

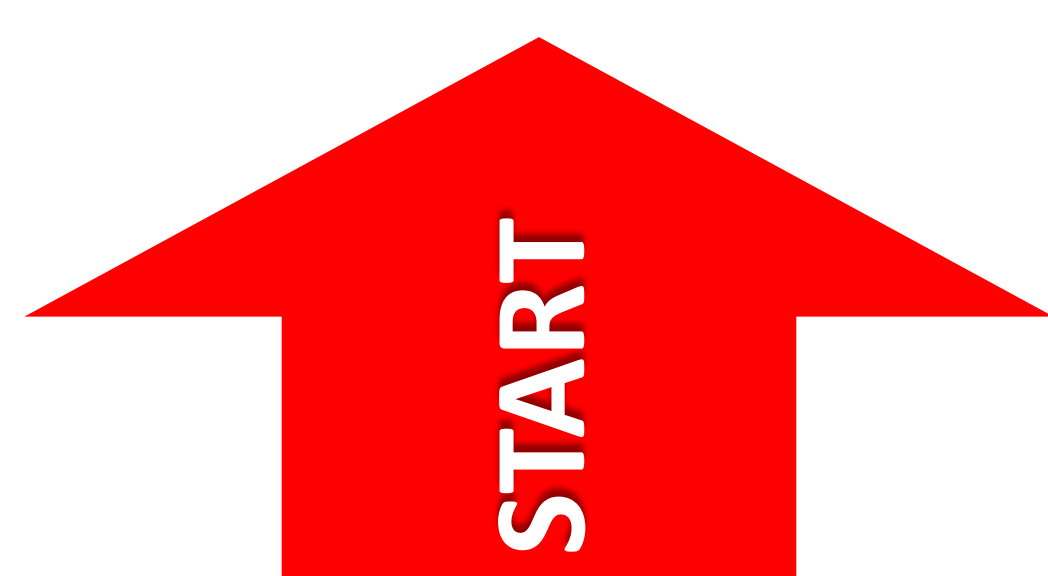
Game rationale

The public has generally held the view of homelessness being the result of individual choices. While it can be said that some actions of homeless individuals may enforce such view, the limited array of choices available to homeless people remain invisible in public discussion. The rationale behind this board game-based poster is to explore alternative ways to communicate the precarious social condition of homelessness as well as their immobility to exit such junction. The design of this board game themed poster is based on semi-structured interviews and focus groups with relevant stakeholders across Auckland, Wellington, Napier and Christchurch. Variegated hazards, anthropogenic and otherwise, are mapped out across the game board to accentuate the notion of homelessness being a conglomeration of marginalization that cannot be traced back to a single determinant. Furthermore, this poster also challenge the linear notion of 'housing path' as a lens to homeless. Instead, this poster proposed that homelessness should be viewed as a socially constructed "junction" where people are fixated within social position through limited motility.

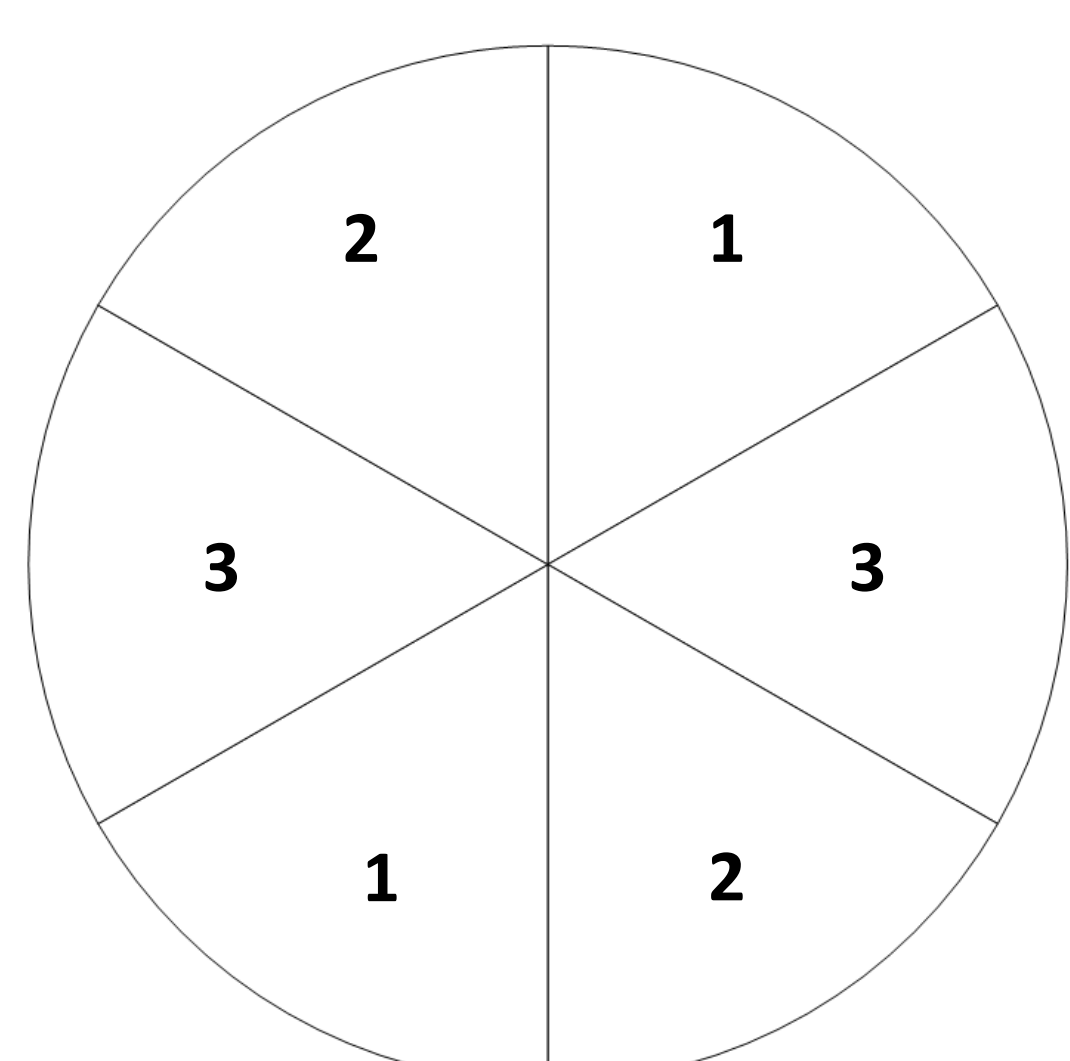
Game Rules

- Player start on the red START arrow.
- The objective is to get to square [49] from the START arrow.
- Each spin represents a **week**.
- Players start with **2 Hope**.
- Player is to use the **Wheel of Despair** whenever player's **Hope** is below 3.
- Use the **Coping Wheel** when player's **Hope** is 3 or greater.
- Event squares are only triggered when players land on the square by roll.
- Events with unpredictable outcomes are represented by 🎲. Possible outcomes are shown in **bolded** text in the bottom. Spin the appropriate wheel based on your hope to determine your fate. The number in brackets represent the possible outcomes to these events.

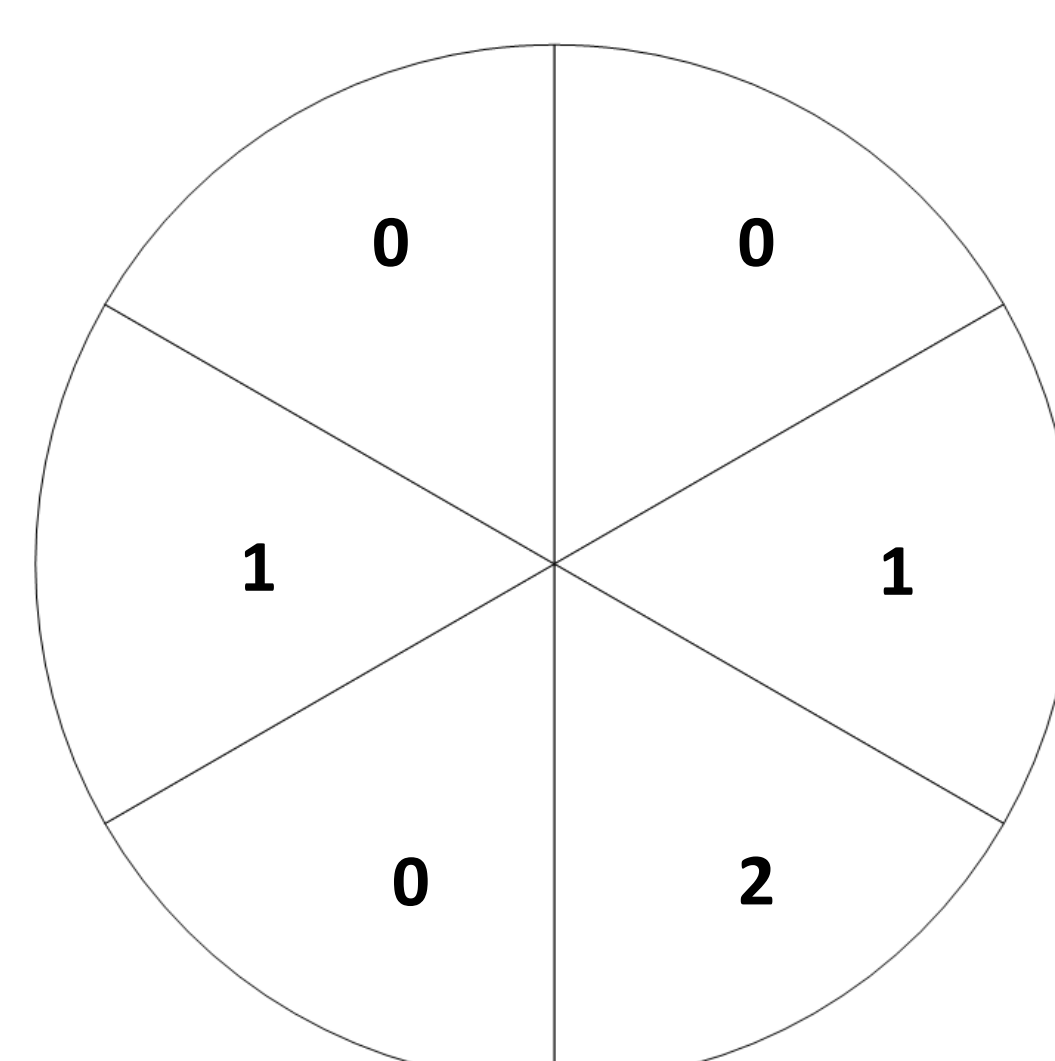
43	44 <i>The funding to existing social housing and community institutions has been cut off. Sources of social support have been almost nullified. Move to square [31] & -1 Hope</i>	45	46	47 <i>The issue of housing and homelessness has been brought up by a potential PM Candidate in the current election: (0-2) This issue was not backed by most voters. -2 Hope & move to square [38] (3) The candidate's campaign was successful and was elected as PM. +2 Hope</i>	48	49
42	41 <i>The strike of a natural hazards has expanded sources of social support due to post-disaster recovery procedures. Your access to food and clothing has increased. Roll the Coping Wheel next turn.</i>	40	39 (0) You were sleeping rough at a local beach. You are completely unaware about the waves that about to hit your location as you are not covered by Civil Defence communication network. Player is killed in tsunami – game over.	38	37 <i>The biviouac you have built on the local beach was washed away by the recent tsunami. Move to square [31] & -1 Hope</i>	36 A tsunami has hit your city. This natural hazards pose significant impacts on your living conditions and everyday experiences.
29 <i>Winter is here...the change in weather conditions pose higher impacts on you due to lack of access to basic life utilities such as shelter and clothing.</i>	30 <i>You tried to find shelter from extreme rain, wind and coldness in a public building. However, you were incarcerated by the security and police. Move to square [26] & -1 Hope</i>	31	32	33 <i>Your existing clothing and shelter conditions heightens your exposure to physical illness in extreme weather conditions. You do not have enough money to seek medical care. Move to square [25] & -1 Hope</i>	34 <i>In your lonely hours, you had a flashback to the time where you were sexually abused as a child. You resort to substance abuse to cope with those memories. Move to square [21] & - ALL Hope</i>	35 <i>Obtained warm clothing from community donations. You are able to keep warm in cold weather conditions. +1 Hope</i>
28	27 SOUP KITCHEN <i>Obtained food from local communal organizations. +1 Hope</i>	26	25	24 <i>Your personal belongings such as wallet, cell phone and clothing have been stolen off you by other homeless people. Move to square [19] & -1 Hope</i>	23	22 <i>You tried get a bed at the local night shelter, but their lack of funding significantly limits their hosting capacity. (2-3) +1 Hope (0-1) -1 Hope</i>
15 An earthquake has just hit your city. This natural hazard disrupts your everyday spaces and activities.	16 (2-3) You found a building that was abandoned after the earthquake. This will provide you with shelter for 1 week. Roll the Coping Wheel next turn.	17 (3) You were found by a trusty local social worker. You received support from local charity organization with your basic needs. Move to square [26] +1 Hope	18 (0) The abandoned building caught aflame from the gas line in an after-shock. Fire department is alerted but your presence is unknown to them. Player is killed in the fire – game over.	19	20 (0-1) The local library you usually go is shut down due to earthquake. You are confined to roaming in public space. You are thinking about getting a fix to relieve your boredom. Move to square [7] -1 Hope	21
14	13	12 <i>A passer-by has confronted you on being homeless. "Why can't you just get a job or get on the dole". An intense sense of worthlessness and non-belonging has overcame you. -1 Hope Move to square [2]</i>	11 <i>Obtained free health check up at local shelter. +1 Hope</i>	10	9 <i>You are applying for jobs but many employers rejects you based on your past histories and behaviours as well as your looks. (0-2) – 1 Hope & move to square [4] (3) +1 Hope & move to square [21]</i>	8
1 (3) Salvation Army made contact with you. Helped you with find an accommodation and set you up with a course. +1 Hope Move to square [28]	2	3 <i>Your case of domestic violence was handled by the police. They also put your case forward to Women's Refuge. Move to square [11] if you are a female & +1 Hope</i>	4	5 (2-3) The application process for Work and Income Benefit is slow and difficult. Available funding for benefit is slim in a period of austerity. Move to square [10] +1 Hope	6 SOUP KITCHEN <i>Obtained food from local communal organizations. +1 Hope</i>	7 <i>Obtained warm clothing from community donations. You are able to keep warm in cold weather conditions. +1 Hope</i>



Coping Wheel (Hope => 3)



Wheel of despair (Hope < 3)



Closing thoughts & future researches

The objective of this board game is to demonstrate that the path to housing for a homeless person is not necessarily linear path of A to B. Instead, this path is disrupted by many ubiquitous natural and anthropogenic hazards, as represented by snakes here. The impact of these hazards are particular significant to homeless individuals and are always the product of multiple forces rather than solely economic, political or social. Furthermore, the capacity of existing support network for homeless individuals are constrained. The result of this limited capacity creates illusionary ladders and the perception of a progressive social welfare system. Realistically, the existing support system for homelessness can only meet the need of homeless individuals and often immobilising them within the junction of homelessness.