Touch Art

(demo version)

Game instructions

What is TouchArt?

TouchArt is a regional interactive educational game for two or four* participants, designed for children, teenagers, adults and seniors, including people who are visually impaired or blind. Apart from the broadly understood integration value, the game aims at developing our creativity and sensory imagination – the participants' task is to use their touch in order to recognise various objects, places, and symbols characteristic of the Kuyavian-Pomeranian Voivodeship, represented on a specially designed tactile graphics printed in 3d technology. Just find a companion to play with, close your eyes, and let the TouchArt adventure begin!

* The game final version is going to involve about 8 participants max.

Inside the box you will find

- ✓ 10 tactile graphics in different colours (5 identical pairs)
- ✓ 5 information cards for particular tactile graphics in Polish and English
- ✓ 2 eye masks
- ✓ game instructions in Polish and English

Game rules

For the presented version of the game, the desired number of players is 2 or 4.

For two players

Players sit opposite each other so that each of them can easily reach to 5 colorful tactile graphics, arranged side by side or one below another, with their 'illustrations' face down. The first player puts on an eye mask and draws one card – from that moment, his or her task is to recognise the visual representation from the tactile graphic, using their touch only. Apart from that, he or she can also ask the other player some leading questions, which can only be answered 'yes' or 'no', e.g. *Is it an animal? Can I eat this? Is it a female character?* etc. If necessary, the answering player can make use of an adequate information card, including a brief description of the given tactile graphic. After

providing the correct final guess, the player scores one point (or, in the case of no good answer – zero points), and the participants switch roles. The winner is the one who has 'figured out' the bigger number of cards; however, what also matters is how quick and precise your answers are!

For four players

Two pairs of players sit opposite each other (one pair forms one team) so that each player can easily reach to 10 different tactile graphics, arranged side by side or one below another, with their 'illustrations' face down. After the first players – one from team A, and one from team B – put on eye masks, one of them draws a tactile graphic card. His or her opponent is immediately given the same card by his team partner – from that moment, the 'masked' players must recognise the visual representation from the cards, using their touch only. Apart from that, they can also ask their partners some leading questions, which can only be answered 'yes' or 'no', e.g. *Is it an animal? Can I eat this? Is it a female character?* etc. If necessary, the answering players can make use of an adequate information card, including a brief description of the given tactile graphic. Obviously, particular answers are always heard by both players, which will surely influence not only the game dynamics, but also the sense of competition! The winner is the one who has first provided the correct guess – one good answer means getting one point. Then, the players switch roles – the former 'answering' pair is now to cover their eyes, and the players sitting next to them are supposed to help. The winning team is the one to 'figure out' the bigger number of tactile graphics; however, what also matters is how quick and precise your answers are!

More difficult / extra rules (optional)

In order to make the game a bit more difficult and/or dynamic – both in the case of two and four players – we can additionally:

- Roll the dice or play 'paper-rock-scissors' in order to determine who starts the game
- Shuffle / change the tactile graphics arrangement after every draw, so that it will be impossible to remember where each of them is placed
- Introduce time limits for recosgnising the tactile graphic representations (e.g. 60 seconds from the moment a card is drawn, including the time for leading questions)
- Introduce limited number of leading questions (e.g. maximum three questions for each tactile graphic)
- Introduce precise point-scoring rules (e.g. 3 points for each correct answer without any leading questions, 2 points for guessing correctly with the help of two leading questions, 1 point for answering correctly with three – or more – leading questions)