

Video games for documenta fifteen

BRIKICHO



HAWKER 101



Hochschule
Augsburg University of
Applied Sciences



Technical
University
of Kenya



**DOCUMENTA
FIFTEEN**

Video games

About the Games

Games are a fun, participatory experiences that have the power to bring us together regardless of our differences and diverse interests. We have developed two games drawing from our Kenyan culture for the enjoyment of both the players and onlookers.

Video games

Intro (brikicho)



Brikicho is a mobile video game inspired by an actual children's game called **Brikicho**. It is a Kenyan version of hide and seek with which we seek to replicate and augment the experience of the physical **Brikicho** virtually.

Video games

Intro (hawker 101)



Hawker 101 is a mobile video game based on the day to day struggles, victories and encounters with the law of the hawkers (Unlicensed street vendors) in Nairobi. We hope to create a fun virtual experience that depicts the life of these hawkers.

Video games

Main Goal



These games are developed in an effort to be featured at the EVC summer school at the documenta fifteen exhibition to be held in Kassel, Germany.

Video games

The team

Facilitator

Mr. Emman Kianga

Students

Bradley Mauncho
(Hawker 101)

Paulette Odongo
(Brikicho)

development phases

Ideation and brain storming



We had weekly sessions discussing potential project ideas with the students late 2021. Both Hawker 101 and Brikicho were discussed as potential gamification projects for Documenta 15. We participated in virtual Board game design workshop hosted by Hochschule Augsburg.

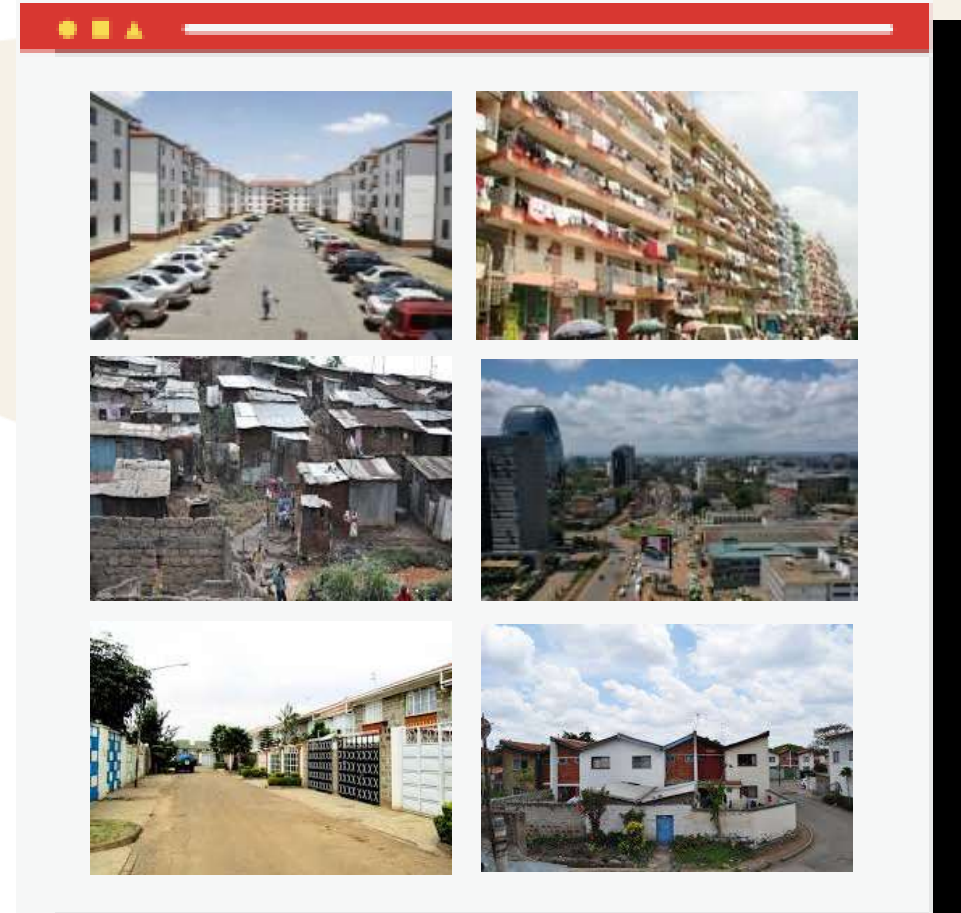
development phases

story and asset creAtion

We developed the stories, themes characters, rules and reward systems for the games drawing from the Kenyan scene. Our imagery, sounds and characters are inspired by the Nairobi and its neighbourhoods.



Game environment (*Brikicho*)



Examples of Kenyan

development phases

character design (Hawker 101)

Hawker 101 caricatures modelled after the typical characters observed on the streets of Nairobi. Preproduction began in Q1 of 2022 through to the beginning of Q2.



development phases

Game design workshop in Nairobi

At the end of our preproduction phase we participated in a game design workshop with the boardgame design team. We had a chance to showcase the game design progress to a bigger audience and exchange ideas.

Development phases

Coding/game development

The games have been in development from Q2 with bi weekly meetings and timed project assessment. The focus has been to create friendly user interfaces, unique graphics, simple instructions and game controls.

We hope to have playable games by end of July , 2022.

```
state={
  products: storeProducts
}
render() {
  return (
    <React.Fragment>
      <div className="py-5">
        <div className="container">
          <Title name="our" title="product">
            <div className="row">
              <ProductConsumer>
                {(value) => {
                  console.log(value)
                }}
              </ProductConsumer>
            </div>
          </div>
        </div>
      </React.Fragment>
    )
  }
}
```

Development phases

Future of the games

We hope to explore multiplayer options and virtual reality for both games to unlock a new avenue of collaboration and further development for both games.

Thank you

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101



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