



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

Card 1: Beginning

Who are the people in the story? How does this category launch the story?

Card 2: Continuation

How does this category cause the story to continue in a new direction?

Card 3: The End

How does this category bring the story to a close?

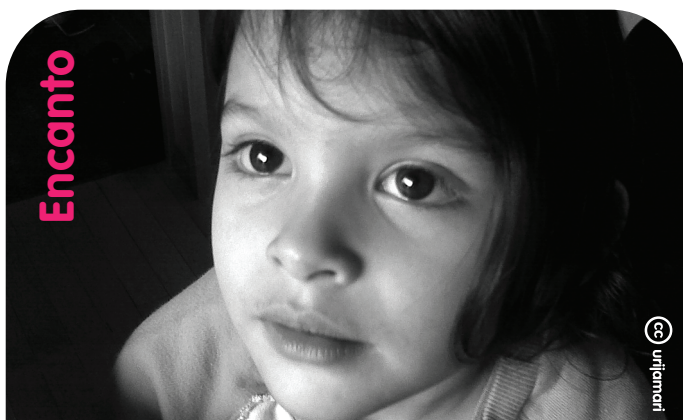
Split into pairs. Take one deck of **PLEX Cards** per pair. Randomly draw three cards (three per pair) and place them face up on the table. Create a scenario by placing the three cards on an **A3 template** (above). Record your idea scenario by sketching or writing it down on paper. You can alter the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

Encanto



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Olvidar lo que nos rodea



Encanto

Desafío



© sheeplaboby

Probar habilidades en una tarea exigente



Desafío

Competencia



Contienda con uno mismo o con un oponente

Finalización



Terminar una tarea importante, conclusión

Competencia



Finalización



Control



Dominar, ordenar, regular

Crueldad



Causar sufrimiento mental o físico

Control



Crueldad





Descubrimiento

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Encontrar algo nuevo o desconocido



Descubrimiento

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Exploración

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Investigar un objeto o situación



Exploración

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Una experiencia sensual



Erotismo

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Expresión

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Manifestarse uno mismo de forma creativa



Expresión

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Una experiencia imaginada



Diversión, alegría, entretenimiento, bromas, gags



Amistad, comunidad, o intimidad



Cuidar de uno mismo, o de otros



Relajación



Alivio del trabajo físico o mental

Sensación



Emoción al estimular los sentidos

cc sellyoursoul



Relajación

cc A6U57IN



Sensación

Simulación



Una imitación de la vida cotidiana

cc stuffermonkey



Simulación

Sumisión



Pertenecer a una estructura más grande

cc flydime



Sumisión



Subversión

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Subversión



Sufrimiento

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Sufrimiento



Simpatía

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Compartir sentimientos de afecto



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Simpatía



Excitación

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Excitación