

Here Together

Rubric Review 1

Gina Kim | Senior Thesis | Spring 2020

Problem Statement

Grief is normal but it's rarely talked about.

Grief and loss can happen to anyone. Processing emotions around loss can be really difficult to articulate and often times it is a topic people don't enjoy talking about. Conversations around heavier topics can feel uncomfortable but may lead to personal growth.

How might we encourage conversations around grief, loss, and emotions?

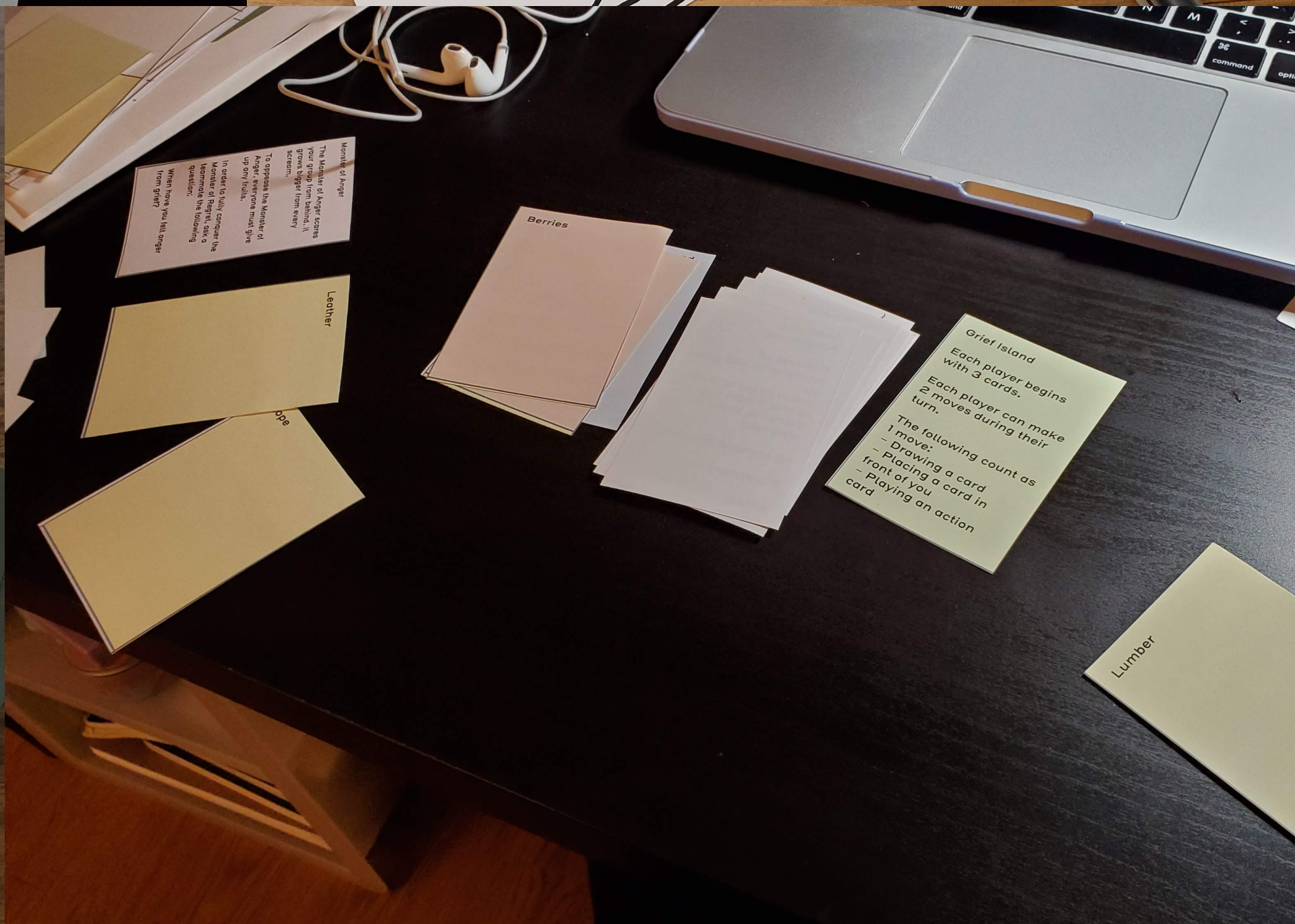
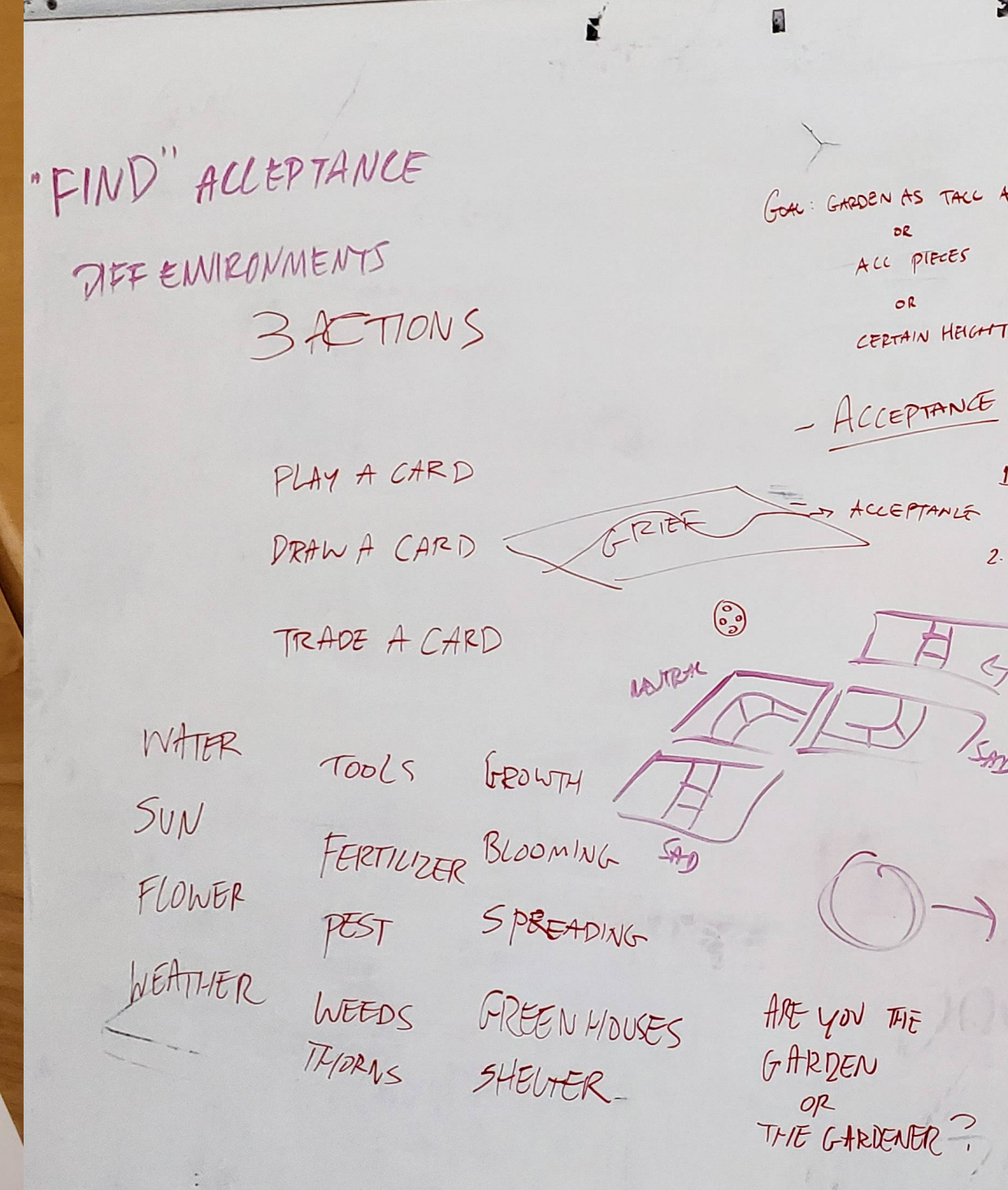
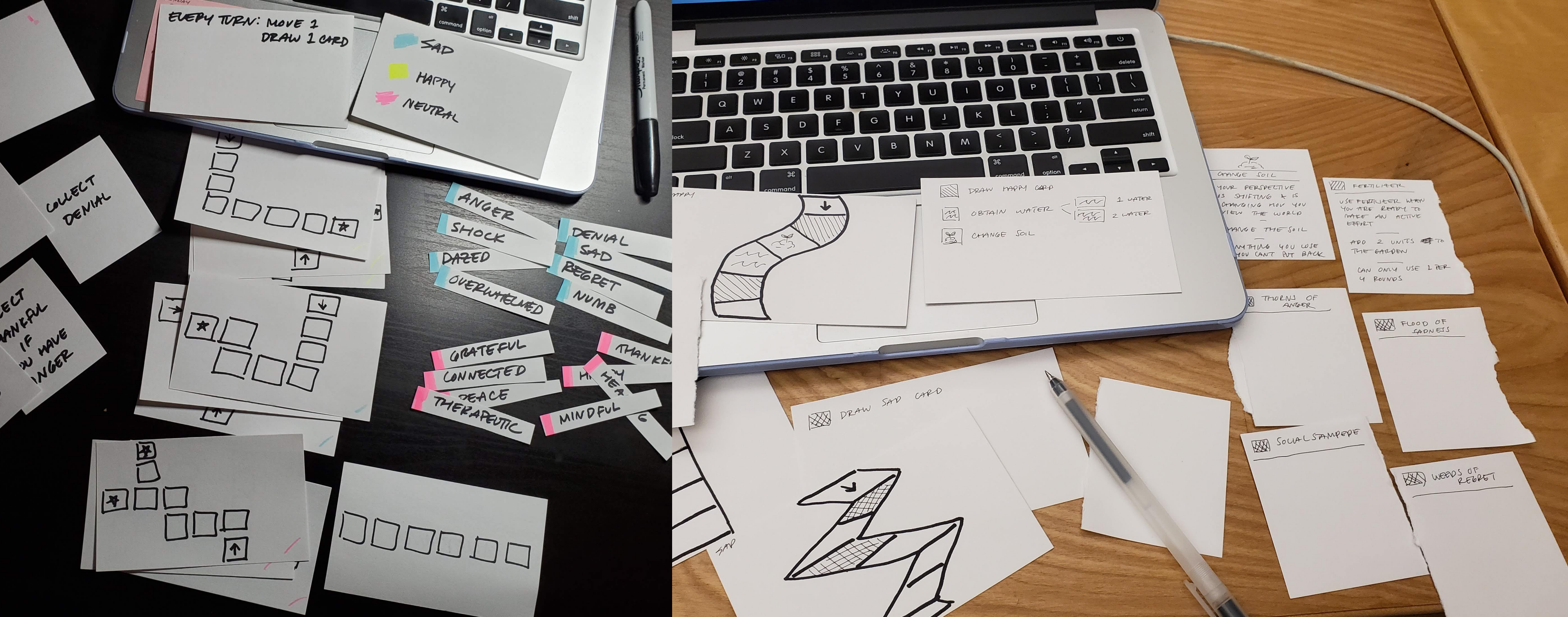
Grief happens even after losing a friendship or after the end of a relationship. It is most commonly seen through the lens of death, but overall it's the feeling of loss. And there are different stages of grief, but it's not linear. It's a journey where people experience different emotions and feelings at varying times. Grief can truly affect one's wellbeing and health; it could affect them years after it happens.

Looking for existing projects around grief and loss was very difficult because there aren't that many projects in general. A majority of them encourage individuals to sort through their feelings through a certain medium such as writing or making. A few others also looked at how to preserve legacies, especially through a digital platform.

Preparation: It's impossible to emotionally prepare yourself for grief or loss, even when you think you can expect it.

Processing Emotions: People struggle with processing their emotions, especially with negative ones.

Legacy: Preserving legacies through different mediums is a common way to remember people that others have lost. This includes digital legacies, but also through telling stories.



here
together

during your turn

1. draw a card

2. play a card

* if you play a question card
(blue) answer the question and
place the card in front of you

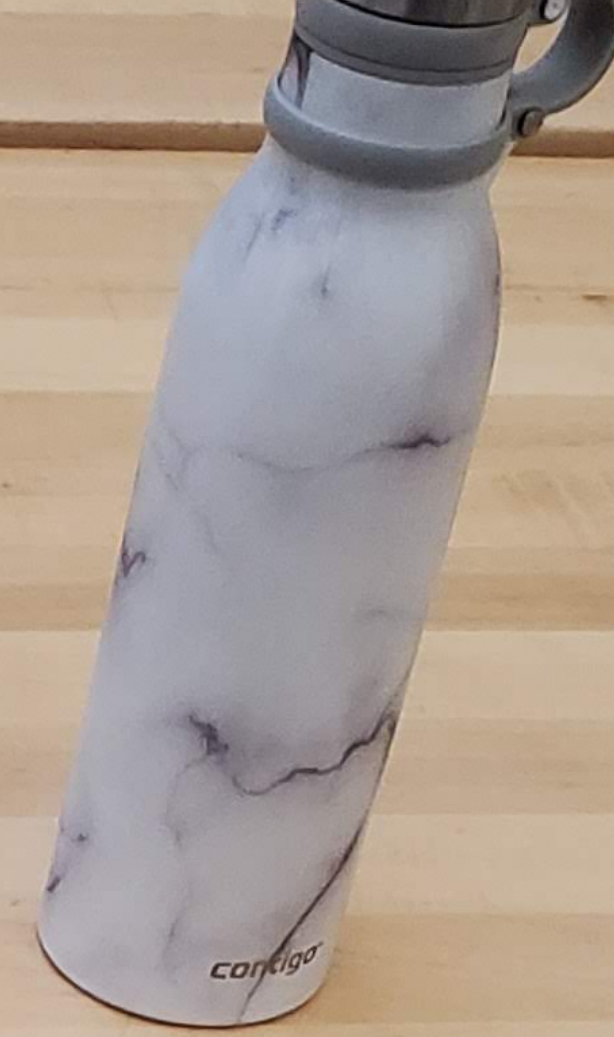
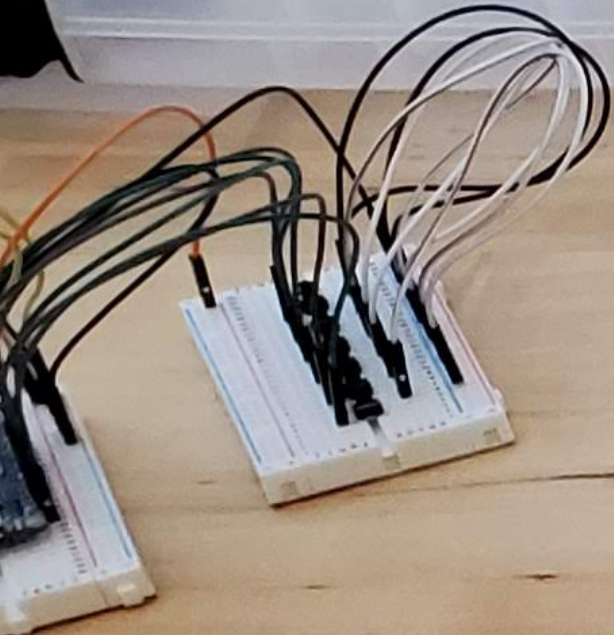
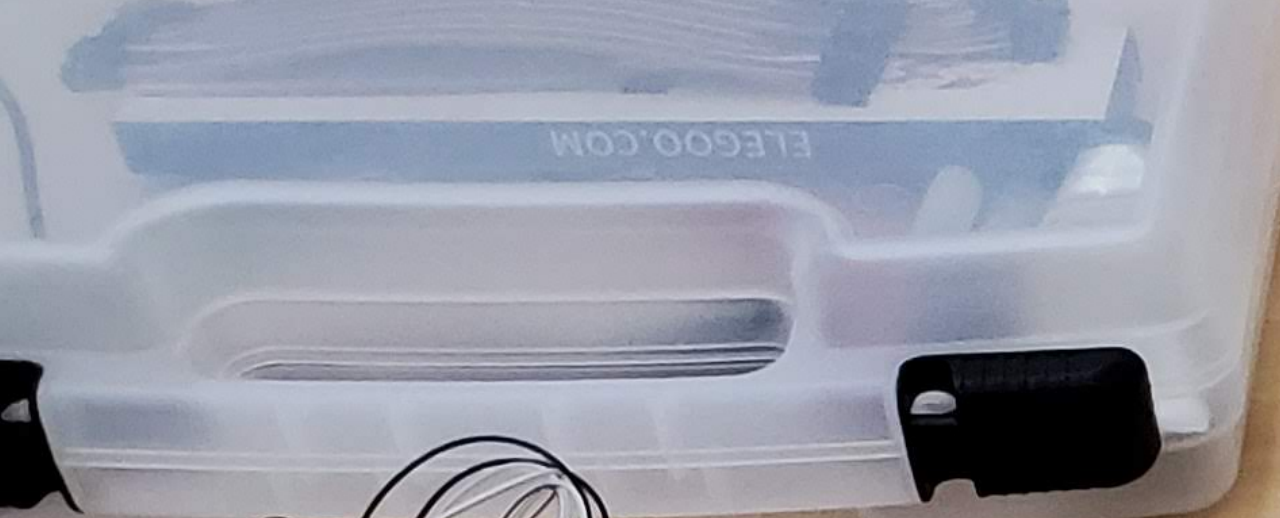
* if you play an action card
(orange), continue with the
action and end your turn

* if you have 5 question cards in
front of you, you may play an
acceptance card and place it in
front of you

* if you have 5 question cards
but no acceptance cards in your
hand, you must wait until one is
drawn

3. you "win" when you are able
to play an acceptance card, but
continue playing as you see fit





here together
2-3 players

introduction
grief affects everyone lives at some point. it's we may come across loss and grief sometime in our lives. it's a journey we take in order to find and live a stronger and more resilient life often comes with it's highs together.

contains
question cards
acceptance story cards
action cards

goal
collect acceptance

how to play
each player starts with 5 cards after question and action cards are shuffled together
- once everyone has 5 cards, shuffle acceptance cards into the deck
- youngest player starts

during your turn
1. draw a card
2. play a card
- if you play a question card (play) answer the question and place the card in front of you
- if you play an action card (change), continue with the action and end your turn
- if you have 5 question cards in front of you, you may play an acceptance card and place it in front of you
- if you have 5 question cards but no acceptance cards in your hand, you must wait until one is drawn
- you "win" when you are able to play an acceptance card, but to play an acceptance card, you continue playing as you see fit.

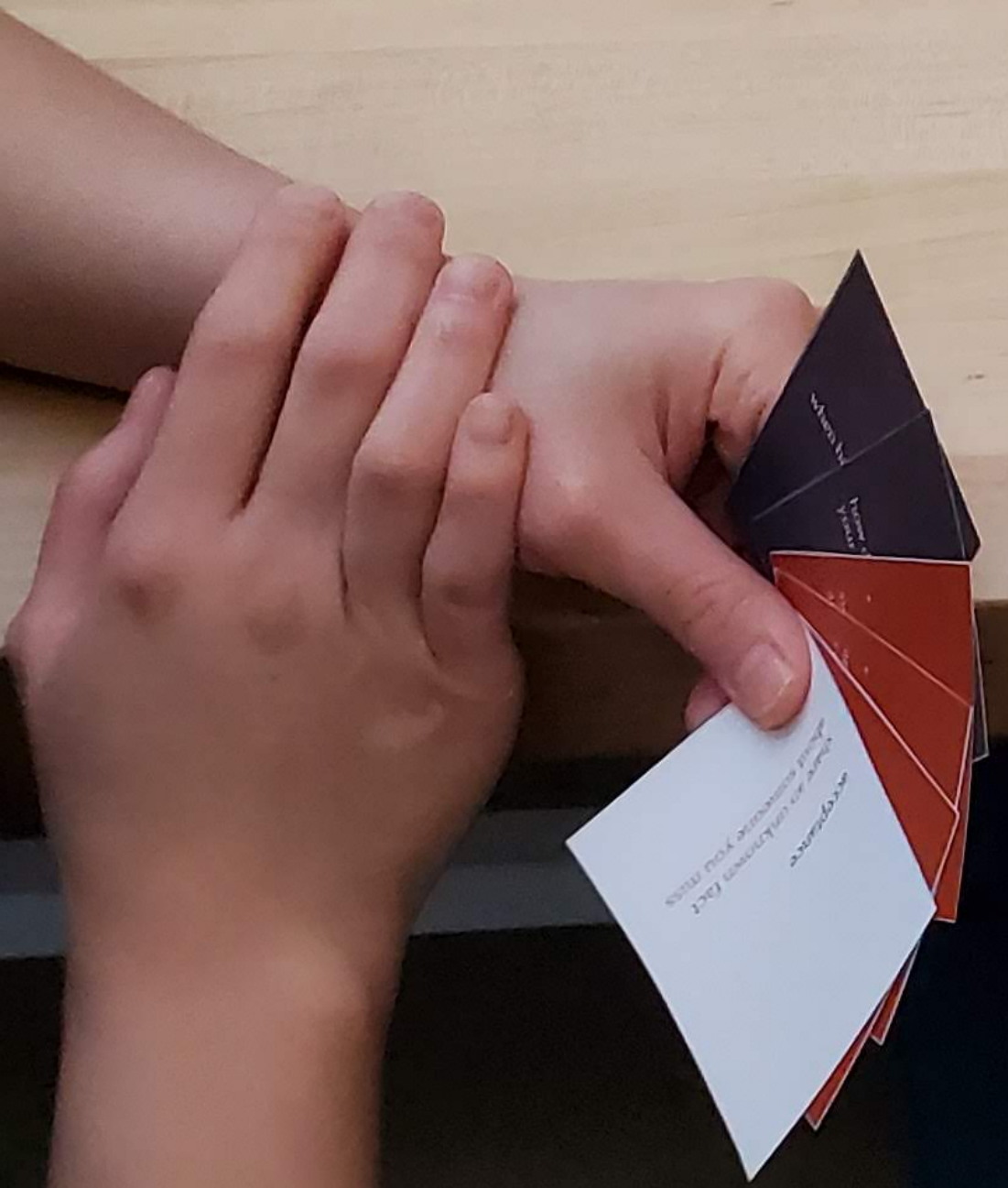


how does sadness feel to you?
what are some ways you practice composure?
when have you felt anxiety after loss?

after losing someone in your life, how do you find comfort?

how do you associate anger and grief?

exchange 1 card with another player



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created by // gina kim

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card game // 2-3 players

introduction

grief is rarely talked about. when we lose someone in our lives, we don't always know how to process our emotions.

people can be connected by sharing stories and thoughts about their experiences with grief and loss.

although we've lost people in our lives, currently we're here together.

grief is just love
with no place to go
- jamie anderson

contains

- * question cards
- * action cards
- * acceptance cards



goal

after answering 5 question cards, share a story by collecting an acceptance card.

set up

- 1) shuffle question and action cards together



- 2) each player draws 6 cards from the shuffled deck



- 3) shuffle acceptance cards into the deck with question and action cards



- 4) youngest player goes first

how to play

- 1) draw a card
- 2) play a card

* if you play a question card, answer the question and place the card in front of you.

* if you play an action card, continue with the action and discard the card in a discard pile next to the deck.



* acceptance can only be played when you have 5 question cards in front of you



notes

- * if you have 5 question cards but no acceptance cards, you must wait until you draw one to play one
- * to lengthen gameplay, try to reach 2 acceptance cards by answering 10 questions in total
- * everyone is welcome to deviate and engage in a conversation outside of the cards

Game dynamics are naturally competitive.

Asking people certain types of questions can feel confrontational.

People enjoy telling stories.

Rules need to be extremely explicit and clear.

Next Steps

Finalize game design

Visual identity and branding

Website

Thank you!

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