

nano LARP DIY

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Idea

The idea is simple – you write the game quicker than you play it. During this program item, you are going to be assigned a team, inspired by set of tools and in limited time you will create the larp, others will play immediately!

Methodology

Working prototype – we aim for creating MVP (*Minimum Viable Product*) – playtest our idea, get the feedback and improve the game while boosting out motivation.

Brainstorming – each phase starts with creating ideas with no restraints. And selecting the most interesting and viable to work on. Decision-making is the key.

Resolving the conflicts – if two people have different opinions and after the second round of arguments, the third person should decide.

Pareto Rule – says you get 80% of the effect with 20% of actions/resources.

Toolbox

World → Moodboard. Use simple messages and images instead of long detailed descriptions to show the setting.

Talk → Workshop. Workshop meta-techniques instead of explaining them. Use the well-known ones.

Quest → Work. In short game there might be no time to reach the objective. Create occupation/labour instead.

Create → Use. Borrow and use known tropes, archetypes, meta-techniques, mechanics.

Instruction → Map. Move responsibility to players, allow interpretation and let them express themselves.

Set the timer.
Ready, set, go!

2,5 minutes creating ideas	Space – What spaces are available? How you can use this? WYSIWYG or symbolic props? What about light?
2,5 minutes creating ideas	Idea – Why is it worth playing? What players should experience? What activities will it include?
2,5 minutes creating ideas	Situation/Scene – Why are characters there? What kind of people usually are in this situation? What are the goals? How do we show the scene to players?
2,5 minutes creating ideas	Players/Relations – Will the characters/relations be prewritten or created during the workshops? Will they be set in stone or an effect of character description? Will there be any groups/factions?
5 minutes selecting ideas	Get rid of the ideas you don't like. Check how the others connect and relate. Choose 2-3 groups that make sense together. Remember: the third person always decide if the other two are conflicted!

15 minutes are up! it's time to work on the design! The pacing is very important for you to have control over the gameplay.

2,5 minutes creating ideas	Items – Are items available the whole time? Do they appear/disappear? How it affects the game?
2,5 minutes creating ideas	Space – One or more? Can players move between them? On what conditions? How it affects the game?
2,5 minutes creating ideas	Time – When the game starts/ends? Is the time divided? Are there time-related rules?
7,5 minutes selecting ideas	Get rid of the ideas you don't like. Check how the other connect and relate with the game. Choose the ones that fit the game best. Remember: the third person always decide if the other two are conflicted!

30 minutes are up! Creative process is over, now it's time for preparations to run the game and playtest your ideas.

5 minutes preparations	Do you need to create props? Research something in the Internet? Find players? Distribute the tasks!
15 minutes organisation	You know what to do. Now it's time to get the job done!

50 minutes are up! You have 10 minutes left for any improvements and possible crisis management.

Your nanolarp is ready!
Let's play!