



GAME

Is

TOR **ON** TO

SYNERGY x CITY

By **TRINA GO LISTANCO**

EVERYBODY wins!

Good will + camaraderie

Human energies, movement, arts, and sounds

Urban agriculture + nutrition

Green energy generation + waste recycling

History + Heritage

Science + Learning

FUN.

Mechanics of the Game

Trina gets APP and register

REGISTER

Person creates an account to participate. Person can donate to the \$ pool for the Prize, and receives Mobile Phone **Augmented Reality App**.

Trina scans signs all over the city, donate, volunteer, participate in art installation etc!

PLAY + Get POINTS***

Person participates/ interacts with network of activities/ installations in public parks, and gathers POINTS in the process e.g.

- a) donates kitchen waste into bioenergy electric generator terminal
- b) pedals human power bikes for electricity
- c) interacts in virtual riddles, puzzles etc.
- d) contributes to participatory public art installation etc.

Trina wins random gifts and points!

SHARE

Trina donates points to COLOR of choice.

Person donates POINTS to one of the seven (1 of 7) COLOR TEAMS: R.O.Y.G.B.I.V.

For 12 months, the TEAMS will collect points. At the end of year, the TEAM Tally of donated POINTS should be equal for all seven (7) teams.

Even non registered persons can participate and donate to TEAMS e.g. tourists



Rainbow graph-lights will reflect fluctuations of points donated

CLOSING EVENT DATE

Human powered bikes to even out the rainbow lights.

CITY PARTY

The closing event will be a showcase of performances. This event will be the final opportunity to even out the TEAM Tally e.g. through a pedal-power marathon. Once the POINTS are evened out, the PRIZES will be revealed.


Until the Tally is not evened out, the game and the party continues...

When lights even out the BIG City GIFT will be revealed!

*** POINTS are equivalent of watt-hour human energy production. The total points accumulated by all of the seven (7) Teams will be matched by volunteer corporations, with Total value (in cash or tax break rewards) to be shared to all participants. Y.E.H.E.Y!!!

Technologies and Resource Directory

Main Platform: (1) Augmented Reality Mobile Application and (1) GAME HOST site [points accounting]

“Scan ICON  in the landscape to Unlock...”

<https://blippar.com/en/showroom/#residence-inn-marriott>

<https://blippar.com/en/showroom/#dr-pepper>

<https://blippar.com/en/solutions/blippar-for-education/>

Power Sources: Community scale and community supported Bioenergy + Human power generation

<http://impactbioenergy.com/>

<http://www.thegreenmicrogym.com/the-story-of-the-upcycle-eco-charger/>

<http://gosportsart.com/international/eco-powr/>

<http://rockthebike.com/electric-fender-blender-pro/>

Tangible Outputs: e.g. pop up spa, stages, art installations... City-wide virtual interactive art gallery, and Community aquaponics

Aquaponics Resources: <http://waterfarmers.ca/> and www.aquagreens.ca

Pop up Spa: <http://oncloud9.uk.com/pop-up-spa/>

Hot tub cinema: <http://hottubcinema.com/>

Augmented virtual Reality Art Gallery:

<http://thecreatorsproject.vice.com/blog/sculptures-come-to-life-in-an-augmented-reality-art-gallery>

PHASE 1: Creation of augmented reality (AR) platform + peppering the landscape with Random gifts of kindness + riddles + pledges + Art Gallery

Sites and Spaces: Public spaces, alleys, participating private buildings, restaurants, Public Library, Museums, City Offices



PHASE 2: Bioenergy collection and Human power production = true energy of the City

Sites and Spaces: Various City Parks

Electricity from biogas generator and stationary bikes can power: temporary wellness installations e.g. mobile “sauna”, aromatherapy room, tea room, volunteer massage room, aquaponics/ conservatory etc.



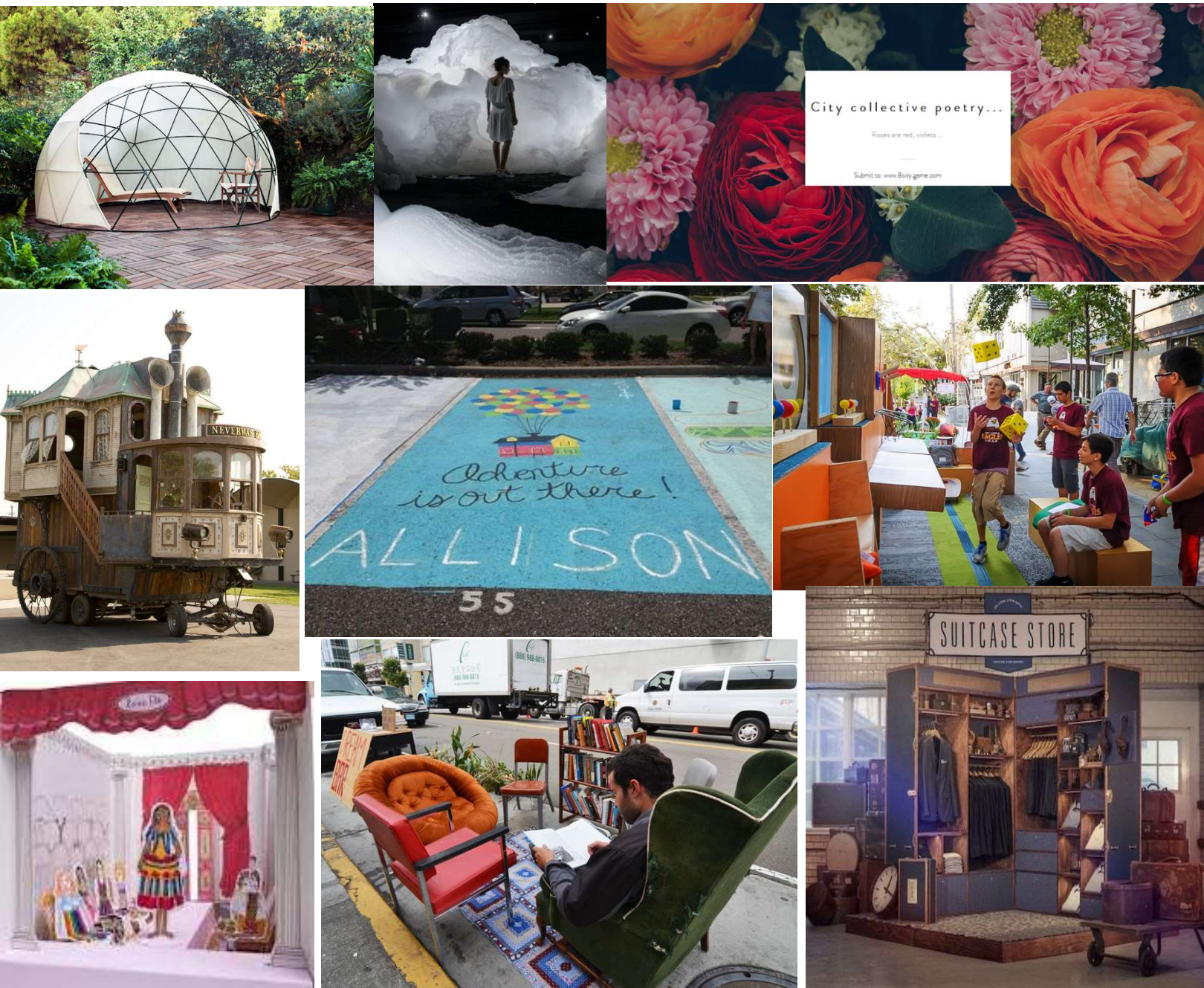
PHASE 3: Aquaponics farm + food production = healthy and fun City is the ultimate sustainable city!

Site and Spaces: Abandoned and derelict buildings for re-activation.
Volunteer to earn POINTS!



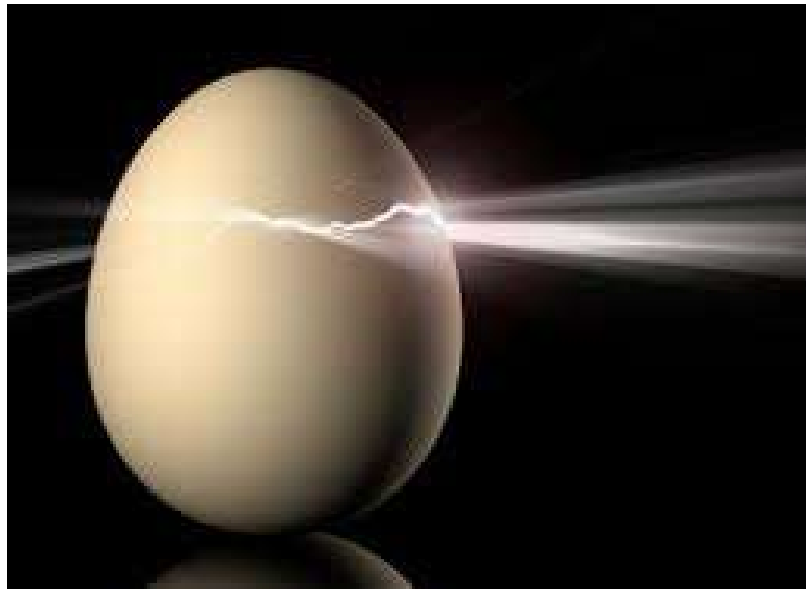
PHASE 4: Pop up Stages and Interactive Art installations, competitions, challenges, and performances --- Art as a connective space

Site and Spaces: Public Transit Stations, e.g. transit bus shelters, old phone booths, waiting benches and Parking Lots; Public Library Network. CALL FOR VARIOUS ARTISTS and NON PROFIT ORGS



PHASE 5: City LIVE Countdown + Concert Event = EPIC City Event

Site and Spaces: Open air Arena



REAL TIME accounting
of TEAM SCORES

Human powered
bicycles on site

Live performances

Light shows

Big REWARD Reveal!

Or Party Continues...

****WIN + WIN****



An urban *LANDSCAPE* of Niceness and win-wins!