



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

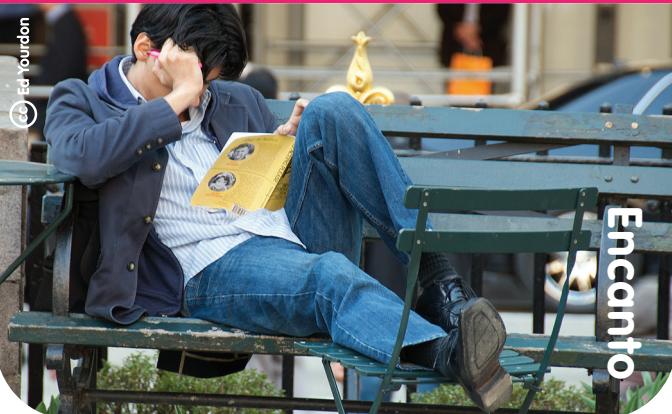
How does this category bring the story to a close?

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

Olvidar lo que nos rodea



Desafío

Probar habilidades en una tarea exigente



Competencia



Contienda con uno mismo o con un oponente

Control



Dominar, ordenar, regular

Control



Terminar una tarea importante, conclusión



Finalización



Crueldad

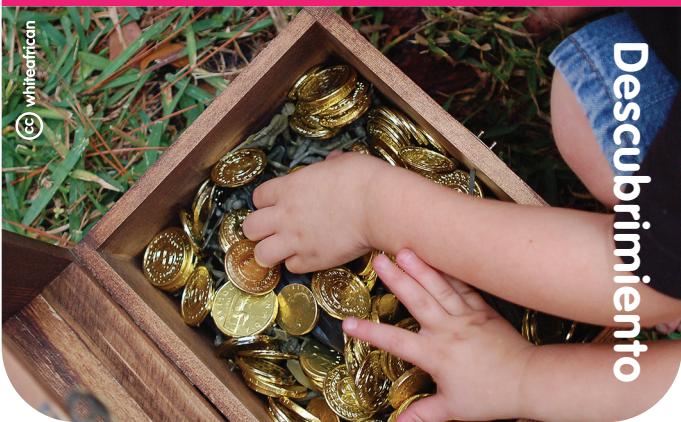


Causar sufrimiento mental o físico

Crueldad

Descubrimiento

Encontrar algo nuevo o desconocido



Descubrimiento

© Ori Zbest

Erotismo

Una experiencia sensual



Erotismo

© NeoGaboX

Exploración

Investigar un objeto o situación



Exploración

© John Morgan

Expresión

Manifestarse uno mismo de forma creativa



Expresión

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Relajación



Simulación

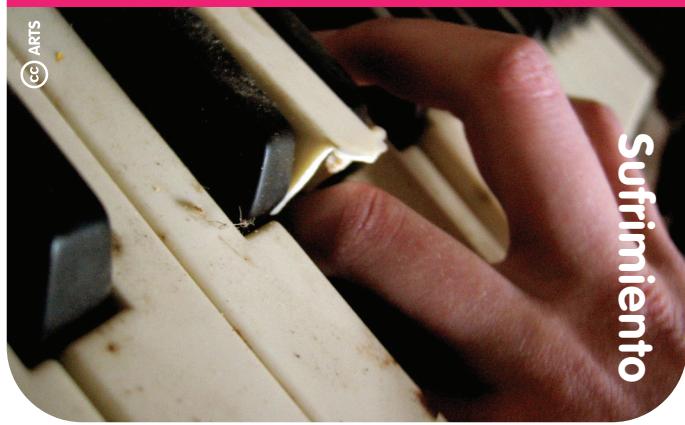




Romper normas y reglas sociales



Experiencia de pérdida, frustración, o ira



Compartir sentimientos de afecto



Emoción derivada del riesgo o del peligro

