Play With Your Food

Three Games About Eating

Info Sheet

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Overview

People don't know much about their food, but they love playing games. This series of three analog games educates players about issues surrounding food while providing entertaining platforms for real-world interaction with others. Each game in the Play With Your Food series focuses on a different selection of issues surrounding how players get and consume what they eat. From the American industrial agricultural system to issues surrounding childhood obesity to games that specifically target individuals in their own kitchen, these games both entertain and educate people who may have no other way of understanding what they eat. All three games are final prototypes, and will be exhibited in June of 2011 at the School of the Art Institute of Chicago.

Feed Them!

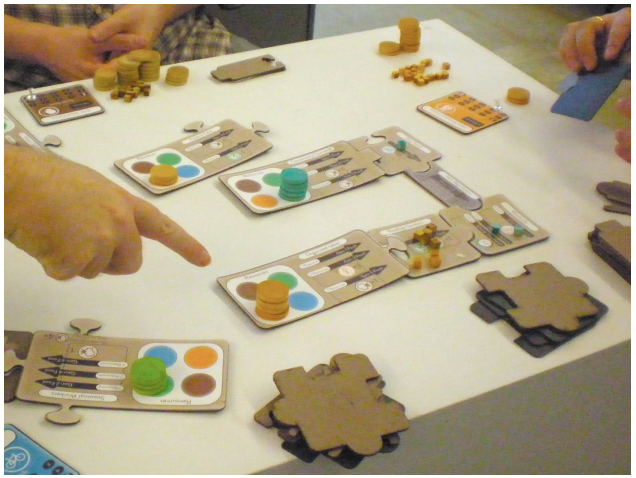
Feed Them! is a strategic resource-management game that models the complex factors surrounding the journey of food from production to retail outlets. Each player seeks to build their own production chain while pursuing differing goals (like maximizing economic return, or minimizing environmental degradation). Each players choices impact the state of the game for the other players, highlighting how there are no "magic bullet" solutions to emergent problems.

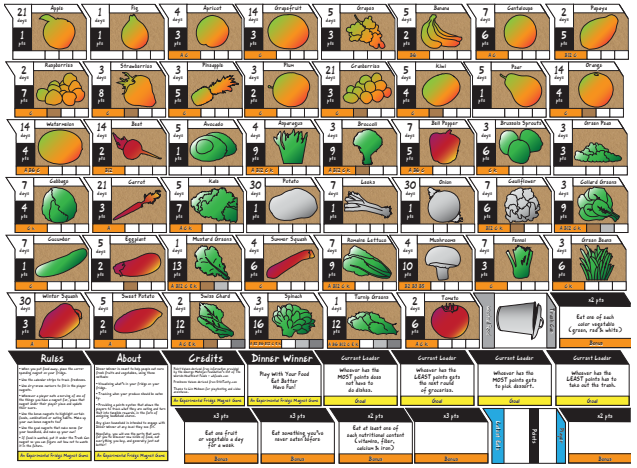
Food Court Frenzy

Food Court Frenzy is a tongue-in-cheek traditional board game focused on overeating and the relationship between how much food costs and how healthy it is. Each player moves around a board representing a food court, deciding where to spend their money in order to gain different numbers of food tokens. These tokens are placed in a representation of the player wearing expandable silicone "pants", making the experience of overeating a visual and tactile one.

Dinner Winner

Dinner Winner is an experimental game that uses the kitchen refrigerator as a board. It is focused on managing a households consumption of perishable foods. Players use fridge magnet pieces to represent the food that goes in and out of the fridge. The game tracks time-until-spoilage and incentivizes healthier consumption through point values and self-assigned bonuses. The goal of the game is to encourage people to learn about foods that they wouldn't have otherwise eaten, and to generally eat healthier.





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