TOOLS FOR COMPLETING THIS GAME

Scissors
Paper
Pencil

Start designing your own land art generator!

EXAMPLE: "**Energy Duck**," designed by Hareth Pochee, Adam Khan, Louis Leger, and Patrick Fryer could power around 50 U.S. homes.

Activity

LAGI IDEA GENERATOR

land art generator initiative **powered by art!**

How would you harness energy from nature in a creative way to power the world around you?

What if you could create a piece of public artwork that could create electricity for all of those places that people go every day to play, relax, socialize, or work?

Can you imagine making electricity from the wind to power your stereo?

What about a sculpture that captures sunlight to power a garden watering system?

Can you conceive of a playground that generates energy for streetlights when people play on it?

Imagine making your own work of public art. What would it look like? Would it have a message or meaning for your community? Remember that it will be something that people will see, hear, and interact with every day, so you will want to make it interesting—something that people will want to experience more than once. It can be as large as a building or as small as a park bench.

By playing this game you will begin imagining renewable energy technologies in everyday places—housed in creative forms—and begin to design your own land art generators that could live in your backyard, neighborhood, or city center.

Renewable energy can be beautiful, fun, and anything that you can imagine!

Help to shape the future of our clean energy landscape by playing this game and exercising collaborative imagination.

Introduction

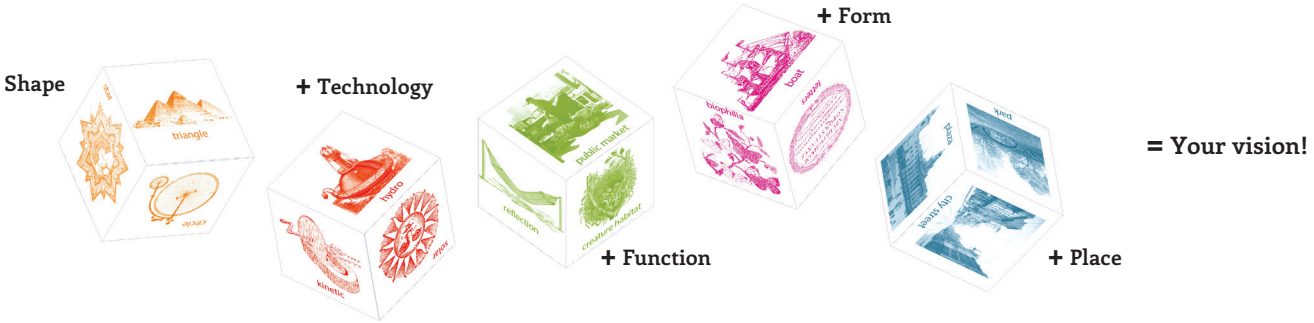
There are five dice categories. Look through example images of each category to get a clear understanding of what each one means. Use all five, or leave one or more categories to your imagination by reducing the number of dice.

You'll notice that each category has a Wild Side, which allows you to make something up within the theme of the cube.

This game can be played in groups or individually. If you play in groups, roll your dice once, write down your combination in the worksheet, and pass the dice to the next player!

FUN IDEA!

Have your friends give a title to your artwork after you are done sketching.



When you are ready to design for the LAGI 2016 design site, you can leave out the "place" category while playing this game.

How to Play

1

Make your first combination of choices by tossing the dice. Write down this combination in the Worksheet.

The dice will answer these five questions:

What type of place (site) would you like to see your land art generator in?

What kind of technology will it harness?

What purpose will it serve to the public (in addition to electricity generation)?

What form will it take?

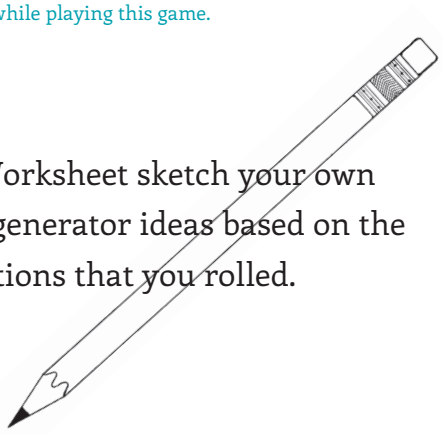
What kind of shapes will it incorporate?

2

Toss again **(or pass the dice to the next person for their toss)** and write down the next combination. Do this a total of 3–5 times and imagine land art generators from the combination of icons that appear. If you don't like a combination, roll again!

3

On the Worksheet sketch your own land art generator ideas based on the combinations that you rolled.



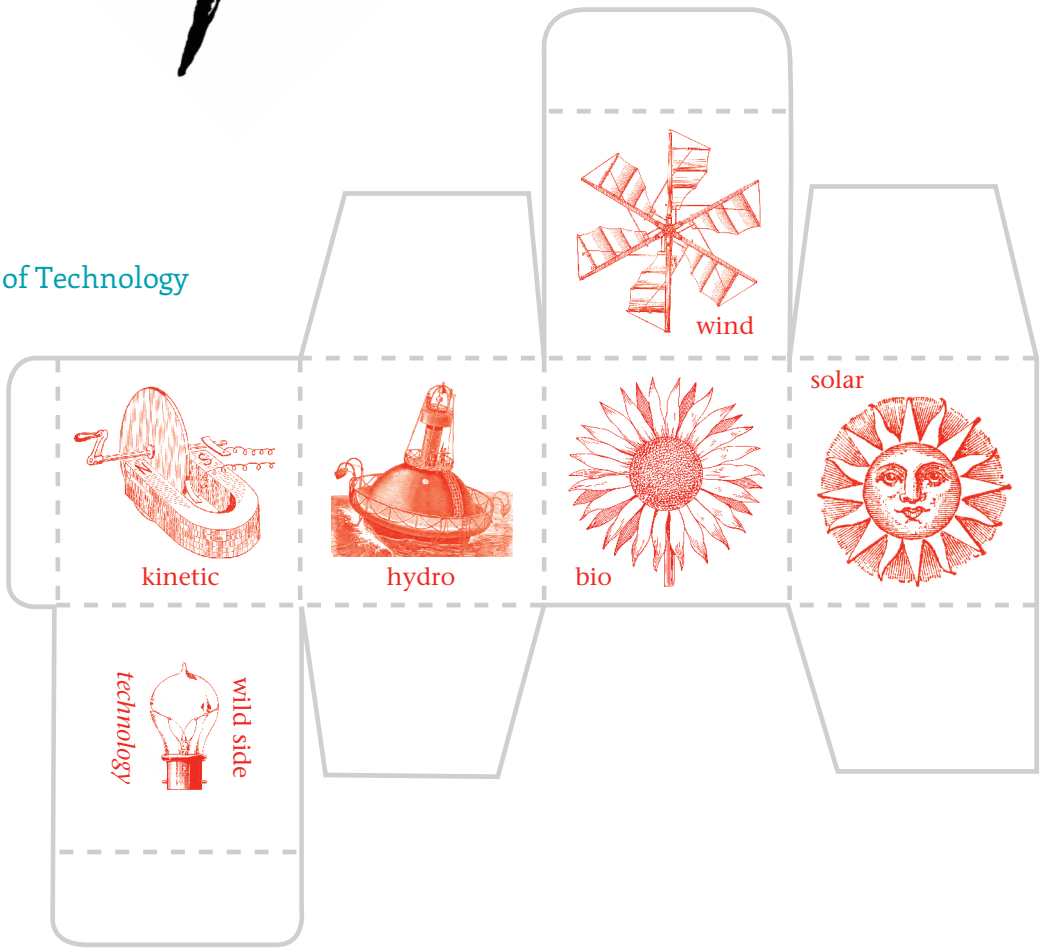
Sketching gets ideas out of your head and onto paper. It's an important step towards realizing any project.

Sketches can be raw, messy, and quick (just a few seconds!). You don't have to be a Leonardo. This is just about getting ideas out of your head. Create stick figures if you aren't yet comfortable with your drawing skills!

Sometimes your first idea is not the strongest, so create multiple sketches.

Cut out the templates and fold into dice form.

Type of Technology



Form

boat

biophilia

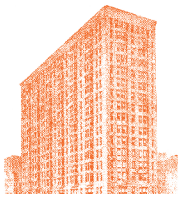
letters

animal

abstract

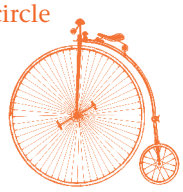
Shape

rectangle

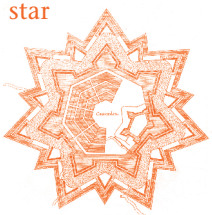


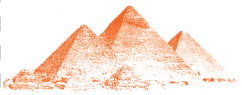
line

circle



star





triangle

Function

creature habitat

public market

music venue

social space

reflection

Place

park

city street

plaza

water's edge

hillside

What will you roll?

COMBINATION EXAMPLES IN THE FORM OF LAND ART GENERATORS

Bio (Technology) + Park (Place) + Reflection (Function) + Circle (Shape) = **Golden Roots**

Kinetic (Technology) + Park (Place) + Abstract (Form) + Social Space (Function) = **Power Play!**

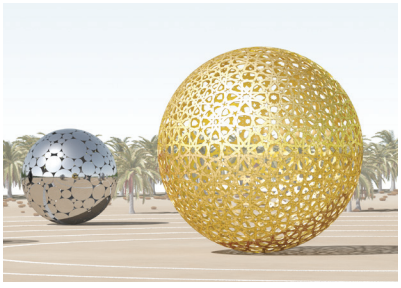
Solar (Technology) + Hillside (Place) + Circle (Shape) Creature Habitat (Function) = **Heliofield**

Solar (Technology) + Park (Place) + Abstract (Form) + Music Venue (Function) = **Solar Loop**

Solar (Technology) + Water's Edge (Place) + Animal (Form) = **Energy Duck**

Wind (Technology) + Plaza (Place) + Social Space (Function) = **WindNest**

Solar (Technology) + Park (Place) + Circle & Star (Shape) + Reflection (Function) = **Solar Eco System**



Solar (Technology) + Line (Shape) + Water's Edge (Place) + Social Space (Function) = **Beyond the Wave**

MORE ABOUT THE LAND ART GENERATOR ARTWORKS SEEN ON THE PREVIOUS PAGE

You will notice that these artworks were designed by groups of people. Some of these teams have artists, architects, engineers, and scientists all working together. This is the power of the collaborative process!

ARTWORK INFORMATION (left to right)

GOLDEN ROOTS
TEAM Ronny Zschörper, Franziska Adler
TECHNOLOGY biomass
ANNUAL CAPACITY 52 MWh (could power about 6 homes)

POWER PLAY!
TEAM Trygve Faste, Aubrey Ament, Michael Bartell, Bryce Burgess, Kevin Do, Yasunori Fujikawa, Elizabeth Hampton, Heidi Hollingsworth, Isamu Jarman, Stephanie McCuaig, Lauren Mikami, Daniel Nicholson, Nathan Schultze, Claire Stewart, Joel Swenson, Rebecca Swofford
TECHNOLOGY wind turbines, solar panels, kinetic harvesting
ANNUAL CAPACITY 100 MWh (could power about 12 homes)

ENERGY DUCK
TEAM Hareth Pochee, Adam Khan, Louis Leger, Patrick Fryer
TECHNOLOGY solar panels
ANNUAL CAPACITY 400 MWh (could power about 50 homes)

SOLAR LOOP
TEAM Paolo Venturella, Alessandro Balducci, Gilberto Bonelli, Rocco Valantines, Mario Emanuele Salini, Pietro Bodria
TECHNOLOGY solar panels
ANNUAL CAPACITY 10,000 MWh (could power about 1,150 homes)

HELIOFIELD
TEAM Michael Chaveriat, Yikyu Choe, Myung Kweon Park
TECHNOLOGY solar panels
ANNUAL CAPACITY 15,000 MWh (could power about 1,730 homes)

SOLAR ECO SYSTEM
TEAM Antonio Maccà and Flavio Masi
TECHNOLOGY tinted and translucent solar panels
ANNUAL CAPACITY 1,000 MWh (could power about 116 homes)

WINDNEST
TEAM Trevor Lee, Suprafutures
TECHNOLOGY wind turbines, flexible thin film solar panels
ANNUAL CAPACITY 30 MWh (powers one carousel)

BEYOND THE WAVE
TEAM Jaesik Lim, Ahyoung Lee, Sunpil Choi, Dohyoung Kim, Hoeyoung Jung, Jaeyeol Kim, Hansaem Kim (Heerim Architects & Planners)
TECHNOLOGY flexible thin film solar panels, kinetic harvesting
ANNUAL CAPACITY 4,230 MWh (could power about 488 homes)

Worksheet

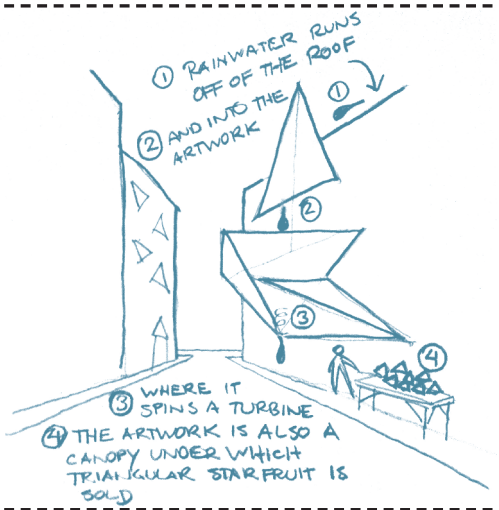
Creators Name

Write down your combinations here (one toss in each column).

	Example	1	2	3	4	5
Technology	hydro					
Shape	triangle					
Form	boat					
Function	public market					
Place	street					

In the boxes below sketch what these combinations might look like as an artwork. Use another piece of paper if you need more space.

example



first toss

second toss

third toss

fourth toss

fifth toss