

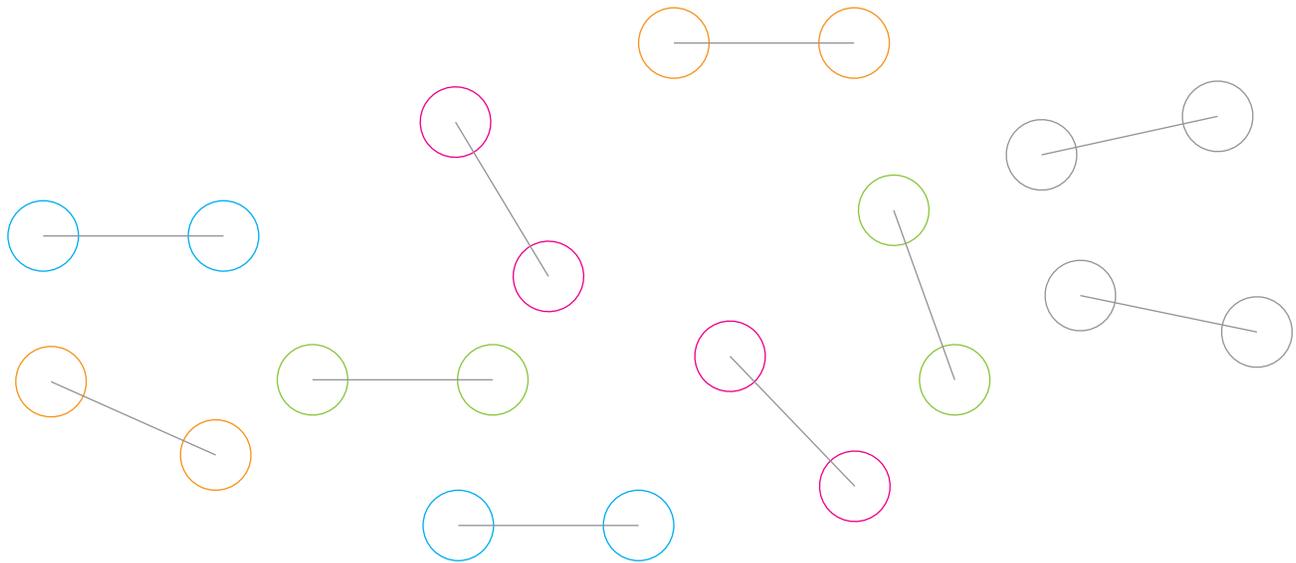
Visual narrative game - Network Protocol based on Güns

Day 1 (1 hour)

Plan of action: Using elements of Güns to form relationships.

Remedy // Gossip // Teach // Persuade // Unknown

Outcome: Visual, Receptive, Story, Observation, Interview, Qualitative data

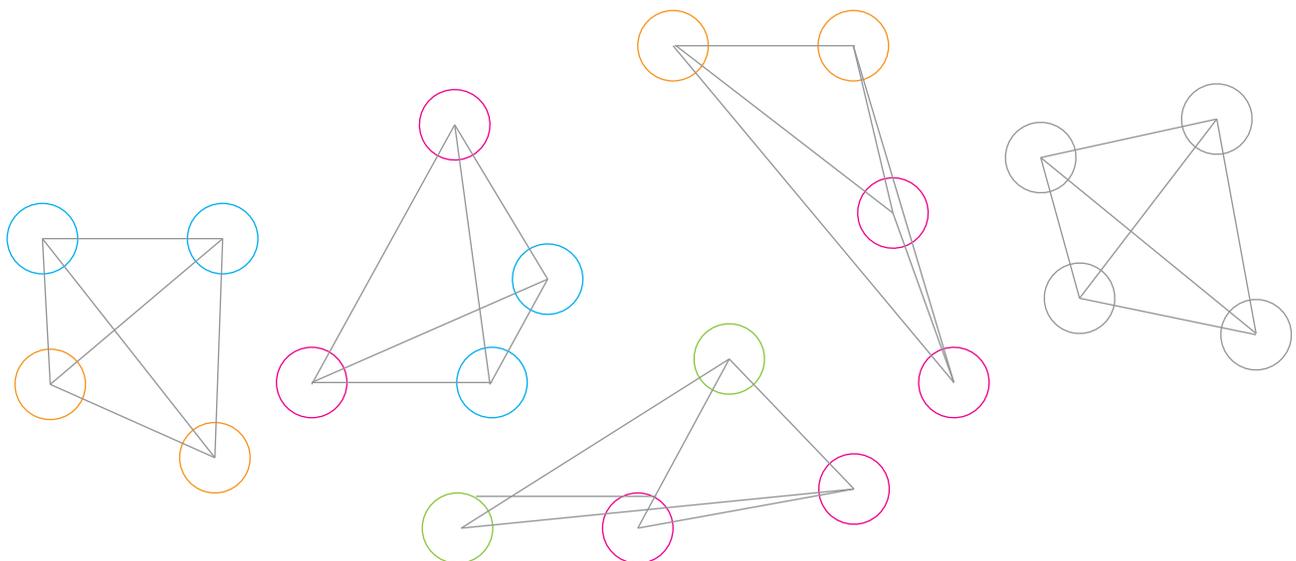


Day 2 (2 hours)

Participants construct meaning of a situation by discussions or interactions with other persons.

Remedy + Gossip // Remedy + Teach // Gossip + Teach // Teach + Persuade // Unknown + Unknown

Outcome: Visual narrative negotiating a social or historical construction.

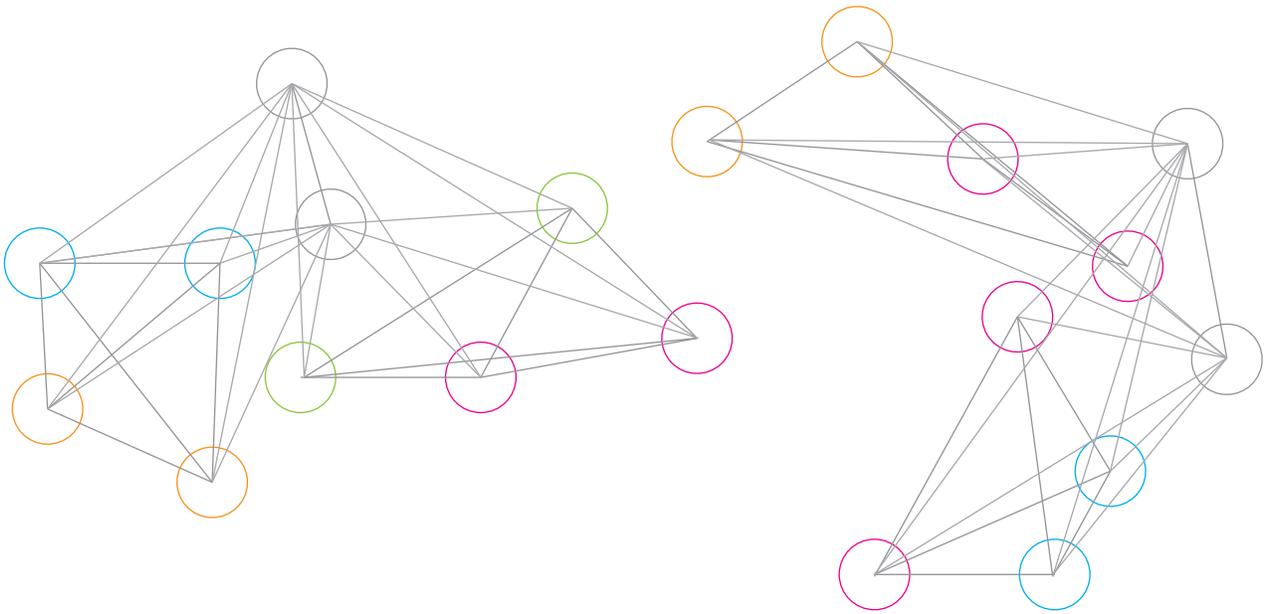


Day 3 (2 hours)

Interpretation and transformation

+ Unknown // + Unknown

Outcome: Visual narrative



Day 4

Discussion and feedback.

