

Venice Neighborhood Council “Glow Ball” Game

The 1st game in a series of 3 games to inspire stakeholders to visit our VNC Outreach table.

Objective

To promote The Venice Neighborhood Council using an fun interactive game highlighting our unique Venice communities.

Gameplay

This game uses a colorful glow-in-the-dark map ,featuring Venice Beach communities and of course The VNC logo.

Players toss a glow-in-the-dark Velcro ball at locations on the map.

Festive branded VNC swag, such as pens, glow bracelets, and squeeze balls can be handed out even if their ball misses the target.

This game is designed to be easy to play and enjoyable for individuals of all ages.

Supplies

The supplies include custom printing, felt materials, adhesives, markers, balls, velcro,foamboard, wood, glow in the dark pigments and possibly lights.

Cost

The total cost of supplies per game will not exceed \$150.00. We are asking for a budget not to exceed \$450.00 to cover all 3 games. The design, creation and development of all games will be provided by a local Artist and Outreach Committee members at no cost to the VNC.

Creator

Noj “Jon” Kinney is a Venice local artist and game maker who happens to be a member of both the Venice Neighborhood Councils’ Arts and Outreach Committees. We are thrilled that he is willing to donate his time to create these engaging Outreach mediums.