

## **Food for Home: A Design Reflection on a Keepsake Game in Progress**

### **Abstract**

In this presentation, we will discuss our design process as we work on *Food for Home*, a Keepsake Game about food, family, and home. Played in one's own kitchen while cooking a family-favorite dish, players of *Food for Home* will reflect on food's place in their own life while they cook, and will create a written/drawn reflection on the process of cooking that dish.

This piece will serve as both a design reflection and as a theoretical exploration of food and cooking as it relates to home, family, and diaspora, in addition to textuality and (re)mediation. To the first point: we will situate our game design work in the tradition of keepsake games (theorized and created by Shim, 2021 and Kohr, 2021 and explored by Loring-Albright & Willison, 2021) and other food-related gaming practices (e.g. Sandercock's 2020 *Edible Games Cookbook*) and/or games that prominently feature food (e.g. *Venba*, Visai Games, 2023). Then, we will discuss the textuality of the keepsake and the recipe (following Borghini, 2015, among others), highlighting important cultural dimensions around food, cooking, and memory (drawing on Holtzman's "Food and Memory," 2006 among others), specifically the transference of recipes and food knowledge from one generation to another.

By asking players of *Food for Home* to create a significant family dish, whether from a textually preserved recipe or from memory, we aim to create a space where a sense of home, preserved or maintained across time and space, can be recreated. By structuring the game around the Keepsake process, we ask them to encode aspects of their memories into an object that they can draw on to re-experience those memories in the future.

### **Keywords:**

Game Design, Food, Play, Home, Diaspora, Memory, Glocalization

### **Citations:**

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