

Prompt card designs

Research

As a starting point for the design of my own creative prompt cards, I researched and investigated my competitors. A technique I have used throughout my career as a retail designer. I looked at the content of the prompt cards, the actual questions they proposed and I considered the design of other packs available to promote creativity, consider inclusion or just a way of getting to know yourself better.

Prompt card designs

Brian Eno, School of Life cards etc

In 1975, Peter Schmidt and Brian Eno created the original pack of Oblique Strategies cards, through thinking about approaches to their own work as artist and musician. The Oblique Strategies constitute a set of over 100 cards, each of which is a suggestion of a course of action or thinking to assist in creative situations. These famous cards have been used by many artists and creative people all over the world since their initial publication.



Know Yourself Prompt Cards

Self-knowledge

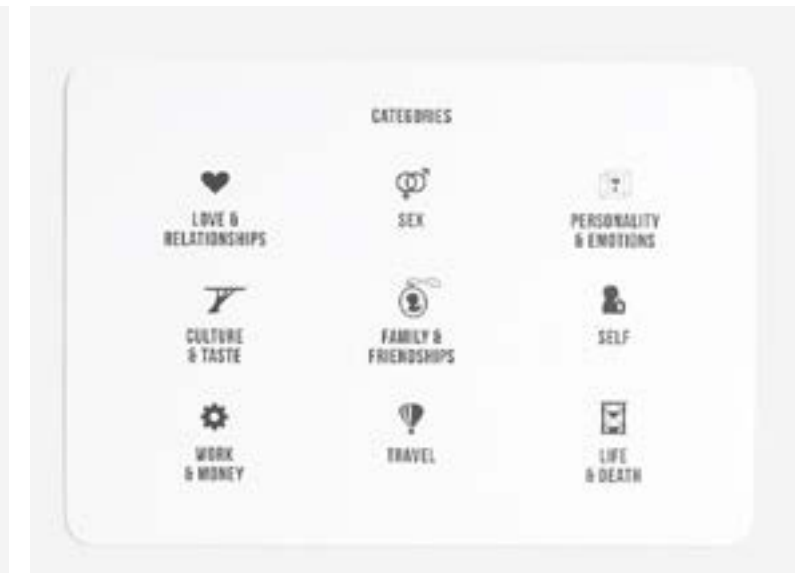
60 prompt cards designed to help lead you through the important task of knowing yourself a little better in life. It's hard to understand who we really are: what we want, how we feel and why we react as we do. This lack of self-knowledge can be trouble, for it makes us get into the wrong relationships, pick unsatisfactory jobs or spend money unwisely. No wonder Socrates summed up all the counsel of philosophy in just two words: 'Know Yourself'.

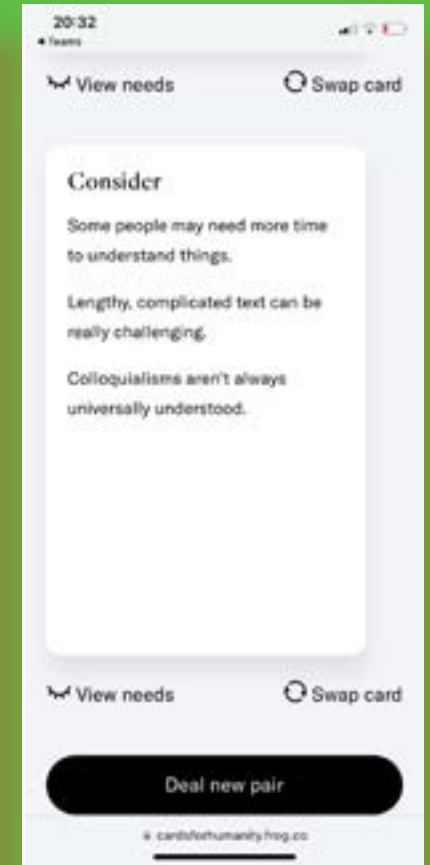
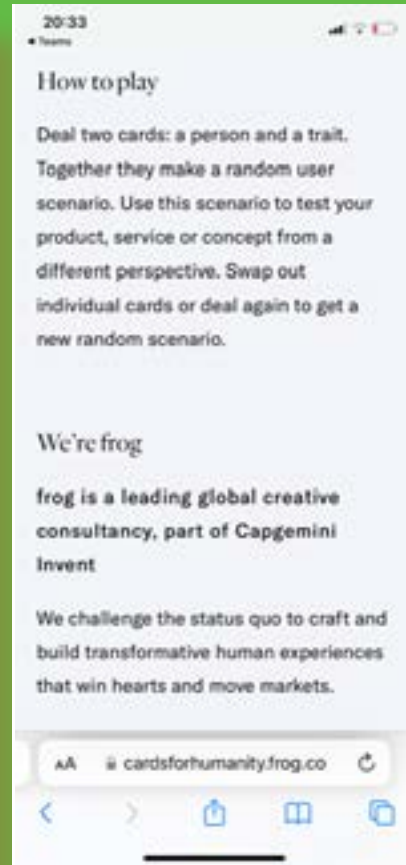


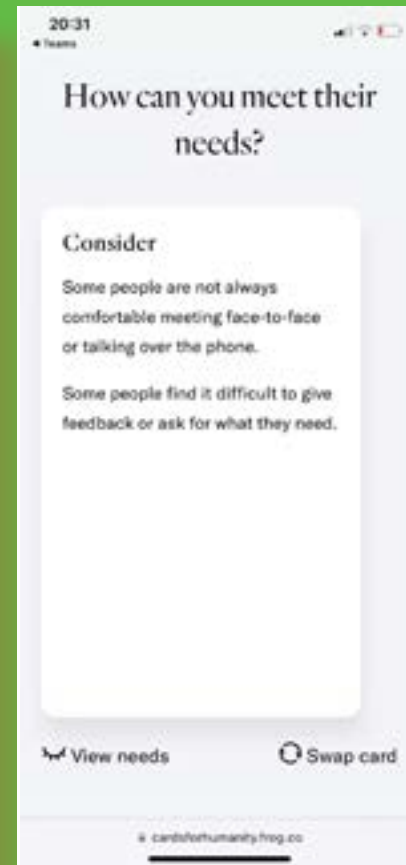
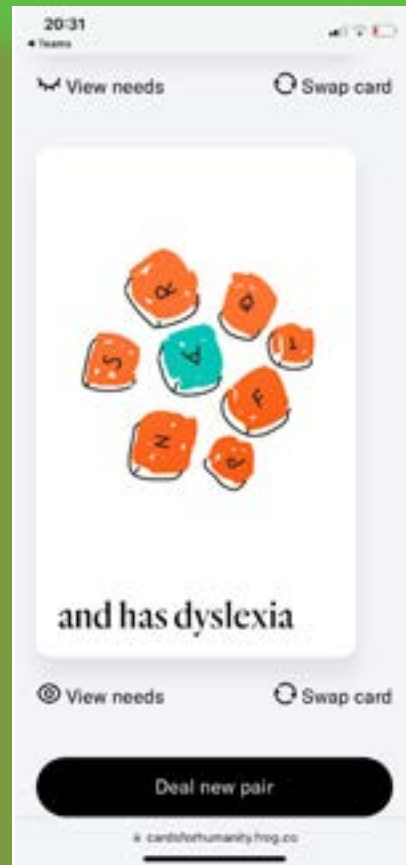
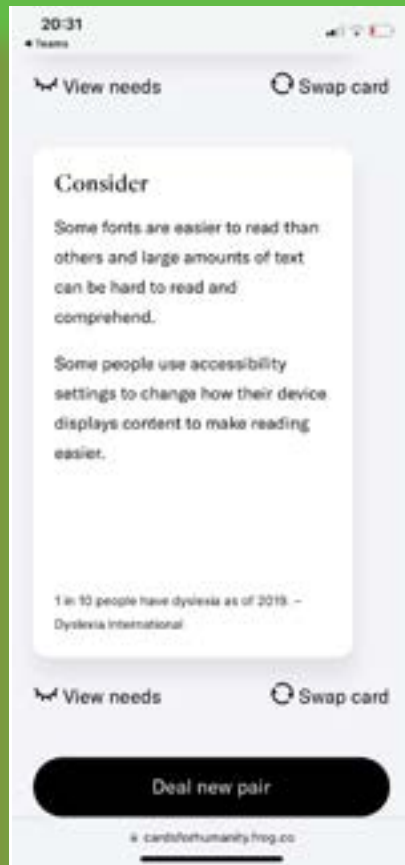
100 Questions Original

Sociability

A toolkit of 100 questions to spark exciting and meaningful conversations.







UNLIMITED...

Cards for Inclusion

Illustrated by Seohye Lee
Concept by Jo Verrent

Share your solutions:
#cardsforinclusion
@weareunitd

More information at:
weareunlimited.org.uk/cards-for-inclusion

Instructions

Contents
80 cards in total:
25 What cards
25 Where cards
25 Barrier cards
5 Blank cards

Aim of the game
Find as many solutions as possible to overcome the access barrier to your arts event. Play with a diverse group of people for a wider variety of solutions.

Set up
1 Place each set of cards (What, Where, Barrier) into piles.
2 Shuffle each pile.
3 Take one card from the top of each pile.

Let's play
In a group, discuss your three cards.
Imagine the art (What) in that place (Where) and the Barrier that is stopping people from taking part.

How many solutions can you find?
Once you have as many solutions as possible, take another three cards and challenge yourselves again. Everyone's a winner!

Use the blank cards to personalise your cards to match your specific situations.

<p>Paintings</p>	<p>Theatre performance</p>
<p>Concert</p>	<p>Dance performance</p>

<p>Crowds</p>	<p>Barrier</p>
<p>We need to move</p>	<p>Barrier</p>

<p>Barrier</p>	<p>Barrier</p>
<p>I cannot leave home</p>	<p>Barrier</p>

Write your own

<p>School</p>	<p>Restaurant</p>
<p>Place of worship</p>	<p>Town hall</p>

Where

Where

Write your own

Write your own

This version uses gamification to explore and discuss important issues of inclusion.

Wild card branding

Typography

Rockwell Bold

AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTt
UuVvWwXxYyZz .,:;"'""!()?[]£\$&%@0123456789

Rockwell

AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTt
UuVvWwXxYyZz .,:;"'""!()?[]£\$&%@0123456789

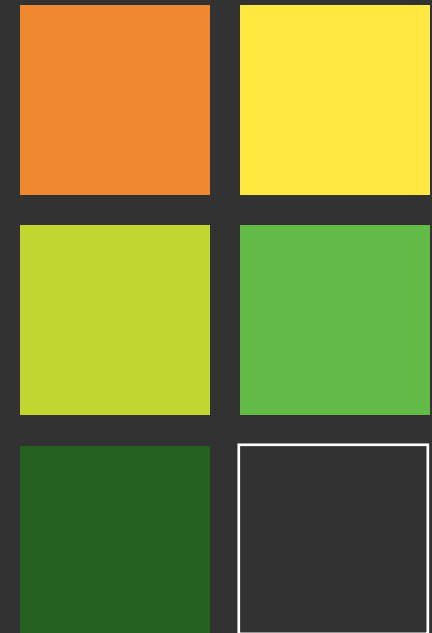
Gill Sans SemiBold

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UuVvWwXxYyZz .,:;"'""!()?[]£\$&%@0123456789

Gill Sans Regular

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UuVvWwXxYyZz .,:;"'""!()?[]£\$&%@0123456789

Colour palette



Fonts for Wild card branding

Typography

Guyon Gazebo

AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTt
UuVvWwXxYyZz 0123456789

NEXA RUST SANS BLACK

ABCDEFGHIJKLMNOPQRSTUVWXYZ
.,:;'"!?"0123456789

American Typewriter

AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTt
UuVvWwXxYyZz .,:;"'!"?(){}[]£\$&%@0123456789



