Hello everyone. My name is Dave. I am the new intern at 'Hide and Seek' I think I met many of the contributors to this forum at the sandpit on Sunday so hello again. A little bit about myself – I am a video artist who, amongst other things is interested in using video cameras to explore the way people relate to each other through looking. I am interested in the gaze of the camera and the way people modify their behaviour in its presence.

I wanted to use this forum to discuss a project that I started back in 2005 whilst studying on the Fine Art course at Sheffield Hallam. It started with an obsession with candid footage and a now seemingly naïve conviction that the only way to get 'authentic' footage of people was to film them in secret. This presented me with a problem. How was I going to get this footage without running into all types of ethical boundaries? After a while I came to the conclusion that it would be OK to film people without their knowledge as long as those people were allowed to do the same to me. I talked to a friend about this idea and after a short meeting we came to the agreement that I would be aloud to film him at any moment day or night without his knowledge and he was allowed to do the same to me. After doing this for a number of days and seeing how fun it was it seemed foolish to keep the agreement between two people so we extended the invitation and 'The Game' (very unimaginative I know) was born. The core group of players was around seven people and it ran for approximately 3 months. The rules were as follows:

The aim of 'The Game' is to obtain as much candid footage of the other players as possible whilst avoiding being filmed.

There is no fixed time frame to 'The Game' nor is there a fixed location.

Players can opt out of 'The Game' at anytime. Once opted out a player cannot re-enter 'The Game'.

Once a player realises he is being filmed and acknowledges this fact either verbally or by pointing at the camera filming must cease.

It is probably more helpful to look at these as a set of guidelines rather than rules. Given that there was no strict ruleset to the game the whole ethos was very organic. There were no rules as to what could and couldn't be filmed so It was up to the players to decide between themselves where the boundaries were.

I am aware of the fact that having no winner means that this is probably technically not a game (though someone maybe able to correct me on this?) This being so the atmosphere of play was always at the heart of the experience so it ended up being called 'The Game' by default.

'The Game' was played towards the end of the first year of my degree at Sheffield Hallam University. It is a project that I have always wanted to return to but have struggled with a way to make it work outside the specific context of a university campus. i.e. an environment where the players are in close proximity to each other,

have a lot of dispensable time and can discover with relative ease the location of their opponents.

Part way through playing the game it became evident that many of the most exiting aspects of the experience were missing from the player's footage. As with many pervasive games that use video cameras the footage that the players produced seemed to be more of a bi-product of the play rather than an end in itself. All the back stabbing, crossing and double crossing that went into producing the footage was not evident in the narrow frame of the camera. In part solution to this problem I made a short documentary about the game. This by no means solved this issue but it does serve as I neat summary of what it was like to play the game. This video can be found here   http://vimeo.com/3198358?pg=embed&sec=3198358

As I mentioned earlier this is a project that I have always wanted to return to and my recent involvement with hide and seek has re-ignited the flame so to speak. I would be very interested to hear what people make of this idea and if they have any suggestions of how the project could be moved forward. Thanks.

Dave

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{{gameinfobox
|designer=Dave Green
|image=Picture 4.jpg
|players=unlimited
|stuff=one video camera per player
|crew=one
|preparation= ten minutes
|time=unlimited
|place=anywhere and everywhere
|activities=photography, finding, hiding, bluffing
|status=playable
}}
```

Glom is an ongoing agreement between participants that they may film each other secretly, at any time, in any location until the said agreement is broken.

==Guidelines==

The objective of Glom is to capture as much candid footage of the other participants as possible whilst avoiding being filmed yourself.

There is no fixed time frame to Glom nor is there a fixed location.

Only candid footage is desirable. When a player becomes aware of the fact that they are being filmed and acknowledges this by pointing at the camera in question filming must stop.

Players may only film other participants of Glom.

Hidden cameras or cameras unattended by a player are not permissible.

Once entered into the agreement of Glom participants are subject to being filmed at any time, in any place, engaged in any activity. The players must discover their own boundaries as to what constitutes acceptable conduct.

Participants can opt out at any time. Once opted out a player cannot re-enter Glom.

There is no fixed end point to Glom. There is also no winner.

 New players should be permitted to join the game by way of a committee vote by the existing players.

It is recommended that players meet up at regular intervals to review each-others footage. There is no formal point scoring. The players must arrive at their own value systems as to what constitutes good footage.

==What to Expect==

By entering into the agreement of Glom you are surrendering some of your rights to privacy. Though it is not a decision to be taken lightly the results can be extremely rewarding. Glom relies on its relative lack of structure to function. It is the lack of a specific time frame that allows for the players to drop their guard to a level at which they become vulnerable to filming. When playing the Glom it is never quite clear who is on your side, even people who aren't participating in the Glom may be working in the interest of your enemy. Relationships will be tested as players go to extraordinary lengths of deception and manipulation to capture footage of their opponents.

'''Your image is precious. Your camera is your weapon.'''

If you are interested in playing Glom print out the following PDF, get it signed by the rest of the players and let play commence.

Game History

Glom was formerly known as simply 'The Game' and was played by seven students at Sheffield Hallam University for approximately 3 months in 2005.

{{vimeo|3198358|'The Game' 2005.}}