

A busy street market scene with people carrying boxes and goods, overlaid with a teal border and large white text.

# HAWKER MALI MALI





# WHAT IS IT?

A collaborative and multicultural designed board game about Hawkers in Nairobi. We are using game design to have players learn about the lives of Hawkers through experience. Compared to other media, games offer the chance to experience through interaction.





## EXHIBIT AT DOCUMENTA 15

The Documenta 15 exhibition starts in June 18, 2022. It will take place in Kassel, Germany. The artistic and economic model is built on the core principles and values of Lumbung i.e. collectivity, communal resource sharing and equal allocation.



# OUR TEAM

## GERMANS (AUGSBURG)



Hochschule  
Augsburg University of  
Applied Sciences

### Facilitators

Prof. Doris Binger  
Thomas Fackler

### Students

Mara Teichmann  
Hans Binder Knott  
Regina Kushtanova

### Facilitators

Ms. Esther Kute

### Students

Abigail Bosire  
Felix Attari  
Reiny Elego



## KENYANS (T.U.K)

# PROJECT TIMELINE

Q4 2021



## JOINT WORKSHOP BETWEEN AUGSBURG AND T.U.K

A week of daily Zoom meetings where we brainstormed ideas on how to develop a game about hawkers.







# WORKSHOP PARTICIPANTS

**AUGSBURG**



**Hochschule  
Augsburg** University of  
Applied Sciences

**T.U.K**

## **Faculty**

Prof. Jens Muller  
Dr. Ernst Wagner  
Prof. Doris Binger

## **Students**

Mara Teichmann  
Hans Binder Knott  
Regina Kushtanova  
Vitali Knutas

## **Faculty**

Prof. Odoch Pido  
Dr. Mary Clare Kidenda  
Ms. Winnie Oyuko  
Dr. Jackline Okeyo  
Ms. Esther Kute

## **Students**

Abigael Bosire  
Abraham Omamo  
Deborah Achieng  
Enock Ng'etich  
Felix Attari  
Reiny Elego  
Wink Nyangala



Q1 2022

# THOMAS FACKLER CAME ON BOARD

He is an expert in game design



THOMAS FACKLER



# STEPS

01  
MECHANISMS



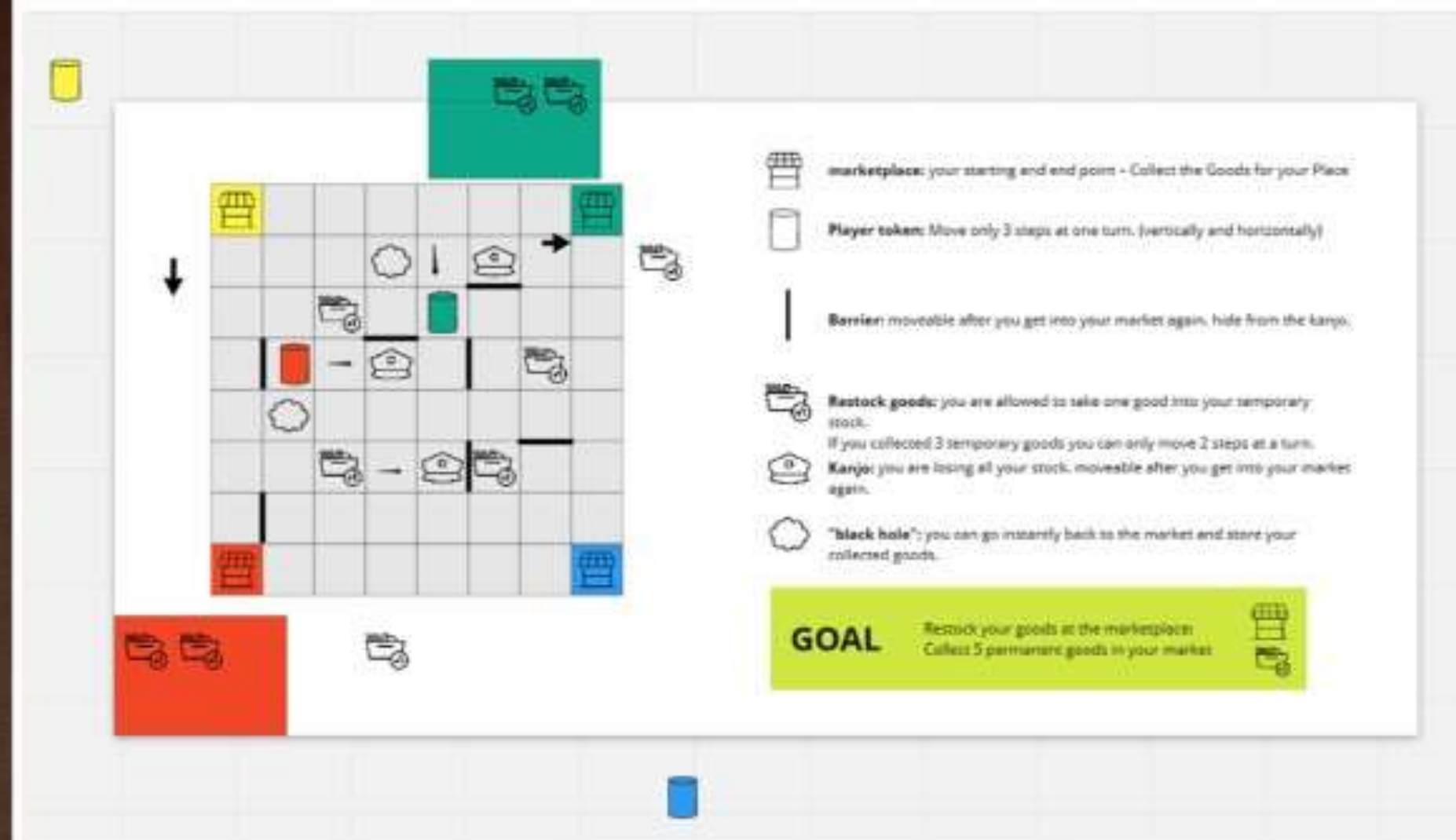
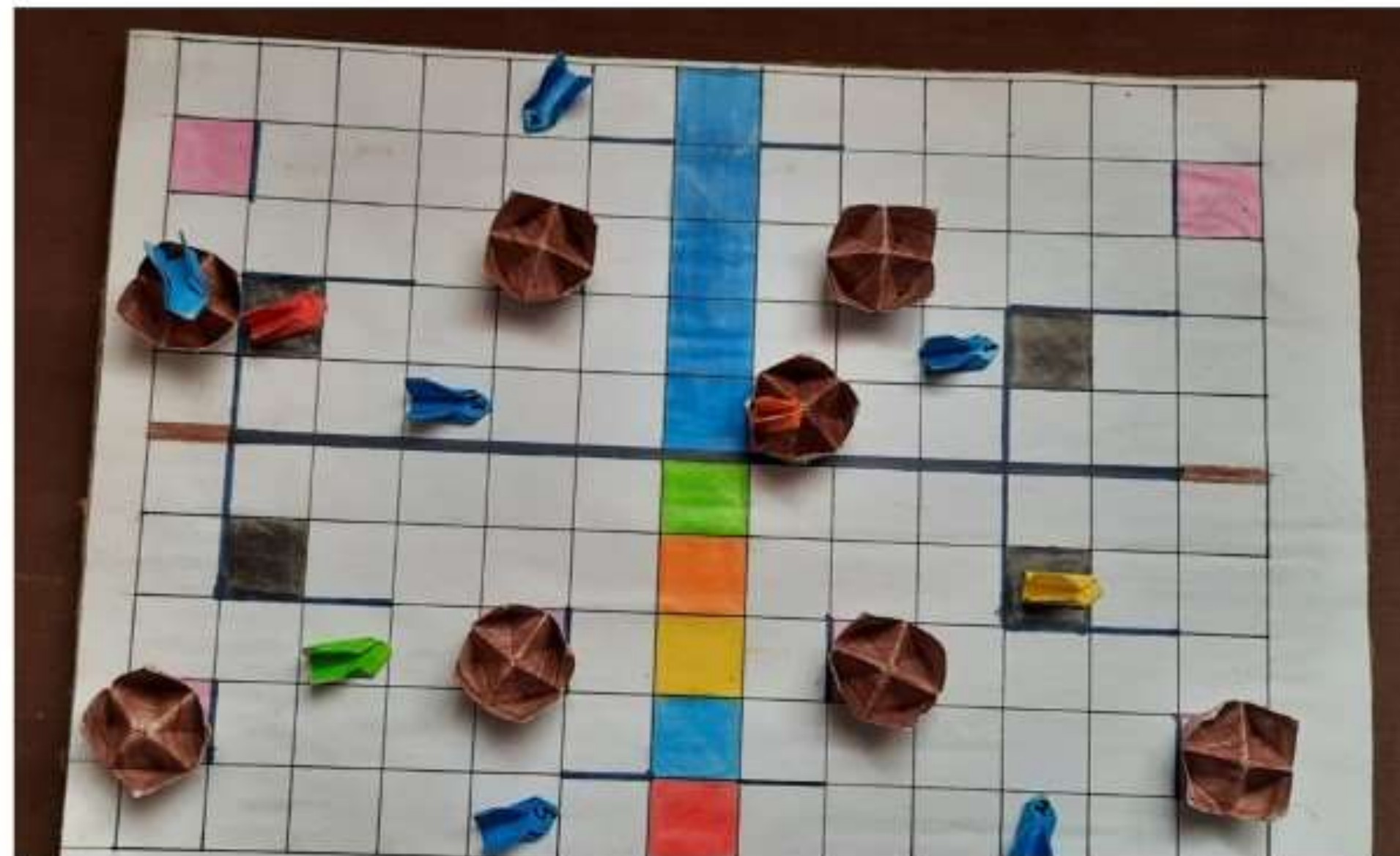
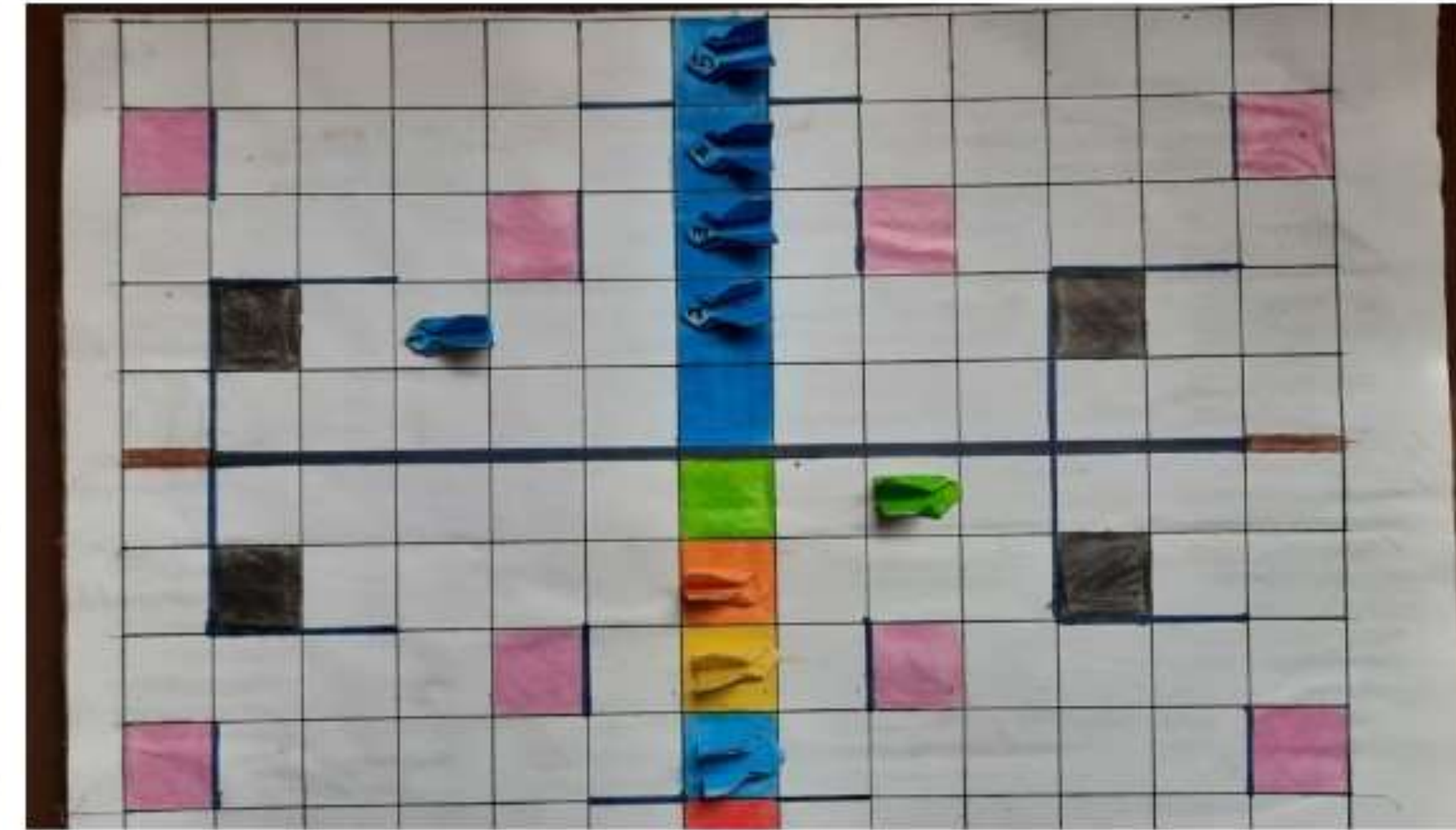
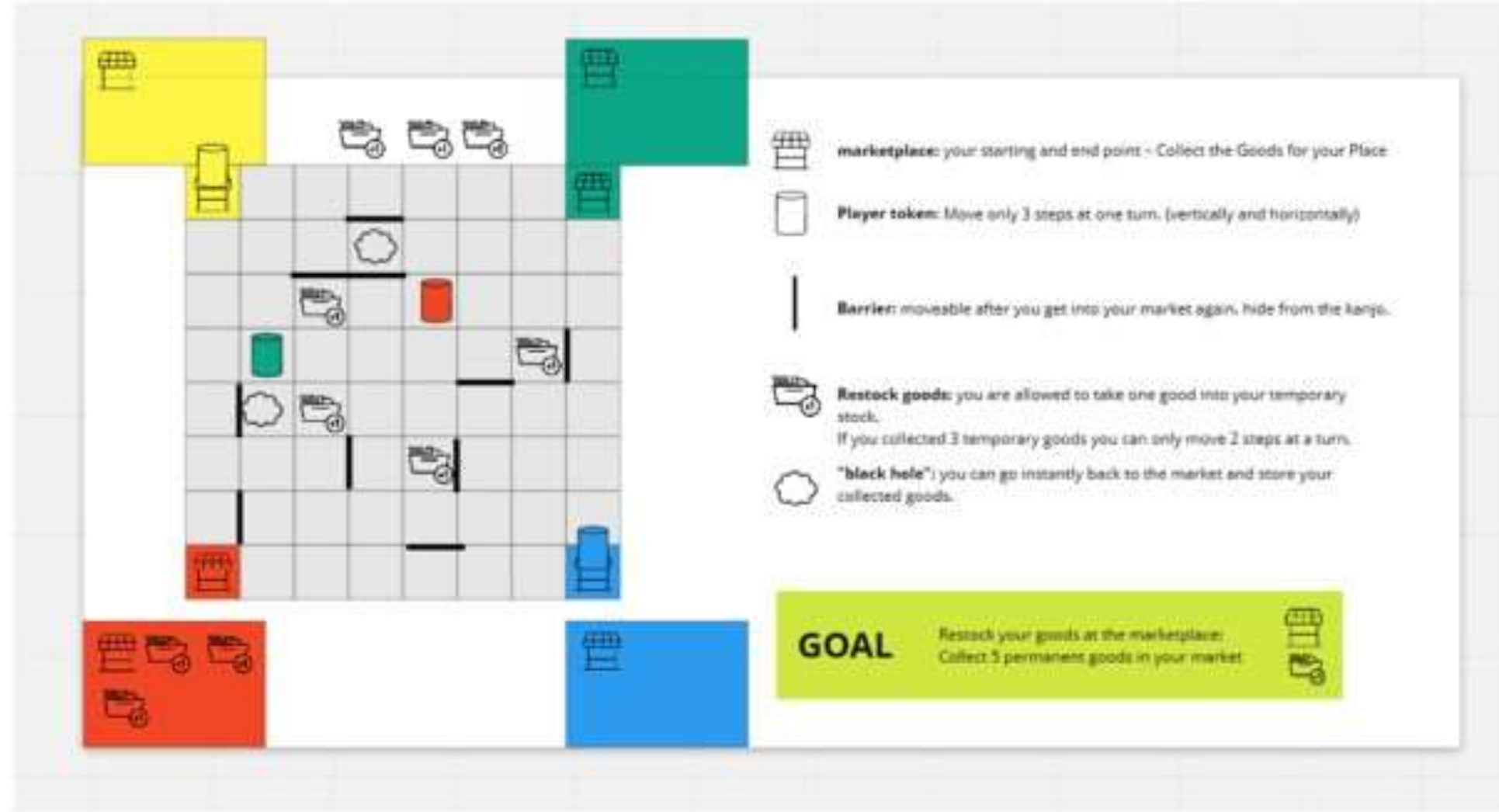
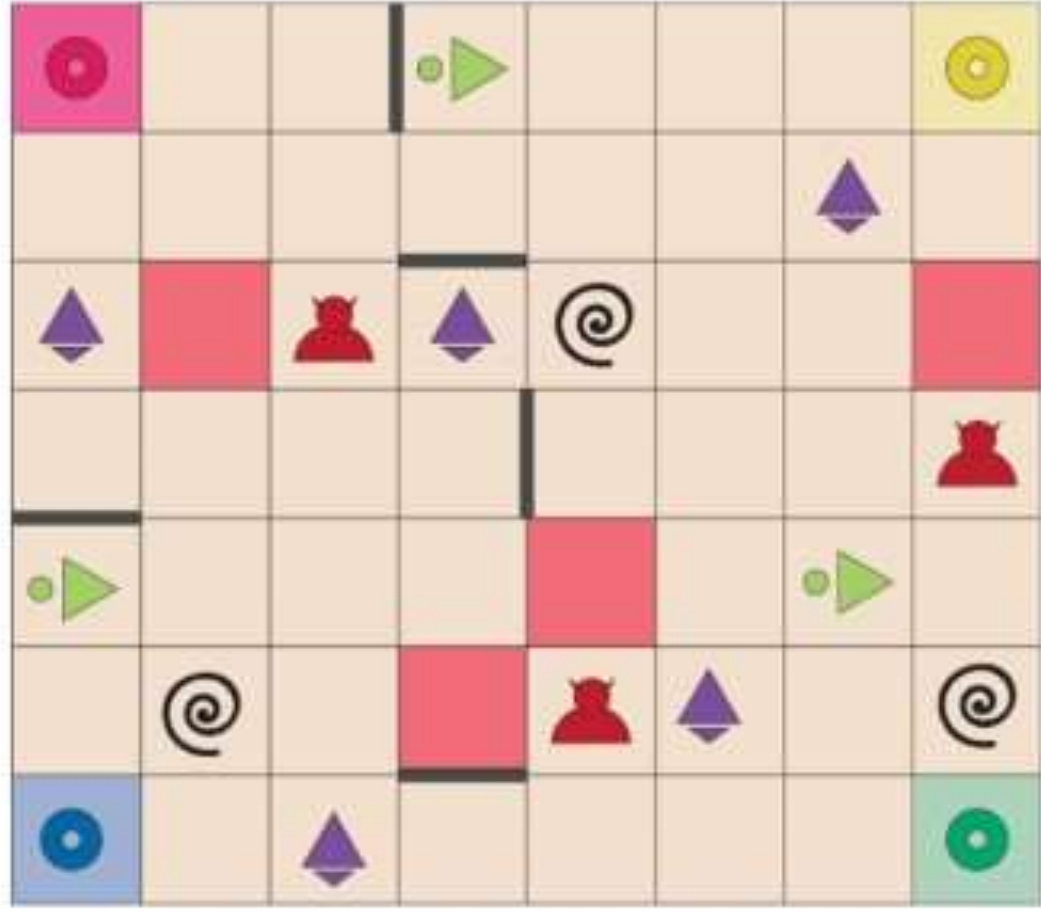
02  
15-MINUTE  
GAME



03  
MECHANISM  
RELATIONS









Q2 2022

# WORKSHOP IN NAIROBI



RESEARCH, PROTOTYPING  
AND PLAY TESTING



# REFERENCE AND INSPIRATION: NAIROBI





# REFERENCE AND INSPIRATION: GAMES





# STEPS

04  
RULES



05  
TEST AND  
REFINE



06  
THEME/  
DESIGN







RE-STOCK



MORNING  
TRAFFIC



**ALERT!**



HOTSPOTS



EVENING  
TRAFFIC



# PROTOTYPING



# COMMEMORATION



# PLAY TESTING





# ↑ NEXT STEPS



01  
**DESIGN**



02  
**K.I.S.S**



03  
**AFRICANIZE**





Q2 – Q3 2022

# DESIGN IN NAIROBI

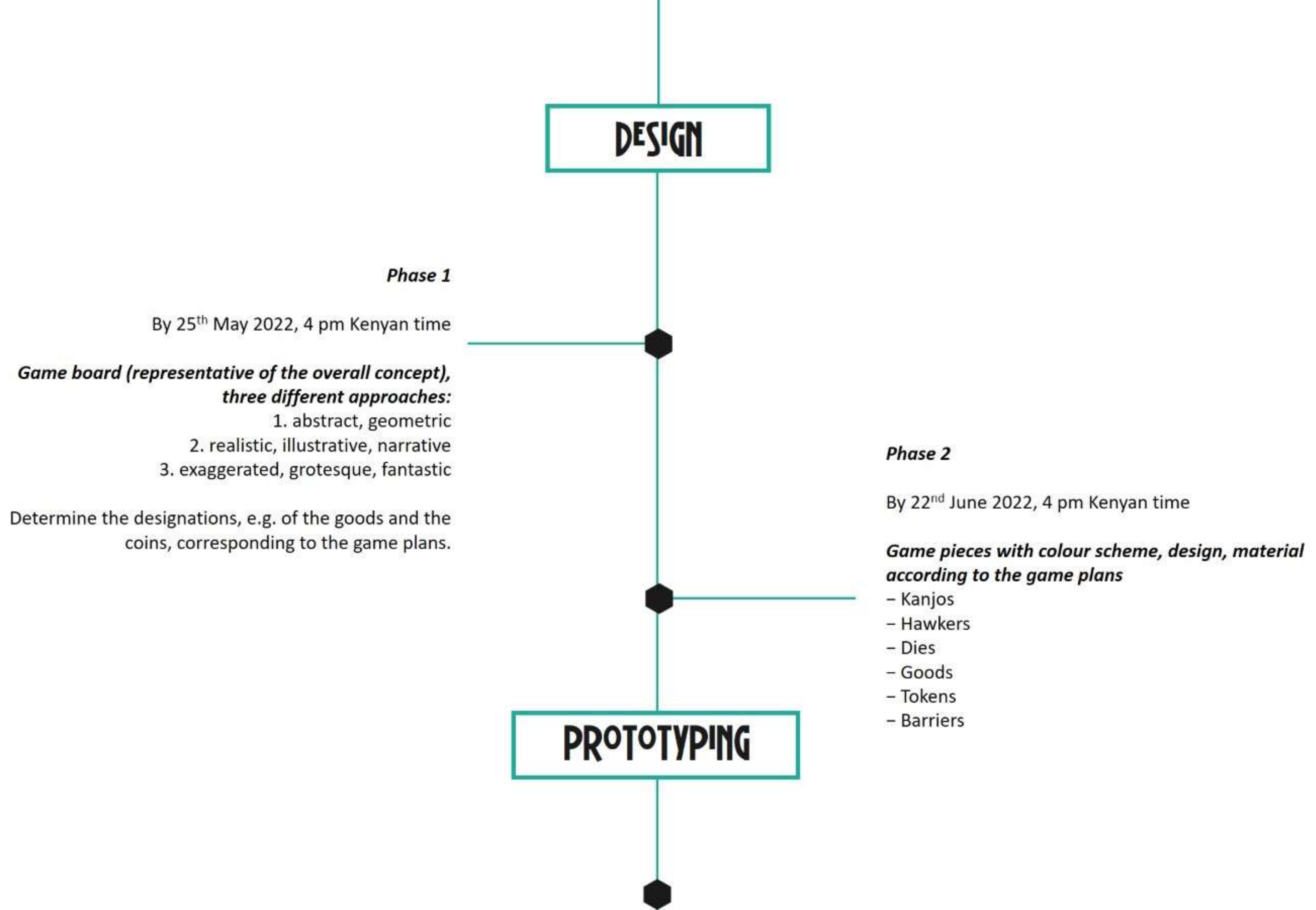


**DESIGNING, AFRICANIZING,  
PROTOTYPING, PACKAGING,  
PRODUCTION**

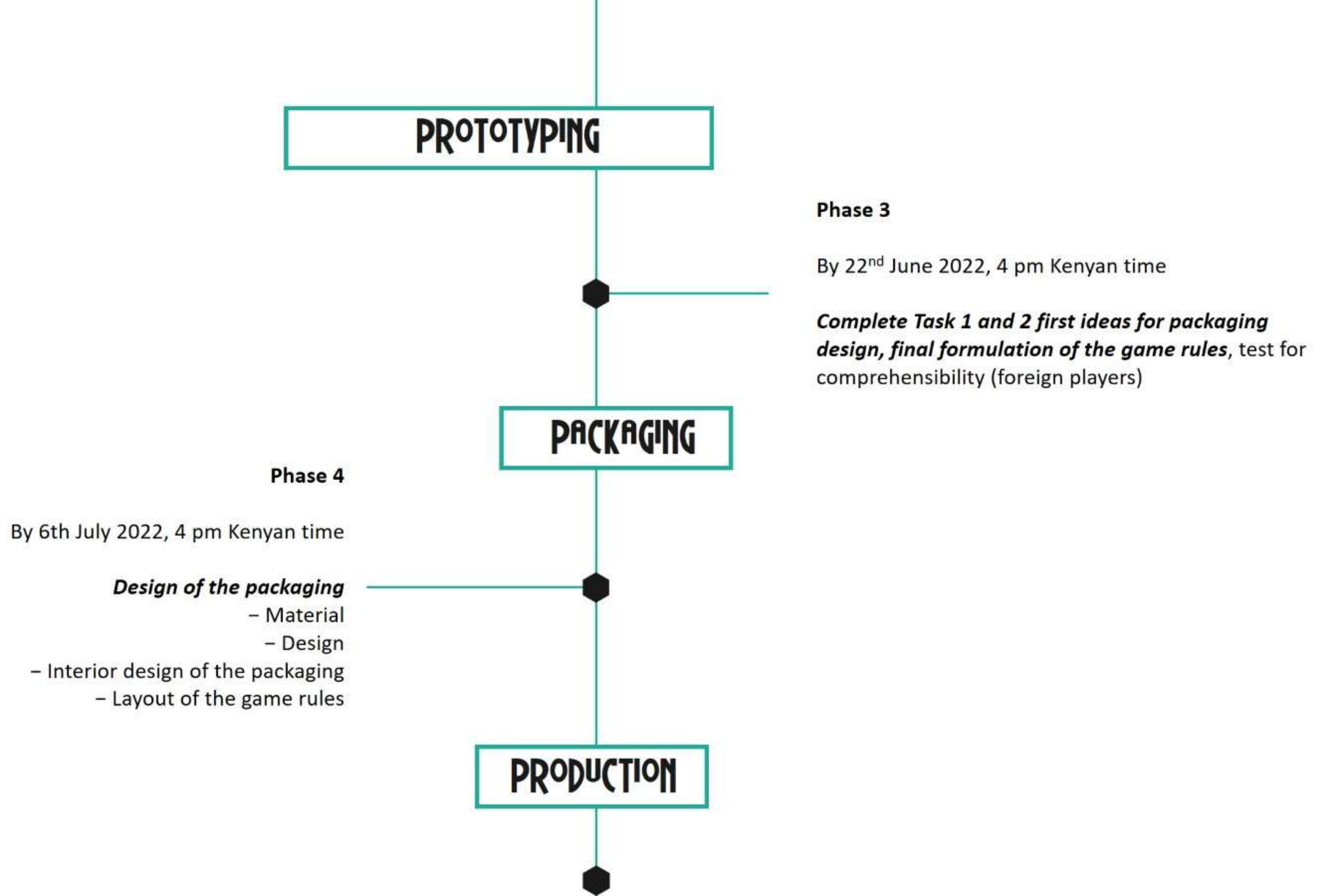
















**THANK YOU FOR  
YOUR TIME**