



Workshop:

Mignon Game Kit 2.0

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Build and program your own minimalistic handheld computergame! Workshop for adults and teenagers (age 10+).

The “Mignon Game Kit” is a kitset which enables a minimalist “Gameboy” to be individually designed, programmed and constructed. The Workshop enable advanced learners to invent and programme their own games. In this way the do-it-yourself console of the “Mignon Game Kit” provides not only the opportunity for basic experiments with micro-electronics for first time users but can also be used as a platform for individual computer games. As opposed to conventional Gameboys the user develops a personal relationship to his device through the processes of self-production and individually determined programming.

The Idea

The “Mignon Game” reduces mobile game consoles such as the Game Boy or the “Play Station Portable” -and along with those interactive digital media per se – to their minimal level on which they function symbolically. The concept of the construction associates the introduction of electronics and information technology with computer games. This connection is advantageous for both sides; the consumers of video games become interested in the structures behind the user interface, engineers and programmers in the making are challenged and motivated by the playful element.

Workshop Schedule:

The game kit is assembled in two double hours (first day). For an introduction to programming one should arrange the same period (second day).

Day One

1. Introduction to video game history
2. Assembly of the game – we learn how to solder

Day Two

3. Introduction to programming
4. Creative design of the individual games

One Game Kit (workshop version) costs 20,- Euro

Equipment (solder irons, computers, USB-Programmer, etc.) can be supplied.

For programming we use the easy to use open source tool “Arduino”! (A GNU C++ compiler for micro controllers under a nice skin.)

The Mignon Game Kit 2.0 comes along with a library and a guiding slide show.

