

## **dpi - Digital Palestine Israel**

*Is an Online, Interactive, Political game of occupation.*

The idea behind this game is to engage people in a political debate about the ongoing conflict between Palestine and Israel.

It is a platform that enables people to communicate and react to each other's comments.

By creating a connection between people on both sides, to daily events, and to the real places represented by the map.

*dpi wants to divert the war into words and help to establish and, protect the states with statements.*

What is dpi?

It is a platform that integrates between design people politics and news.

It is a platform that network people in to a common cause, one that will help putting an end to violence, corruption, and occupation.

dpi calls for equality and for a non-violent activism.

It is a platform that gives back the power to the people. To protest, to shout, to take a stand, to make the news, to highlight all wrong so it would be impossible for it to exist.

It is a place that believes that design and art have a key role in moving the society to a better place.

Why dpi?

dpi is an acronym that originally stands for dots per inch. It is a measure of printing resolution; in particular the number of individual dots of ink a printer or toner can produce within a linear one-inch space.

This is what an image is made out of today. Every digital image is a combination of dots; the order of these dots makes the difference between each image.

It is also a way to measure the sharpness, quality of an image.

There is a race for better quality image, higher resolution. However quality is not just the resolution, it also has lots to do with the image it self - Who

presents it and where (it doesn't matter how good an image looks like if it has no conceptual thinking behind it).

dpi is also us, we are all fragments in this world, or if you wish, we are all dots, dots per inch in this world. The way we arrange ourselves with each other, the way we regard each other, network with each other, create the image of this world. Time frame by time frame, different places, all add up to create the next chapter in history. Our interaction with each other creates the image. Where we position our "dot" changes the entire image.

dpi is regarded as a platform that combines the two approaches discussed before - the user text provided content, with a game approach; that expand the interaction between people, make them emotionally involved, and is able to teach and educate while doing so.

In dpi the grid is a pixelated map showing Israel and Palestine. Each pixel can be owned, but instead of buying the pixels you want, you will occupy them.

The objective is to interact people with the conflict and with other opinions about the conflict. Hoping to help people to understand occupation.

Money being the power behind the million dollar web page, dpi looks for other ways of ownerships. Which leads to different kind of owning/having.

It can be based on "first come first serve"

It can be based on skills of communication and persuasion.

It might also become a place where money talks.

dpi is constructed of layers. In the same way a map has layers on it – might it be topography, population, climate... dpi has different layers, each providing different information.

On the first level there is the game layer, then there is a layer that connects the project to the real places represented by the map.

And eventually there is a history to follow. A layer of statistic analyzing of the users views and the events occurred in the game.

Layer one – the game

Goals in dpi:

On the game side there is ultimately a goal for dpi - digital Palestine Israel. A player should try to occupy all the pixels on the map, or at least become the one to have the highest number of pixels and the most influential player.

On a higher level there is the dpi project goal as a whole, is to deal with aspects of occupation and the conflict.

Rules of dpi:

- Create a player
- Fill in personal information.
- Choose an icon from database. (On a later stage player can design their own icon)
- Fill in an occupation caption (to be shown on role over) fill in an occupation comment (to be shown if pixel is chosen).
- Scroll over the map, read comments.
- Choose a pixel to challenge (the motivation to choose a specific pixel might be a reaction to the occupation comment of that pixel or due to the location of the pixel and the real place it represents).
- Choose a way to challenge it from a verity of ways
  - o Voting process
  - o Strike of luck (dice rolling)
- Wait for resolute and edit pixel if won.