

Groworld



Foam

Groworld

- Exploring the relationship between plants and us
- Long running project
- Three forces
 - Technology
 - Design/Culture
 - Permaculture
- Current phase is called “Borrowed Scenery”



Growing real gardens

- Amsterdam church garden
- Approved plans for a permaculture garden with old fruit species and edible native wild plants.



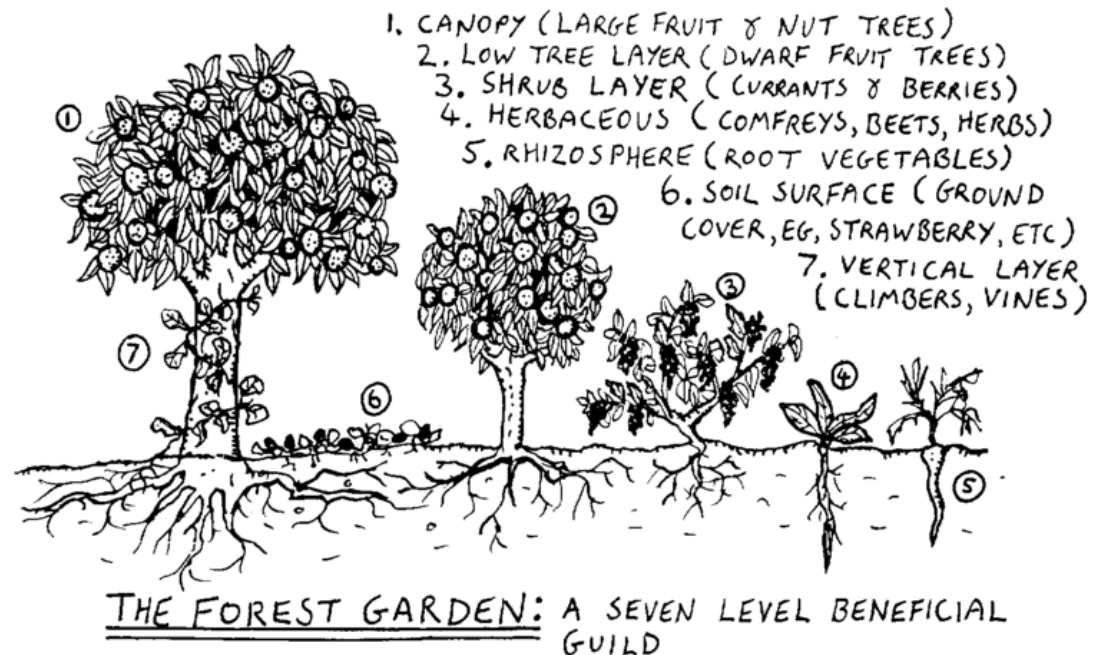
Gardens in art galleries

- “Borrowed Scenery 0.1” temporary laboratory
- “The Game Is Up” art festival at the Vooruit, Ghent, Belgium
- Grew and decayed over 10 days



Guild gardening workshop

- An aspect of permaculture
 - “Permanent agriculture”, or “permanent culture”
- Different plants grown together for mutual benefit
- As opposed to monoculture



Seedballing workshop

- Guerilla gardening
- Made from native seeds, clay and compost
- Gardening expedition/tour around Ghent



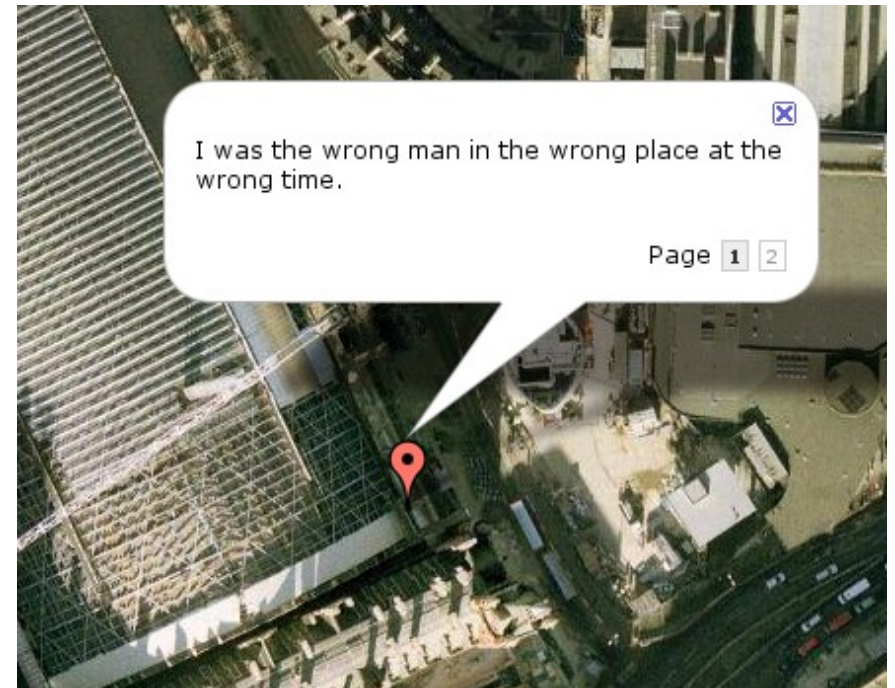
Growworld game

- A computer game to explore the connections between plants and people
- Networked multiplayer game
- Use of augmented reality (real plants and game world)
 - Soil moisture
 - Light level
 - Electrical activity
 - ???
- Currently in prototype stage



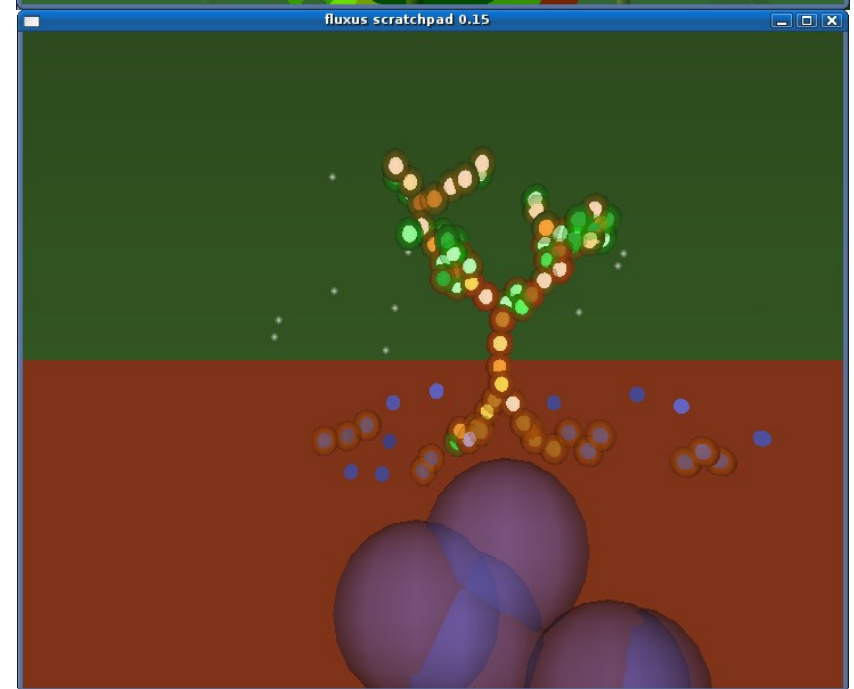
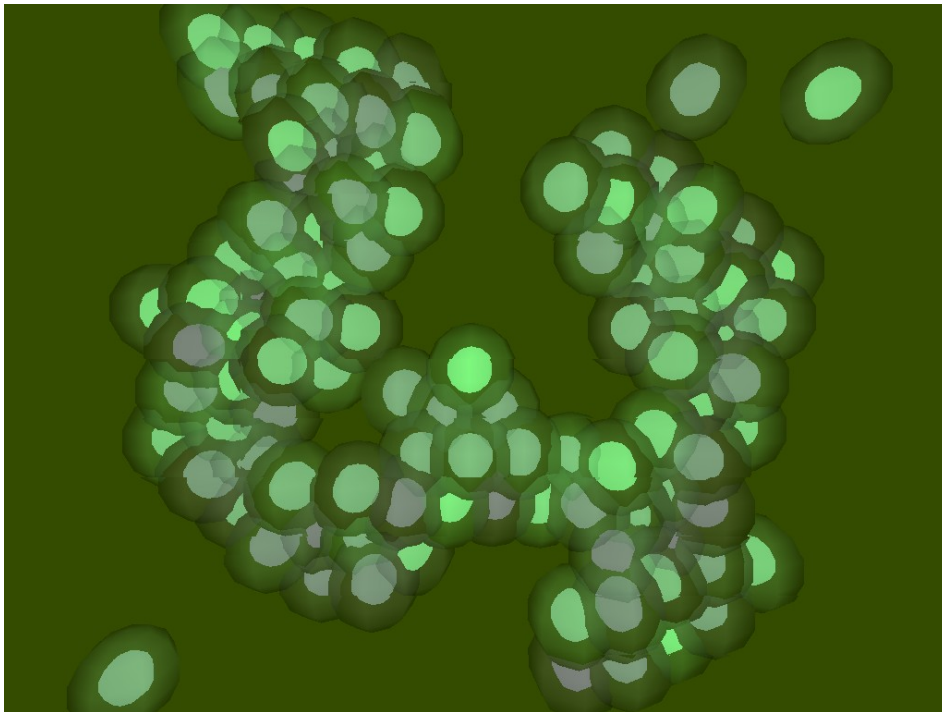
Growworld Collaborators

- Tale of Tales
 - Artists who make games
 - Gamers who make art
 - Nominated for IGF Award for “The Graveyard”
 - The Endless Forest
 - <http://tale-of-tales.com/>
- Sixtostart
 - Stories and play
 - Augmented reality
 - “We tell stories” for Penguin books
 - <http://www.sixtostart.com/>



Game prototypes

- Lots of quick gameplay prototypes
- Test out ideas
- Using fluxus – a livecoding/rapid prototyping game engine



Testing prototypes

- Public game testing

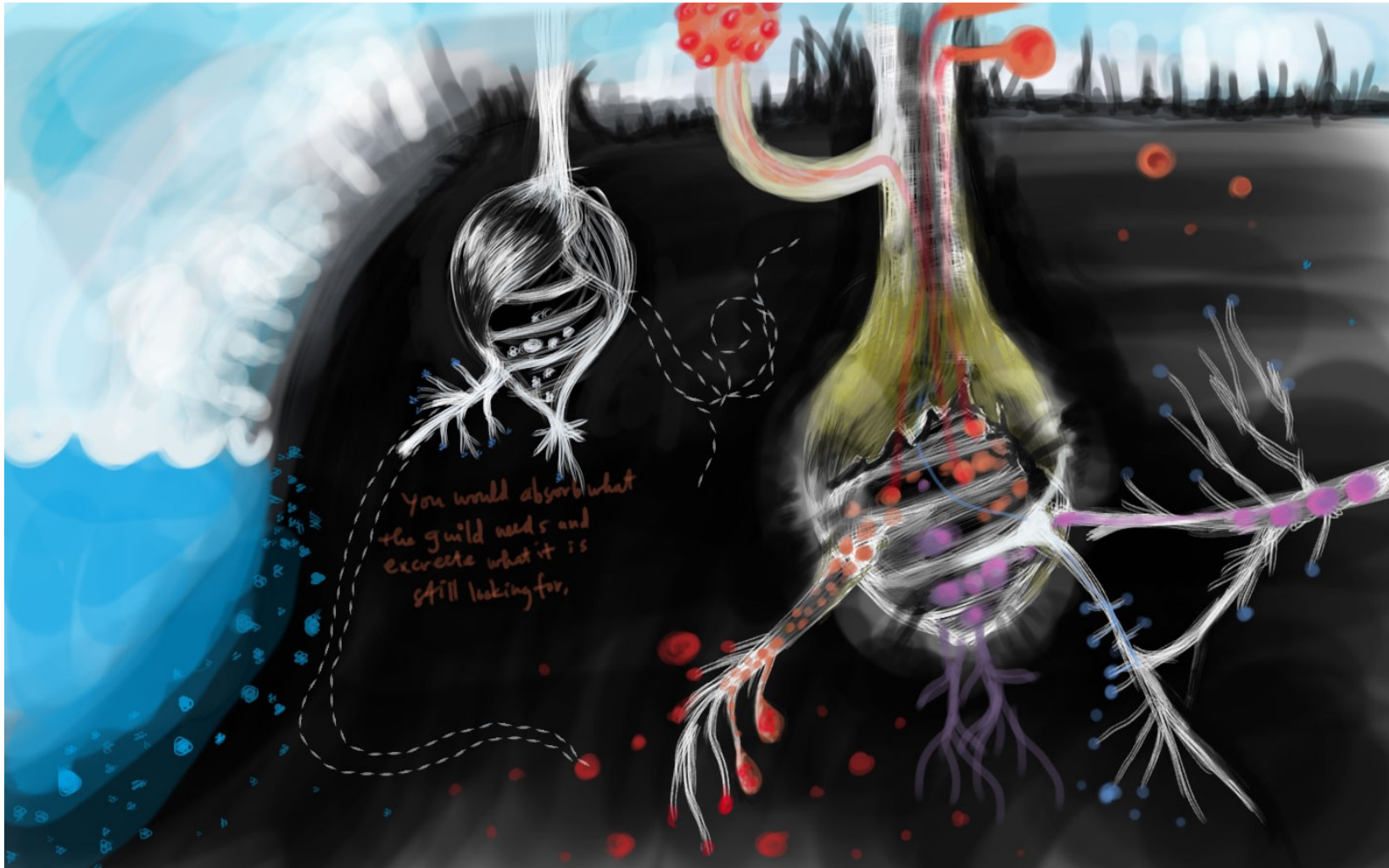


Patabotany

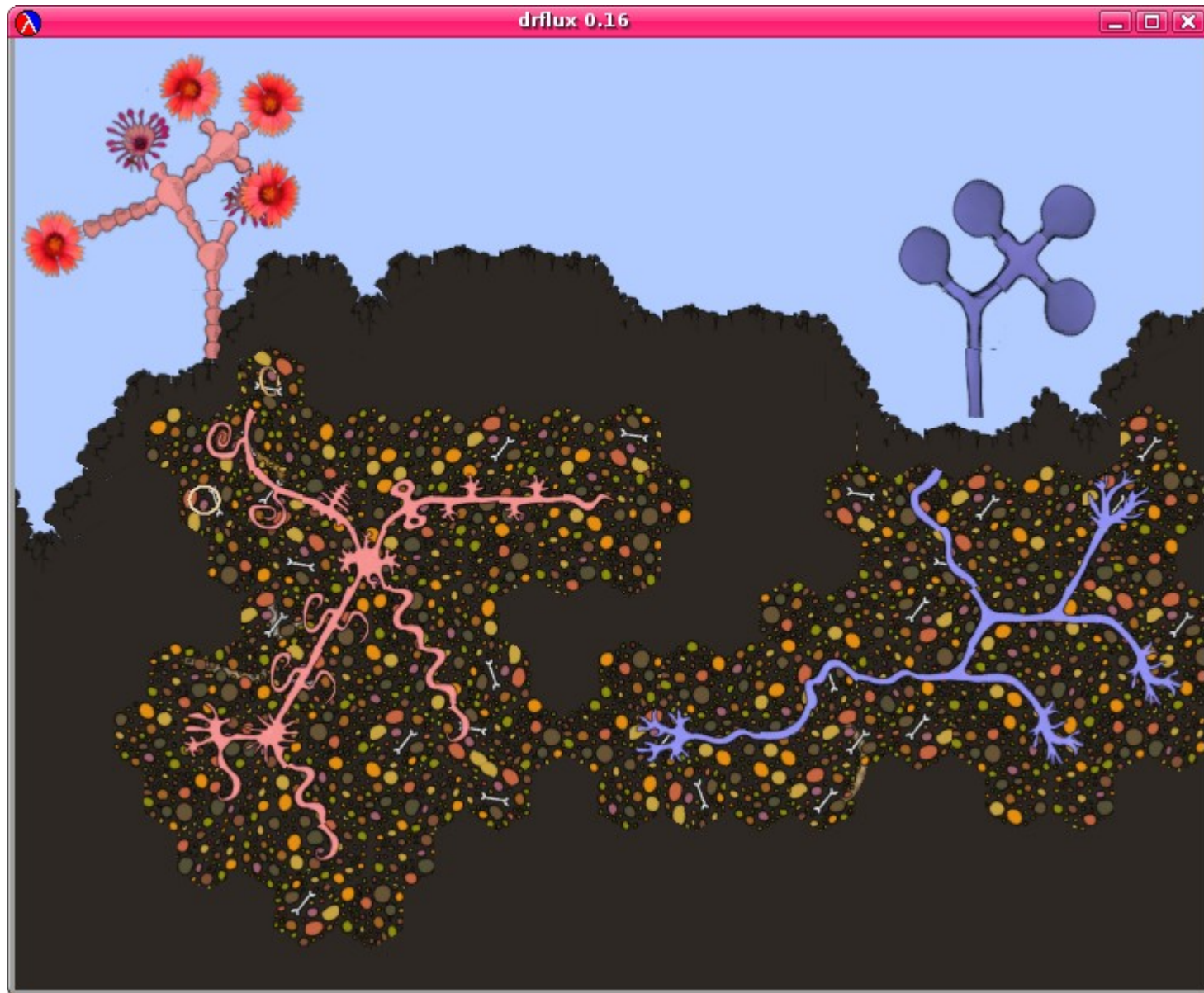


- Extraordinary/Imaginary plants
- Fit them into an ecosystem
- Borrow elements of permaculture

Current design



2D Prototype



3D prototype

