

SPEED PALU

Malaria awareness game



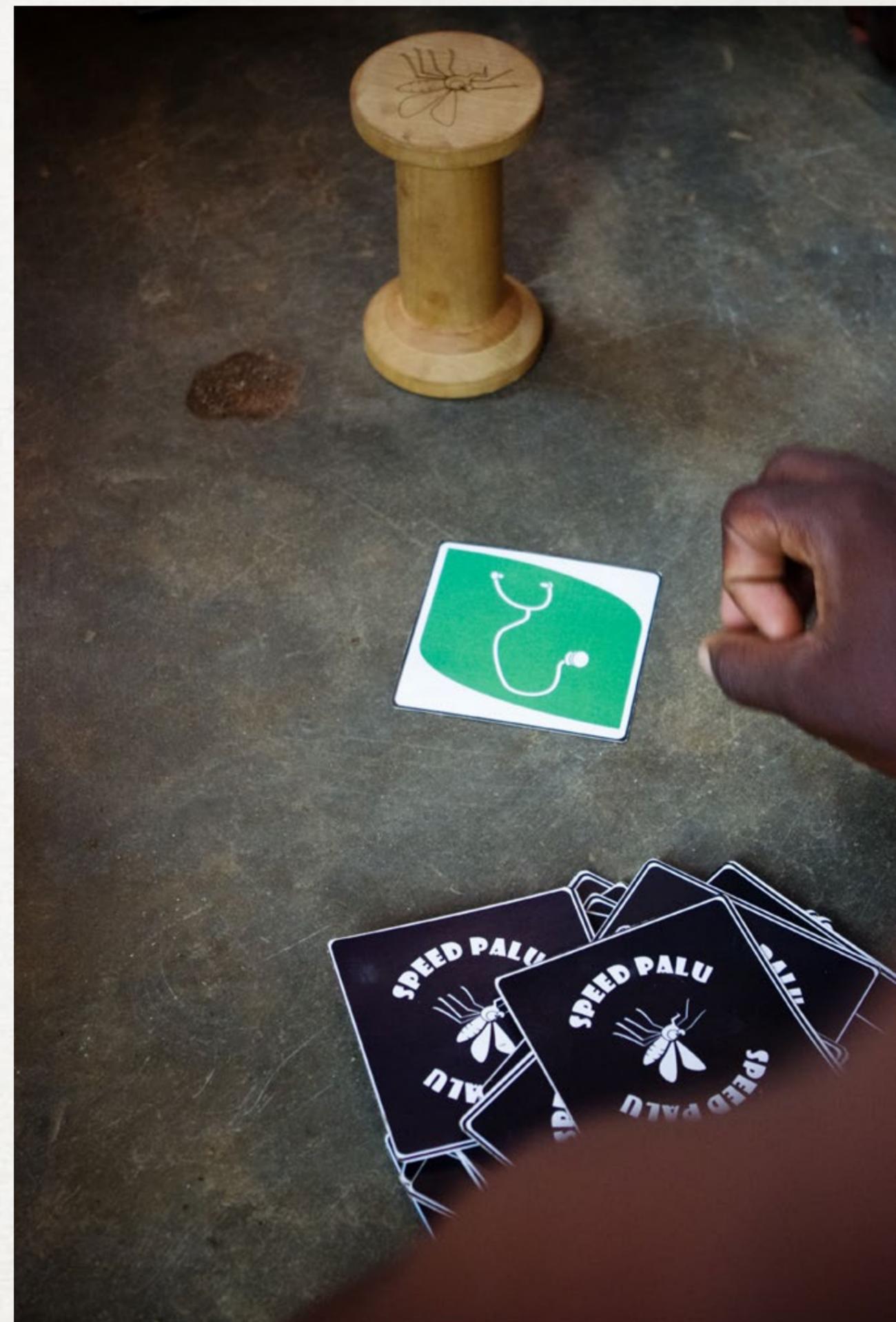


PRESENTATION

Speed-Palu was designed in order to raise children awareness about Malaria risks and symptoms.

This **reflex game**, inspired by the famous game “Jungle Speed”, is composed of several cards and a wooden totem. One after the other, children play a card (risk, symptom, solution or action). If a risk card is played and its solution card is played on the same round, children have to catch the totem as fast as possible. The same rule applies for a symptom card and its related action.

The goal is to make the combination risk-solution obvious for everybody. You can adapt this game to different ages with increasing levels of difficulty.



GAME'S STORY

Background

Speed Palu was created in 2012 in École Boule (Paris) by Thomas Thibault, Charlotte Debrenne, Nolwenn Maudet and Clara Hardy, who were then design students.

The same year, after producing it in a small quantity, we tested and distributed Speed Palu in several schools and cultural centers in Benin.

The game was also exhibited at La Cité de l'Architecture in Paris in 2013.

Benin, Togo, Somalia...

Two years later, the game was tested again and distributed in several cultural centers in Togo.

We decided to make Speed Palu freely available on the Internet, using a creative common licence. A NGO downloaded it and manufactured a few copies to use them in Somalia.



GAME RULES

Game Design

The game was designed like a medium to raise awareness about actions for preventing malaria risks and reacting to symptoms. We developed Speed Palu as a reflex game based on associations of different kinds of cards (risk/solution, symptom/action).

Goal

The first player who gets rid of all his/her cards is the winner. Cards are equally dealt between the players and the mosquito totem is set in the middle of the table. Each player keeps his/her cards face down in front of him/her. One after the other, clockwise, they play one card face up, making a pile in front of them.

Duels

When one player plays a risk card and another player plays its related solution on the same round (see cards associations below), both players have to try to catch the mosquito totem as fast as possible. The one who catches it first is the winner. The loser takes his opponent's and his own face up cards. Then, he starts to play again.

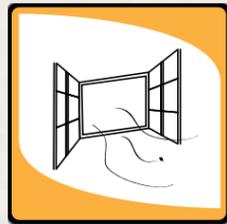
If one player catches the totem by mistake or drops it, he takes all the face up cards on the table.



GAME RULES

Family Cards

Risk



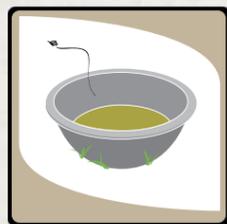
Open windows



Undressed person during nighttime

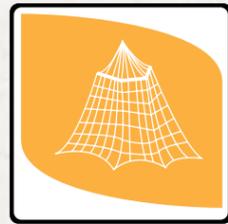


Fever



Foul water

Solutions



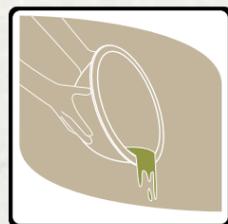
Mosquito net



Dressed person during nighttime

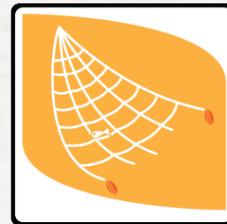


Doctor (Stethoscope)



Get rid of the foul water

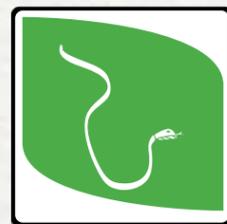
Trap Card



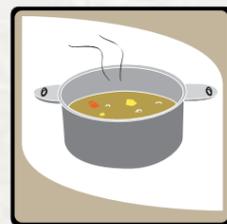
Fishing net



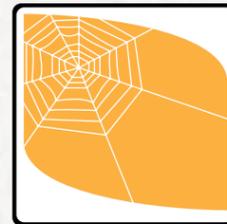
Undressed person during daytime



Snake



vegetables soup

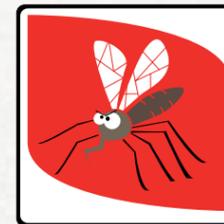


Cob Web

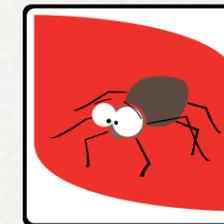
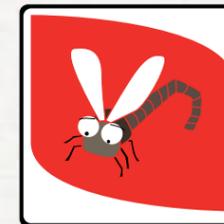
Mosquito card

When a mosquito card is played, all the players have to crush the mosquito by putting one of their hands on the top of the totem. The winner (first one who crushed the mosquito) puts his pile of face up cards under the totem. This pile will be collected by the next loser. Then, the player starts playing again.

Mosquito

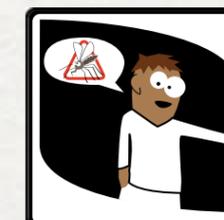
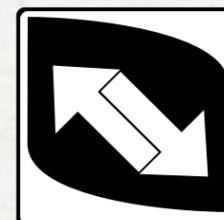


Trap Card



Action Cards

Other action cards are added to the game. For more informations, please read the detailed game rules.



PROJECT DESIGNERS



Thomas **Thibault**

Graduated from École Boulle and trained by MediaLab in Helsinki, Thomas explores digital technologies impact on society by finding inspiration in web collaborative practices. He is engaged in governance, sharing and education issues.



Nolwenn **Maudet**

Graduated from École Boulle and from UTC with a Master degree in User Experience Design, Nolwenn is now a PHD student, questioning the interactions between human and their tools, she is also interesting in personal data, and collaboration issues.



Charlotte **Debrenne**

Graduated from École Boulle and from HDK School in Göteborg with a MA in Child Culture Design, Charlotte places a strong focus on human relations and sharing. Her specialization in design for children is a way to continue focusing on experiences and interaction through educative and playful issues.



Clara **Hardy**

Graduated from École Boulle, Clara co-created Sericyne, a start-up company that imagines, designs and produces nonwoven silk 3D printed pieces, without any transformation nor distortion of the raw material.

PROJECT HOLDER

Collectif Bam

Collectif Bam is a group of designers engaged in digital and collaborative practices. We design objects, spaces, services and various applications, supporting a more desirable world.

www.collectifbam.fr



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AIMS AND EVOLUTIONS

Aim

After testing Speed Palu and uploading it on the Internet for a free use, we would like it to be widely distributed and used among associations and NGO from all over the world who fight against diseases like malaria.

Thus, our goal is to support and help to develop the game in order to reach as many children as possible in risk zones.

Possible developments

We would also like to build collaborations which would enable us to think of several developments in the game like :

- Make it easy to produce in any country by using available local resources. For example, we could imagine a range of stamps or another method to make cards without an access to a quality printer.
- Design other game variations for countries affected by other kinds of diseases.





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