

# IMS 212

## Design Summary



**By: Catherine Cahill, Michelle Johnson, Alli Weber**

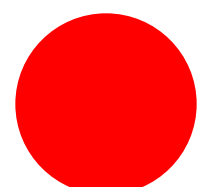
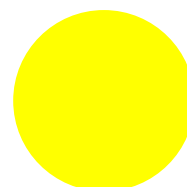
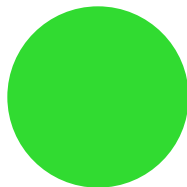
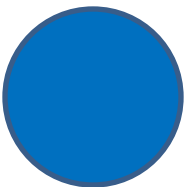


# Twister



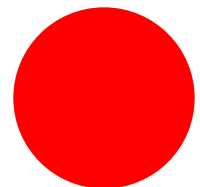
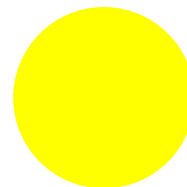
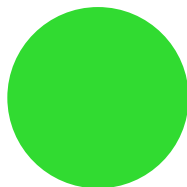
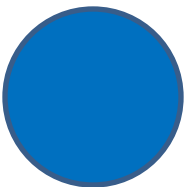
# 1992 Commercial

- <http://www.youtube.com/watch?v=wtR69wzNKbg>



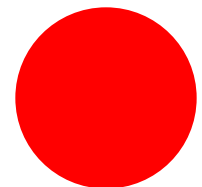
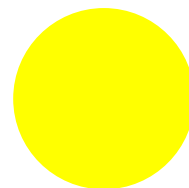
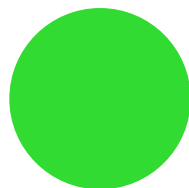
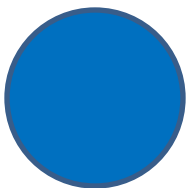
# Rules

- Adaptive to the number of people playing
- Body parts can only be on the colored dots specified
- Elimination occurs when a knee or elbow touches the mat
- Limit to 4 players on one mat



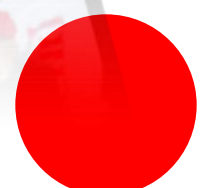
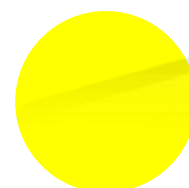
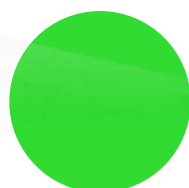
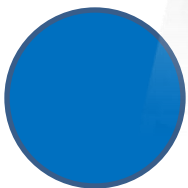
# Implements

- Spinner consisting of colors and body parts
- Twister Mat with colored spots
- The player's body
- Optional: Referee



# Inventory

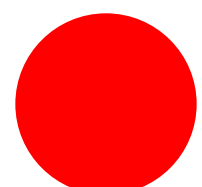
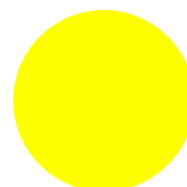
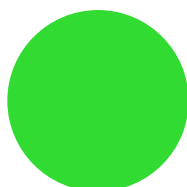
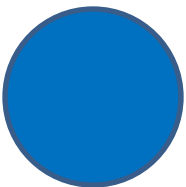
- Progress is measured by elimination
- Last person all twisted but still up wins!





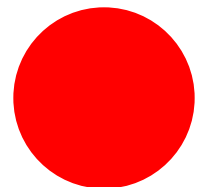
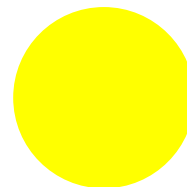
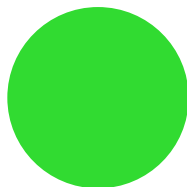
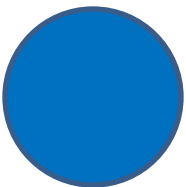
# Competition

- Flexibility will give a player the most advantage
- Player vies to be the last person on the mat without falling
- If able, to gain advantage, move to spots that disrupt opponents play
- Be the first to the spot which maximizes your convenience



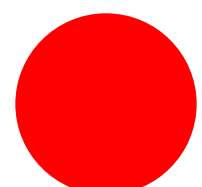
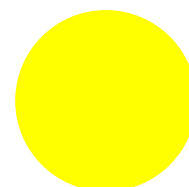
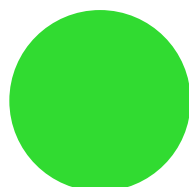
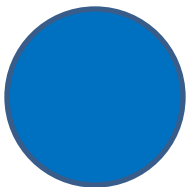
# Territory

- Twister Mat



# Merits of Play

- *Homo Ludens*, Huizinga
  - Outside of “ordinary life”
- Criteria
  - Choice
  - Absorption
  - Socialization





# Relation to Readings

- Prensky
  - Fun: ultimate motivator
  - Twister contains “flow”
- Ginsburg
  - The importance of Play in Promoting Healthy Child Development and Maintaining Strong Parent-Child Bonds
  - Psychology Lecture: Sociability

