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PLX is a competitive computer game machine for two persons. The machine consists of a double-sided LED display, push buttons and a microprocessor. There are four machines in the installation.

Each machine is designed symmetric. It is played by two persons. Two players face each other sitting in front of either side of the machine, and compete for victory. Player moves the character appears on the display right and left by pressing buttons placed on the console.

Each display shows different game story. There are four varieties of games:

1. Moon Landing Game

The player is landing a space module on the moon dodging monster's fiery breath.

2. Cupid Game

The player as the cupid is shooting arrows to pierce a descending heart.

3. Treasure Hunting Game

The player is a diver getting treasures sunk in the sea in which a boggy octopus spiting out poison fluid.

4. Dog Breeding Game

The player plays the role of dog breeder feeding bones to a dog running about.

Each game story is displayed by an array of blinking icons just like LSI game which was popular in the early 80s. The story and the rule of each game is quite simple and old-fashioned. What is special is PLX combines different stories shown on both sides of its double-sided display, and makes two different stories go together.

For example, one of PLX combines Moon Landing Game and Cupid Game. While one side shows icons as fig.1, the other side shows icons as fig.2. In this case, the landing module which descends to the moon on one side is displayed as the heart flying flutteringly on the opposite side. The monster vomits fire is shown as the cupid who is going to win the heart on the opposite. Moreover, the victory for the cupid who won the heart means defeat of the landing module hit by the flame. And a landing success on the moon synchronizes with the heart breaking in the cupid's world. Thus, two players will enjoy a game aiming at a victory in the different context.

In fact, the movements of flickering icons on both sides are completely same. Only using different overlays make each appearance and story different.

As long as a participant stays on and plays a game at one side, this machine looks like an ordinary computer game. It's only after he looks at the opposite side and knows what had occurred there that strange mechanism within this game machine is revealed for him. Still the action of each player doesn't perform as they intended for the other, this strange process can be done.

For those who participates with a "game" in a wide meaning, their purposes, contexts and stories of the game are different. Representing this situation simple and emphasized, this project lets participants experience gap and dilemma of the communication.

Appendix. the concept discription for exhibition <Credit Game>

"PLX"

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It is not rare for two people to be having a conversation, only to later realize that each of them is speaking about entirely different subjects from one another. There are even cases when a person, already deeply involved in a conversation with a friend on the telephone, realizes that he is in fact just a stranger who has called the wrong number. It isn't uncommon for two people to have a conversation in which the words themselves match perfectly, but the context that each person is in is entirely different.

<PLX> greatly simplifies, and simulates, such a situation in the form of a competitive video game machine. Each player stands on either side of the display, competing for victory. The blinking icons shown on the display are positioned in perfectly corresponding positions on both sides. However, the designs of the simultaneously displayed icons are different for each side, such that the game tells a different story for each player. For example, the player on one side could be landing a space shuttle dodging monsters' fiery breath, while the opposing player could be a cupid, shooting arrows to pierce a descending heart. But the game goes on, despite the utterly disconnected worlds that the players are in.

This piece deliberately creates an environment of extreme incorrect information. However, the same differences in awareness occur in real-life communication, only perhaps on a lesser scale. Most media do not provide direct communication, creating gaps in information. The efforts made to clarify these gaps of information in media are not nearly as fascinating as the efforts made to cover them up.

Install plan

PLX work by 5VDC electricity (less than 30W). Containing a microprocessor inside, no extra computer required. PLX is to be put on the table. 4 tables and 8 chairs are required.

The drawing below is a plan of tables.

install plan

