

Opt In/Out Out Safety Systems

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Overview

- Designing safety in larp – or really any kind of participatory event
- I will talk about a framework, not give you guidebook...
- ...and explain why

Key Points

- What is Opt in/Opt Out Design?
- Designing Games, "Safety", Experiences and Communities
- "Safety" Systems = Safety, Trust, Calibration (and Communities)

Opt In/ Opt Out Design

- Active Choices
- Informed Choices
- Larp is Unimaginable

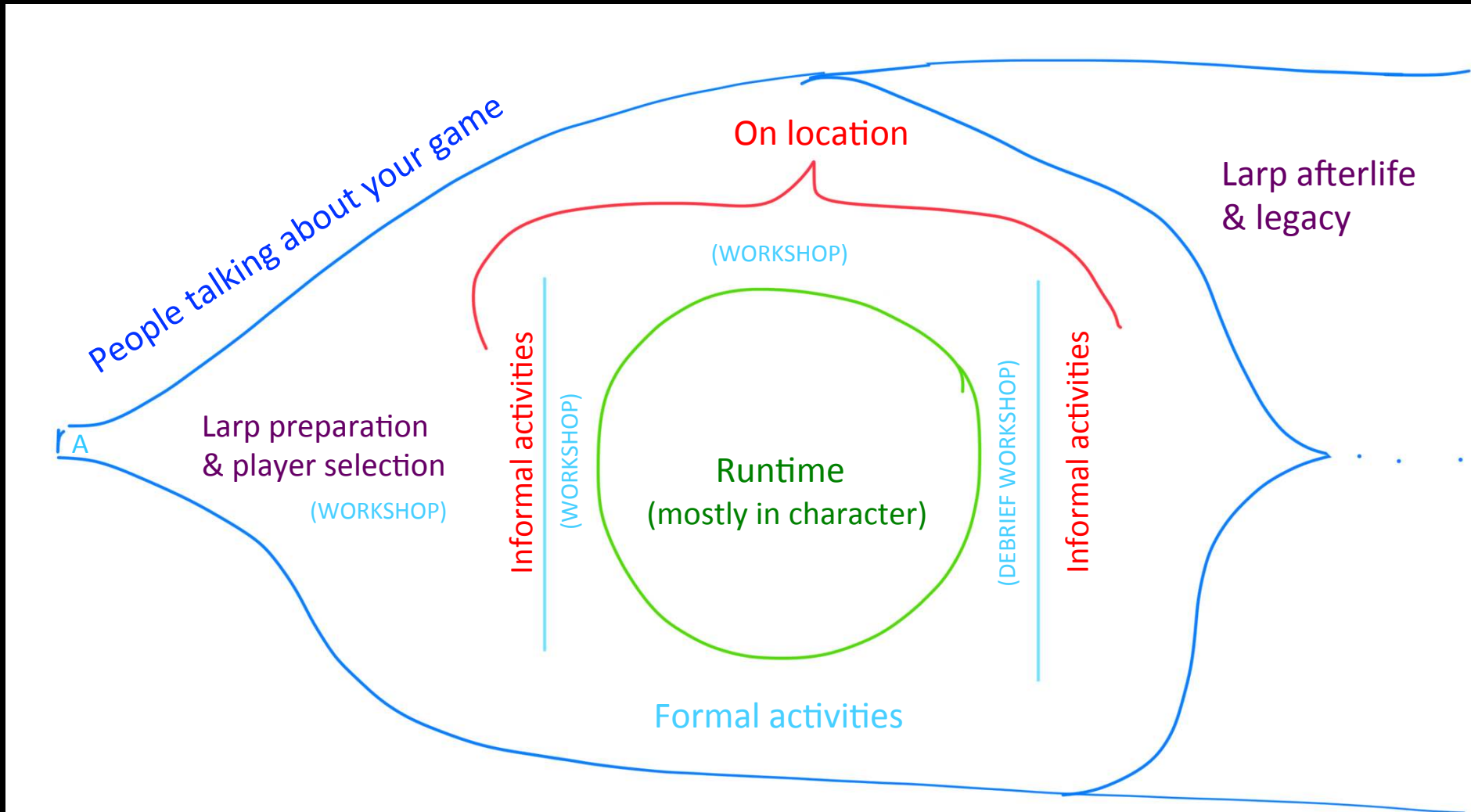
Enabling Opting Out

- Player must be able to know about *types of things* in advance
- Player must be able to leave (the game, the situation) at all times
 - Physically
 - Without loss of face for player
 - Without loss of face for character
- In-game reality, culture design, location and space, character design, rules systems, status hierarchies
- Gamist and Play-for-Story Systems equally risky!

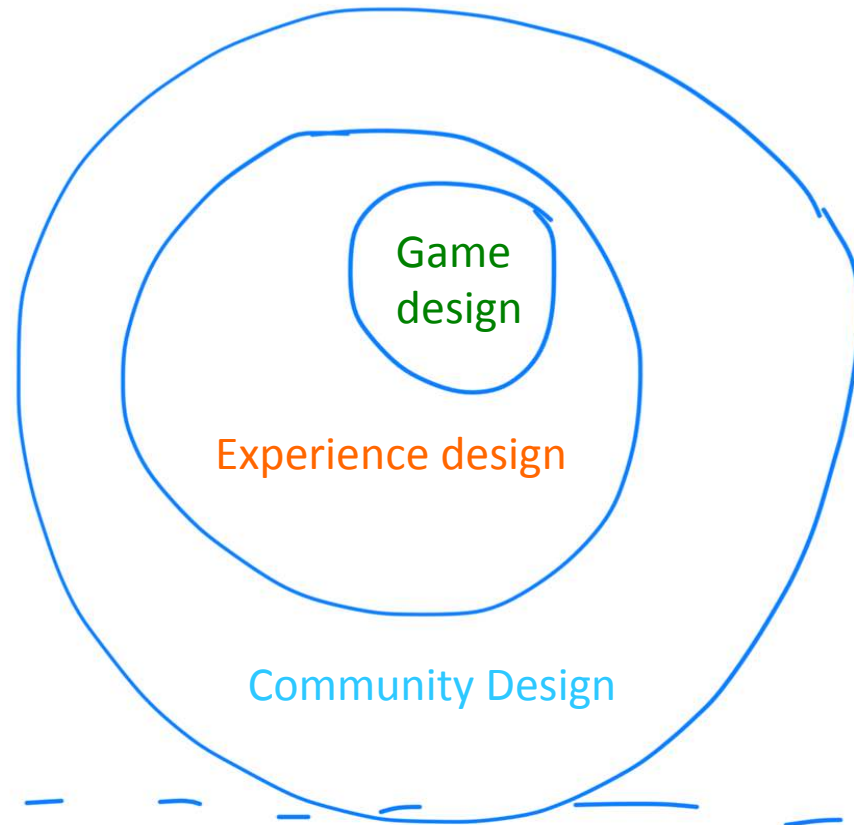
Enabling Opting In

- Trust is a basic requirement of playing together. Your brilliant larp idea might *inspire* participants – but the trust to play is EARNED through the standards of your work and your community.
- Designing trust between players: rules systems are not enough
- Participants need to feel safe (= trust in themselves, you and their co-players) to dare to be brave (= participate, engage & create)

Why Not Just Game Design?



Why Not Just Game Design?



“Safety” systems

Calibration Mechanics

Simulation Mechanics

Trustwork & Trust Design

Event Safety

Community Norms

Community Safety

The “Safety” In Safety

- Safety implies danger – don’t talk about “player safety” when you mean fundamental human interactions. Safety is about dehydration, fire, bears and other predators.
- “Consent” is a troublesome word in the context of cocreation! Nuanced negotiation requires flexible *calibration tools*.
- Trust is a prerequisite for play, but also allows the player collective to stray from [poorly designed] rules and escalate engagement!

Conclusion

- “Larp safety” is a useful but imprecise umbrella term that collapses the players’ need to *be safe* and their need to *feel safe*.
- When we design safety, we are not just designing run-time rules and practices. You can’t copy safety mechanisms blindly because they operate in wider systems.
- Your design must distinguish between that which makes safety, trust and “consent” (but they can overlap, and they all *always* interact)

Find Out More!

Safety in Larp – Understanding Participation and Designing for Trust
is happening! (Johanna Koljonen on Patreon)

participationsafety.wordpress.org

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