea further by picking and placing a card from your hand on the table.

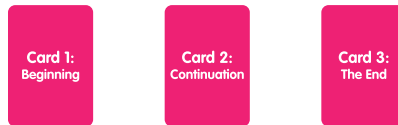
Record your ideas on paper. Put the 3 cards back on the deck and shuffle it to start a new exploration.

For more information on the techniques:

Lucero, A. and Arrasvuori, J. 2010. PLEX Cards: a source of inspiration when designing for playfulness. In Proc. of Fun and Games '10. ACM, 28-37. DOI= <http://doi.acm.org/10.1145/1823818.1823821>

Technique: PLEX Scenario

FOR MORE ELABORATE IDEAS



Split into pairs. Take one deck of **PLEX Cards** per pair. Randomly draw three cards (three per pair) and place them face up on the table. Create a scenario by placing the three cards on an **A3 template** (above). Record your idea scenario by sketching or writing it down on paper. You can alter the order in which the cards were drawn. As an alternative, randomly draw seven cards and use three for the scenario.

Card 1: use this card to trigger a 'use story' or action.

Card 2: steer the story in a new direction.

Card 3: bring the story to a close.

Captivation



unifemari

Forgetting one's surroundings

Challenge



shoobydooby

Testing abilities in a demanding task

ed-lyndon



Captivation

alexandigo



Challenge



Competition

Contest with oneself or an opponent



Completion

Finishing a major task, closure



Competition



Completion



Control

Dominating, commanding, regulating



Cruelty

Causing mental or physical pain



Control



Cruelty



Discovery

© Orin Zebest

Finding something new or unknown



Eroticism

© NeoCobox

A sexually arousing experience



Discovery

© whiteaffican



Eroticism

© Jonny Winsor



Exploration

© John Morgan

Investigating an object or situation



Expression

© Unhinder

Manifesting oneself creatively



Exploration

© LaPetra



Expression

© Michael Astor - Food Photography



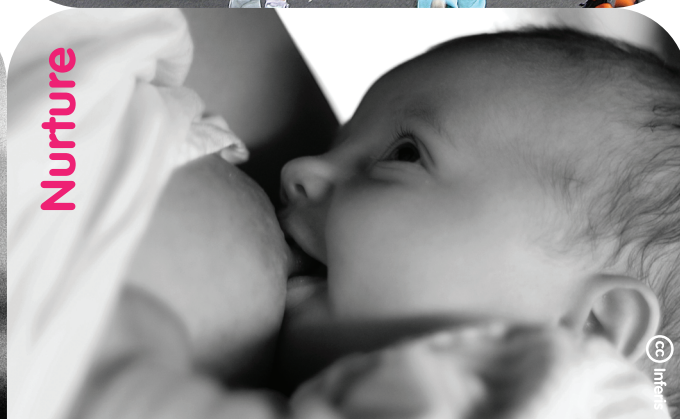
An imagined experience



Friendship, communality or intimacy



Fun, joy, amusement, jokes, gags



Taking care of oneself or others



Relaxation



CC
CokeZero

Sensation



CC
Ian Sane

Relief from bodily or mental work

Excitement by stimulating senses

CC
sallyourseoul



Relaxation

CC
AGUSTIN



Sensation

Simulation



CC
glimmerdot

Submission



CC
Alex E. Proimos

An imitation of everyday life

Being part of a larger structure

CC
shuttermonkey



Simulation

CC
flydime



Submission



Breaking social rules and norms



Experience of loss, frustration, anger



Sharing emotional feelings



Excitement derived from risk, danger

