

Everyday stories as a game of domino

Making sense together



Each person at the workshop chose two domino cards that seemed appealing. Here, Ardiana from University of Prishtina is placing a domino card on the poster.

A tangible and visual game, inspired by dominobricks, was presented for discussing Kosovo and Danish everyday concerns and aspirations.

“Pick two domino cards that tell something important. Present your picks to the group, and make sense of the issues by combining all your cards on a poster.” With these simple rules we worked together in groups combined of five people from KADK, University of Prishtina and the UN. A domino card consisted of two halves: a photo and a snippet of text or quote related to the photo. The photo and text on the domino cards were the very material we had produced ourselves from “Exchanging snapshots” and the “City walks” around Kosovo, and the material could be combined in new ways when the cards were placed like domino bricks. Through the game, we transformed the unsorted pile of stories and photos into four posters, one for each group, that pointed towards issues of vacant public space, libraries as youth spaces and much more that could be explored in the following parts of the project. Each group presented their poster and issues for the rest of the participants.

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“By combining the domino cards, different groups came up with the same ideas related to public spaces.”

– Bardha, University of Prishtina

Why is this valuable?

The simple, flexible format of the cards enabled the workshop participants, across disciplines and occupations, to combine and create new, shared understandings of everyday issues concerning youth in Kosovo from concrete stories, discussing what could be through working with what is already there.