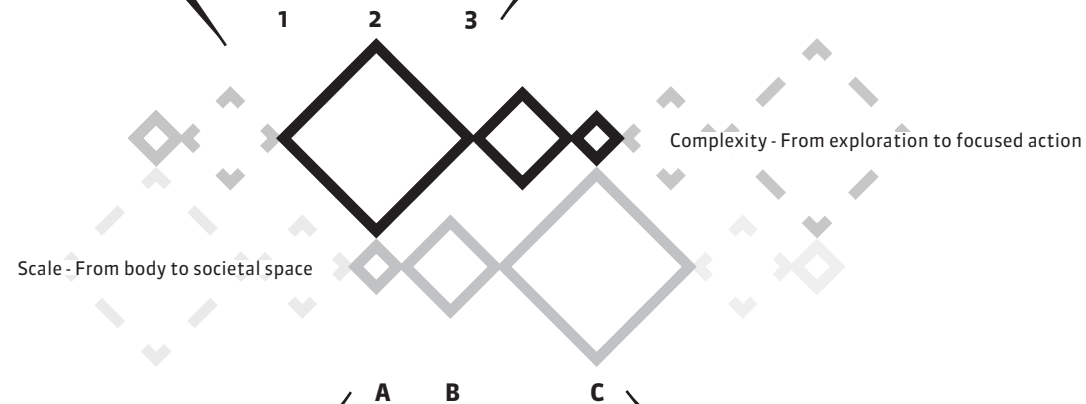# Space Transformers - Matrix for gameplay

The game matrix combines two complementary triple diamonds that use the elements from Active Space: The **Spaces** (Body, Social and societal) and the **Movements** (explore, agenda and action) combining them with a **Daily rhythm** that has the main game elements: Explore, challenge and engage. The game has much in common with both the treasure hunt and the Derive of the Situationists.

Daily rhythm: Each day of the game has a similar structure:

1. Morning - Explore: Map Spaces of Possibilities (SOP) in the area
2. Noon - Challenge: Chose one SOP and a challenge.
   Add it to a common map for other participants to find
3. Afternoon - Engage: Find the SOPs and engage in the challenge

1   2   3

Complexity - From exploration to focused action

Scale - From body to societal space

A   B   C

Spaces: A progression from the hyperlocal body space to the larger context of societal space

A. Body space: Concrete, complex, sensory, non verbal spaces where SOPs can be discovered
B. Social space: Group dynamics that can spatialise imagination and empower language
C. Societal space: The larger context and higher level of abstraction: Economy, science, politics

Movements: Sensing the political and discovering Spaces of Possibilities (SOPs) - feeling free and able to act - creates an energy that drives the movements

A. Explore: Individually search for SOPs - and express the experience with gestures
B. Agenda. Form groups and collaborate on common vocabulary and goals
C. Action: Interact with the public and more powerful actors to achieve the goals