

The Horse's Journey

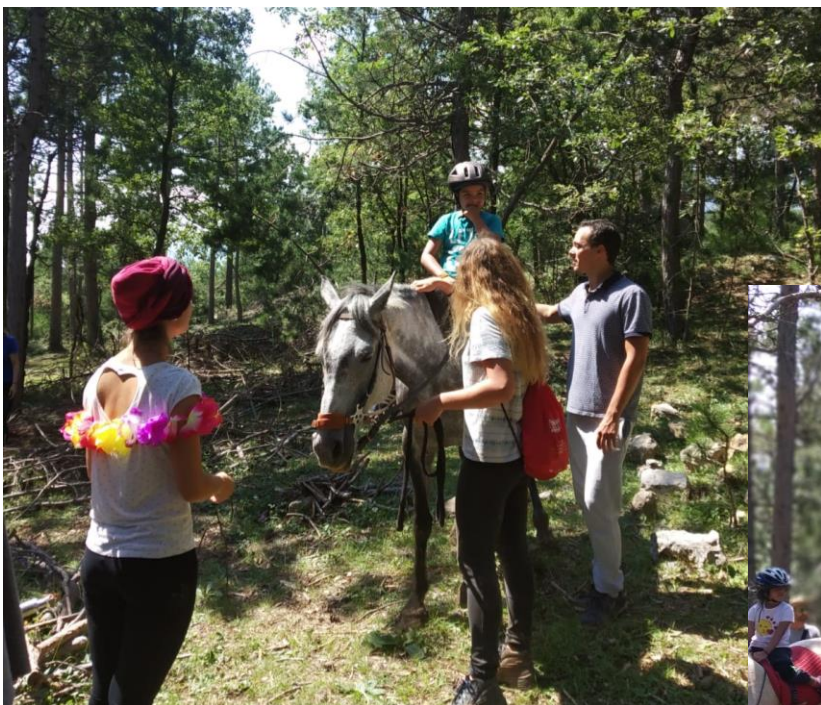
The Horse's Journey is an adventure game with horses based on the Hero's Journey, the narrative cycle described by Joseph Campbell in "The Hero with a Thousand Faces".

The Horse's Journey drawn the participants into an adventure where they are called to face trials together with horses, and use their ability to communicate with the animal to overcome the obstacles. This game can be played by any number of players and can be adapted to several different situations.

It has modular structure, each module stands alone and can be played at a different stage of the adventure, except for the first and the last one which are fixed as opening and conclusion of the activity.

This game requires creativity, a tight-knit team and a lot of space where you can prepare the scenography. Each module should have its own scenography, activity, story, and a character with a disguise that will narrate a short part of the story interacting with the participants and then present and lead the activity.

For instance we developed the activity in a wood of 35 hectares, and we had the possibility to build structures with woods, place a big mirror and take advantage of the



pond, as well, before to reach a module, was easy to sneak away from the group, wear the disguise hidden in the wood and reach the module before the rest of the group in order to increase the scenic effect and make the module more recognisable by the participant looking for it. To predict which

module is going to be the next one, after completing the challenge the the characters give, the participants chose where to go on the map, the character will give directions on how to reach the place and will give them a magic object that can be used in the next module. The



map will be given as magic object after the first module.

We give the example of some modules we used:

One, two, three... freeze: this module is similar to the child game where the participants have to reach the counting person without being seen, the counting person close the eyes and count until 3 and then say "freeze" and open the eyes, in that moment everybody have to stop. The participants have to reach the counting person with the horse. With this exercise the participants practise to start-stop commands with the horse.

Pick the fruits: the character stands in the middle surrounded by the participants, in every direction there is a fruit(o any other object) hanging, each participant will have to take the horse independently to pick one fruit, since the horses have the tendency to follow each other with this exercise they practise to separate them and follow independent paths.

The Horse's Journey, as presented here, is the result AEDEQ's volunteers collaboration and efforts during the summer of 2018.