

WHAT HAS ALWAYS BEEN MORE FUN? (OUTDOOR GAMES)

DESIGN RESEARCH SEMINAR

Nipurn Solanki | 176390004
Guided by | Prof. Sugandh Malhotra



Master of Design (M.Des.)
Mobility and Vehicle Design
IDC School of Design
Indian Institute of Technology, Bombay
2019

WHAT HAS ALWAYS BEEN MORE FUN? (OUTDOOR GAMES)

DESIGN RESEARCH SEMINAR

Submitted By:
Nipurn Solanki
176390004
Mobility and Vehicle Design

Guided by:
Prof. Sugandh Malhotra



IDC School of Design
अभिकल्प विद्यालय

IDC School of Design
Indian Institute of Technology, Bombay
2019

DECLARATION

I declare that this written report represents my own idea in my own words, and where other's ideas or words have been included, I have mentioned the original source. I also declare that I have adhered to all principles of academic honesty and integrity and have not falsified, misinterpreted or fabricated any idea, data, facts or source in my submission. I understand that any violation of the above will cause disciplinary action by the institute and penal action from the source from which proper permission has not been taken, or improperly cited.



Nipurn Solanki
Roll No.: 176390004
M.Des. (Mobility and Vehicle Design)
IDC School of Design, IIT Bombay

APPROVAL SHEET

This Design Research Seminar report entitled “What has always been more fun (Outdoor Games)” by Nipurn Solanki is approved in partial fulfilment of the requirement for Master of Design degree in Mobility and Vehicle Design.

Project guide : Prof. Sugandh Malhotra



Date : July 12th, 2019

ACKNOWLEDGEMENT

It would not have been possible without the kind support and help of many individuals I would like to extend my sincere thanks to all of them. I am highly indebted to Prof. Sugandh Malhotra for his guidance and constant supervision as well as for providing necessary information regarding the project.

I would like to express my gratitude to the members of IDC, IIT Bombay for their kind co-operation and encouragement which help me in completion of this project.

A. S. D. S.



ABSTRACT

There are a number of games from the ancient times that are still being played today through generations. A handful of them though have evolved into a more sophisticated version e.g. Ludo is derived from the Indian game Pachisi from the 4th century. Though the time for playing outdoor games is diminishing and the addiction of virtual world have brought many of these to the brink of extinction. This study is an attempt to find which are the most popular outdoor games amongst grand elderly, middle agers and youth. The work presented aims to identify the reasons and the commonality of these games which have kept them fresh and relevant through out acknowledging the influence of various external factors.

TABLE OF CONTENTS

Abstract	IV
1. Objective and Methodology	1
2. Introduction:	3
2.1 Games vs. Sports.....	5
2.2 Outdoor Games.....	5
2.3 Generation.....	6
3. User Research:	7
4. Analysis	10
4.1 Quantitative Analysis.....	11
5. What do the study infer	14
5.1 Conclusion: What makes a game popular.	15
6. Bibliography	16
Appendix	19

01

Objective and Methodology



OBJECTIVE AND METHODOLOGY

The Objective of the research is to find out the best games that has sustained for long through surveys, interviews, web digging, books, etc. From this study the key influencing forces that defined and differentiated these everlasting games are investigated.

The factors are investigated through a survey with a diverse user group including men and women of different generations. The idea was to interact with people and try to find out the most popular outdoor games. Then identifying common factors through a mapping of factors vs. popular games in a table. A general distribution of games was also been done to see the attributes.

02

Introduction

INTRODUCTION

For thousands of years now people have tried to figure out multiple ways to amuse themselves. And games are one of the best examples of recreational and entertainment method. Usually games are undertaken as a source of enjoyment but is sometimes also used as an educational tool. Players in a game may constitute their own audience as they take their turn to play. Attributes of games are goals, challenge and interaction. Games would involve mental or physical stimulation or often both. Many games facilitates in developing practical skills, serve as a type of exercise, or otherwise perform an educational, simulational or psychological role.

In order to completely understand the setting it is important to understand the difference between games and sports, what outdoor games are and how a generation is define so that it will define the user context .



Img 1: Marbles (Kanche)



Img 2: Gilli Danda

A Game

1 or more player
Goal Oriented
Mostly Individual based

Use of Resource

A Sport

1 or more player
Comparison Oriented
Individual or Team Play

Resources Fixed



Img 3: Pitthu (Laghori)



Img 4: Hopscotch

1.1 Games VS. Sports

Many people might confuse games and sports to be the same. However, game and sport are entirely different.

When a physical activity is carried out under an agreed set of rules, with a recreational purpose and for competition then the activity is known as sport. Sport always is comparative in nature. A person participating in a sport is called as athlete or a sports person. Individuals are the ones who determine the outcome in a sport. Sport is an activity where the material capabilities of the sports person are looked upon.

Whereas a game involves more than one person and is for recreational purpose. Played on the basis of a set of rules, a game is defined as a goal that the players try to achieve. A person who participates in a game is known as player.

Where a game relies on strategy, sport is based on individual performances and luck.

A major difference between sport and game is that the former is based on physical energy and the latter is based on mental strength. Sport is played with a view of competition in mind while game is played with a friendly attitude.

1.2 Outdoor Games

The outdoors can be described as an open and constantly changing environment, where it is possible to experience freedom, gross movements, and contact with natural elements. Therefore games played outside the home or shelters are known as Outdoor games and typically requires a large play area. Outdoor games however are mostly related to physical activity and to fitness in some sense. Kho Kho, Gilli Danda etc. are examples of outdoor games. Equipment for most outdoor games may or may not be considered as sporting goods. Many outdoor games are considered to be as sports and even have official competitions, such as Frisbee, Kho Kho and Kabaddi etc.



Fig 1: Category of games

Here are a few popular outdoor games listed below:

- | | |
|--------------------------------------|------------------------|
| Lukka Chuppi (Hide n Seek) | Poshampa |
| Stapoo (Hopscotch) | Langdi |
| Kanche (Marbles) | Nadi Pahaad |
| Gilli Danda | Freeze (Ice and Water) |
| Lattoo (Bhawra) | Aaba Dhaabi |
| Pitthu (Satoliya, Laghori, 7 Stones) | Chain (Son Saankli) |
| Kho Kho | Kite Flying |
| Kabaddi | Wrestling |
| Frisbee | |

These games can be categorized into 3 different types:

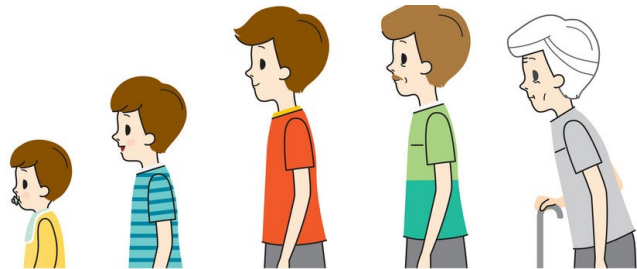
- Strategic
- Game of chance
- Combination (Strategy +chance)

1.3 Generation

A generation is defined as the average time period where children are born, grow up to being adults and have children of their own. It can also be defined as all the people born and living at about the same time”. This period, generally is considered to be in the highs of 20’s and even 30 years in developed countries. Though in India the official age for marriage is 21 for boys and 18 for girls and therefore a generation in India might as well be defined anywhere from 20 to 30 years.

For this study the generation breakup done is as follows:

- Grand elderly (60-70 Years) Called as Generation Alpha hereafter
- Middle agers (35-40 Years) Called as Generation Beta hereafter
- Young Generation (7-15 Years) Called as Generation Gamma hereafter



Img 5: Various generations in a family

03

User Research

USER RESEARCH

The popularity of the game depends on how many times the players returns to the game attracted towards it. Many of these games are passed on to the younger generation by their parents and grand parents by dictation. Through play, one can experiment,solve problems, think creatively, cooperate with others, etc., gaining a deeper knowledge about his/herself and the world. The games have been followed through generations like the grandparents still play the game shows the success of the game. For understanding this experience aspect directly, the narratives were taken from the very ones playing games and they convey about the games interesting features.

The semi-structured questionnaire is as follows:

Name :

Age :

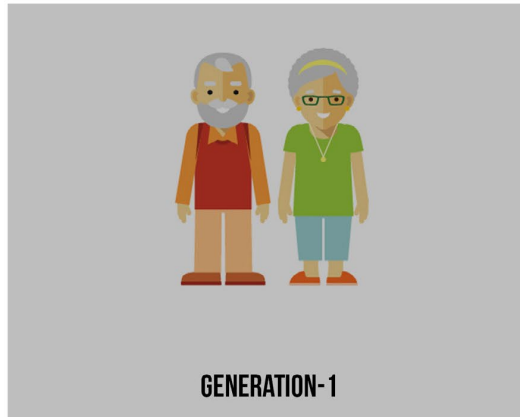
Location :

Which outdoor games did you play in childhood? (Mention at least 5)

Which one did you like and played? Why?

What are the factors you found relevant to that particular game?

Context of play :



GENERATION-1

Generation Alpha

Indoor games were not very exciting and appealing for this generation.

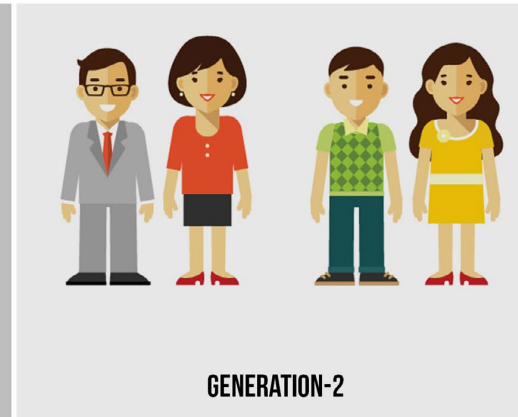
Outdoor games were popular because they cater to your restlessness.

Games which demanded physical fitness such as Wrestling and Kabaddi were more popular in those days.

Enjoyed playing mostly with Friends and peers in family (Team games were more enjoyable)

No time boundation or particular time to play.

Festival wise change in games so when onam will approach there will be different set of games to be played.



GENERATION-2

Generation Beta

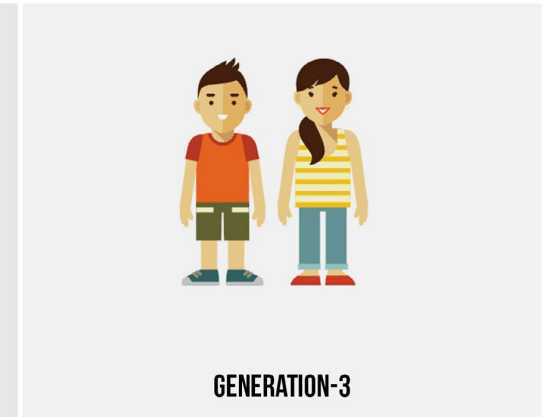
Have witnessed the rise of cricket in India after world-cup win in 1983 and its strong influence

Also have seen games through cultural importance such as flying kites on Makar Sankranti.

Have played a large number of outdoor games from everything from Marbles to Langdi and from Nadi Pahad to Pari Patthar (Freeze).

No such financial boundations ,used to contribute money within the group and buy equipments such as Bat, Volleyball etc.

This generation tells you about one of the best childhood experiences and what the younger generation is missing these days.



GENERATION-3

Generation Gamma

Time for playing outdoor games have diminished largely.

Living in societies in nearby locations such as Bhandup, Thane etc. makes it harder for them to find a suitable ground nearby.

Timing are fixed as they have to rush to tuitions just after schools.

Still Pitthu and Hopscotch are the most popular among young crowd.

When listening to stories from their parents they want to know and learn how gilli danda was played but becomes conscious when people stare at them.

League wise popularity and change.

04

Analysis

ANALYSIS

Based on the user study conducted amongst 15 people the following results were obtained and analysed quantitatively .

4.1 RESULTS [QUANTITATIVE ANALYSIS]

The favourite games of an individual though is completely a personal choice and they might have reasons their own reasons for it but the most mentioned games in the survey are shown as below:

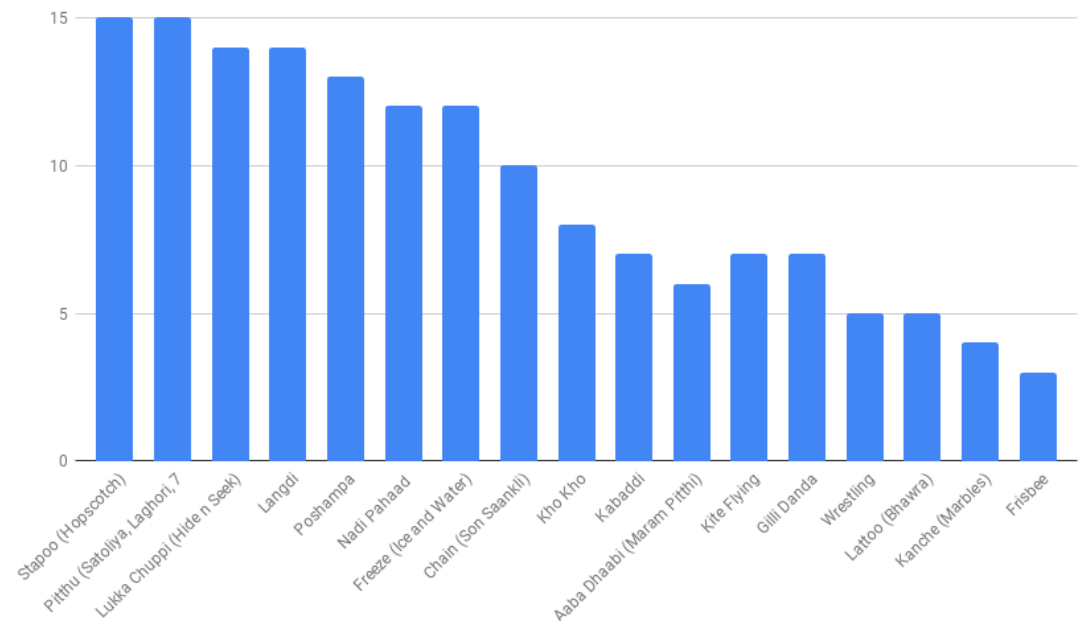


Fig 2: Most mentioned outdoor games

The top 8 outdoor games were then taken into consideration and a table was formed where games (in horizontal axis) were plotted against factors (in vertical axis) the highlighted boxes at the intersection shows the. The Horizontal yellow line formed shows the common factor amongst these games due to which they might be popular or have sustained.

		Games							
Factors		Hopscotch (Stapoo)	Pitthu (Laghori)	Lukka Chuppi (Hide n Seek)	Langdi	Poshampa	Nadi Pahad	Freeze (Ice and Water)	Son Saakli (Chain)
Number of participants	1. Fixed								
	2. N number of participants								
Type of participation	1. Individual								
	2. Team								
	3. Individual vs Team (Denner vs Rest)								
Game Rules	1. Easy								
	2. Moderate								
	3. Complex								
Nature of game	1. Luck								
	2. Strategy								
	3. Luck + Strategy								
	4. Intutive								
Duration of play	1. Finite (0-60 min.)								
	2. Infinite (More than 60 min.)								
Genre of game	1. Competitive								
	2. Just for fun								
Rules	1. Fixed Rules (Universal)								
	2. Manipulative (Interpretations)								
Resources	1. Required								
	2. Not Required								
State of Mind	1. Fully Focused								
	2. Relaxed								

Table 1: Common Factors amongst the most popular 8 outdoor games

Accommodative in nature

Games which allows n number of participants to be involved and played in large groups seems to the common factor.

Multiple Variations

These games also shares commonality of having multiple interpretations which have kept them fresh and relevant.

No Resources Required

Most of the popular outdoor games don't demand any kind of sporting/gaming equipment and hence have possibility to be played anywhere, anytime.

Outdoor Games Distribution (based on Various factors) Out of 17 outdoor games the following pie charts shows % of games belonging to different aspects

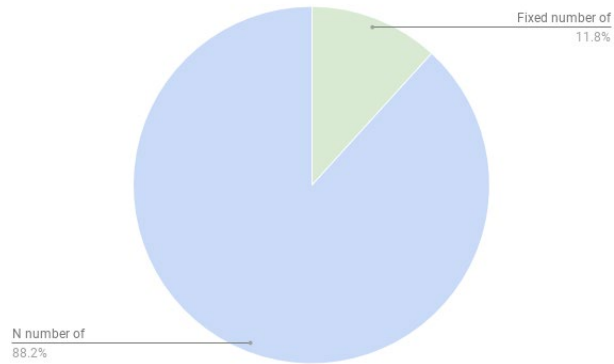


Fig 3: Number of Participants

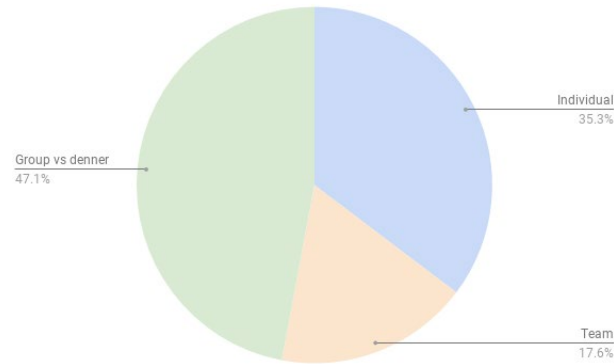


Fig 4: Type of Participants

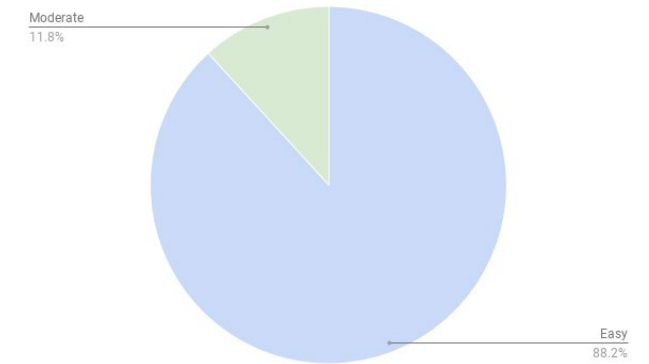


Fig 5: Understanding Game Rules

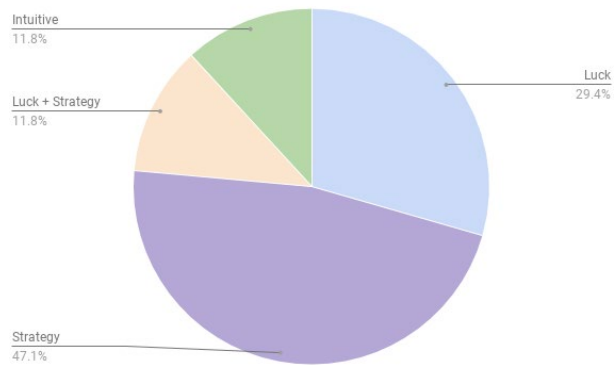


Fig 6: Nature of Game

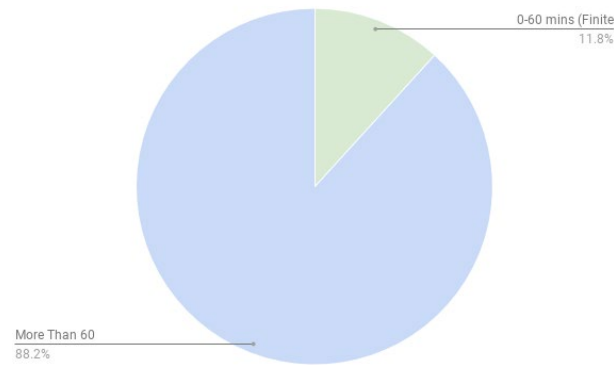


Fig 7: Duration of Play

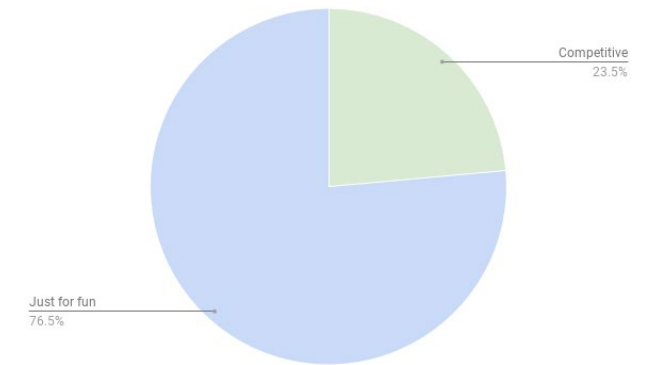


Fig 8: Genre of Game

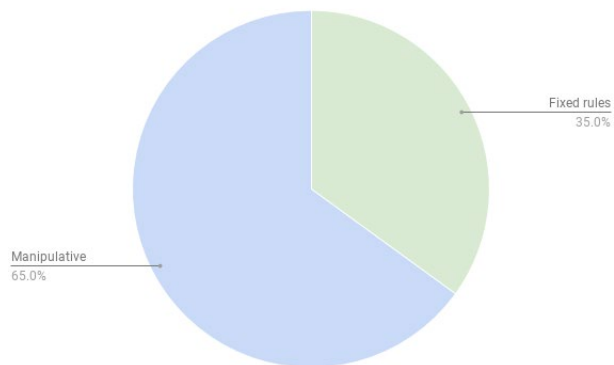


Fig 9: Type of Rules

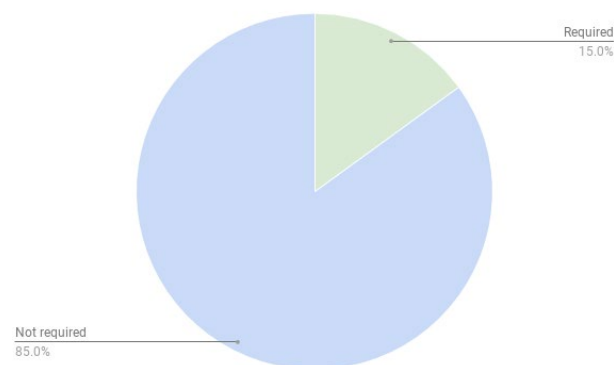


Fig 10: Requirement of Resources

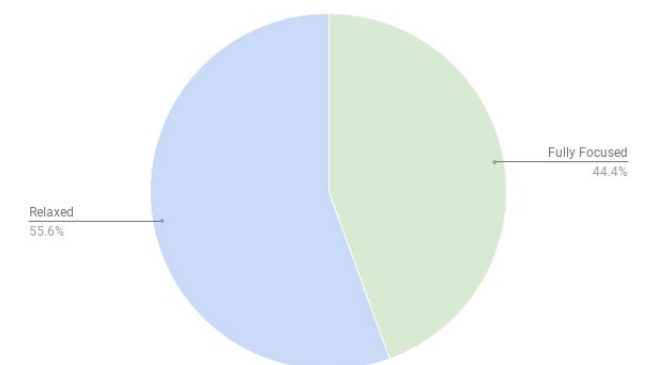


Fig 11: State of Mind

05

What do the study infer

WHAT DO THE STUDY INFER

The games which have occurred the most number of time in the frequency bar-chart are grouped to look out for common factors. The games therefore gives a clear idea of the different identified factors showing the interests of players. Hence shows the elements of attraction eventually leading to its popularity.

5.1 CONCLUSION: WHAT MAKES A GAME POPULAR

The fun factor depends upon various aspects such as suspense, focus, aim and strategy.

Though the time to play outdoor games have diminished significantly but it is always fun to play such games during family gatherings, leisure meets and ceremonial events. They are becoming much common in social gatherings these days as they add nostalgic value and refreshes memory of good old days.

Apart from the above mentioned aspects [Being accommodating to a large no. of participants, unpredictable outcomes \(game of chance\)](#) and [Requirement of less/no resources](#) are the essential ingredients in recipe of a popular outdoor game.

[Simpler games \(easy to understand\)](#) are preferred over the target oriented games e.g. pitthu is told to survive over generations whereas gilli danda is now completely irrelevant in an urban setup.

Games such as Gilli danda, Marbles and Lattoo should essentially and separably be seen from the rural perspective as they have diminished in the urban setting.

06

Bibliography

BIBLIOGRAPHY

- 1) Bump, P. (2014, March 25). Archive: National : The Atlantic. Retrieved from The Atlantic: <https://www.theatlantic.com/national/archive/2014/03/here-is-when-each-generation-begins-and-ends-according-to-facts/359589/>
- 2) Dimock, M. (2019, January 17). Fact Tank: Pewresearch.org. Retrieved from Pewresearch.org: https://www.pewresearch.org/fact-tank/2019/01/17/where-millennials-end-and-generation-z-begins/ft_19-01-17_generations_2019/
- 3) K, M. (2017, February 20). Retrieved from Murblegame.com: <https://murplegame.com/benefits-outdoor-games-children/?v=c86ee0d9d7ed>
- 4) Loiwal, A. (2006, January 7). Retrieved from Times of India: <https://timesofindia.indiatimes.com/What-is-the-difference-between-sports-and-games/articleshow/1363091.cms>
- 5) S, P. (2011, July 28). Miscellaneous: Differencebetween.Net. Retrieved from Difference-between.Net: <http://www.differencebetween.net/miscellaneous/difference-between-game-and-sport/>
- 6) Unknown. (2018, January 26). Outdoor Indian Games: Newsgram . Retrieved from Newsgram: <https://www.newsgram.com/outdoor-indian-games/>
- 7) Unknown. (2013, March 12). Retrieved from Indian Traditional Games: <https://indian-traditionalgames.wordpress.com/2013/>
- 8) Unknown. (n.d.). Clipbook: ParentCircle. Retrieved from ParentCircle.com: <https://www.parentcircle.com/clipbook/9-indian-traditional-games-for-children/>

9) Roy, S. (2018, March 11). Retrieved from Icytales.com: <https://www.icytales.com/why-our-parents-actually-had-better-childhood-than/>

10) <http://www.brettlephotography.com/-/galleries/india/delhi/> (Image Reference)

11) <https://reader.elsevier.com/reader/sd/pii/S2444866416301234?token=494D2892D-B321E873CC917373FB28490F23C26A8CDFF783F61526C4EE1851F9D945F03BFB32BDB-4B1C9EFA681DA89FF4>

Appendix

APPENDIX

Various Outdoor Games



Lattoo



Gilli Danda



Marbles



Pitthu



Hide n Seek



Hopscotch



Kho Kho



Kite Flying



Langdi



Kabaddi



Chain