

eleven .. a game.

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Growing up with cuisenaire rods, I understood math physically and visually as opposed to conceptually. I understood organization, sorting, collecting and comparing. I never made the transition to understanding how math abstractly describes the world. I would be stumped when I did not apply the rules correctly.

I was told I was wrong.

I was limited by what I could see and make.

In exploring the number "eleven" for this conference, I found the word "even" in the number.

But eleven is not even, but it is 1 and 1, it is symmetrical, it is a palindrome. 11 is a reflection of itself. It relates to a number of things that are associated with even. So is it possible to create an experience to allow users to explore the nature of eleven and not be wrong?

Each player has six dice. One for each letter of the word eleven. The "l" has been substituted with the numeral "1". Players roll the cubes until they can generate a version of eleven; it could be all of the letters of the word or two cubes with the numeral "1". Which option will you choose?