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A masterpiece of a board game: Be an art expert with 'Curator'

By DAVID ABERNATHY

ckland Art Museum is closed for renovation, but you can still get an excellent tour of the museum and learn about art without stepping over construction materials. In fact, you don't even have to go inside.

"Curator: A Museum Adventure in Collecting Art" is a new board 'game based on the blueprint for Ackland's new floor plan and the works of art contained in the museum. Curator, a category game similar to Trivial Pursuit, was designed to teach students and others about art and art galleries. "It gives you information about how galleries work and what art dealers do," said Ray Williams, Ackland's Curator of Education and the creator of the game.

In the game, players become curators who move through the floor plan of Ackland Museum and try to collect five color reproductions of art works in one of seven categories. Categories include Ancient Greek and Roman works and 19th Century French works. The first curator to collect five works is ready to install a gallery and wins the game.

When players land on certain squares, they try to answer questions about some of the works. Many of the answers come from observing the reproductions.

"The point of the questions is to make sure the players collect works of art, not just a category," Williams said.

Players also encounter risk cards during the game. These cards can provide information for questions, allow players to move to a certain gallery or impose a penalty. Penalties include such things as missing a turn and returning to the entrance

difficult.

"I was concerned because the questions are not easy," Williams said. "They are specific, serious questions. It's not just a little kiddy game."

The game was designed by Woodward and Hopkins, a graphic design agency in Durham.

Curator was funded primarily

through grants, including one from the Junior League of Durham and Orange Counties Inc., and a contribution through the Fund for Southern Communities.

One thousand copies of the game are being printed, with 300 copies of the game being distributed to local schools. The remaining copies will be sold through the museum.

The Lab Theatre will present " 'Tis Pity She's A Whore" in 06 Graham Memorial. Admission is free. Sign up sheets available in Graham Memorial. Walk for Humanity will have an organizational meeting in the

Campus Y Lounge. All

interested are encour-

aged to attend.

Monday

7 p.m.

GAIA, the Global **Issues** Committee of the Campus Y will host a talk by Dr. Larry Shirley, Director of the N.C. Solar Center, on "The Prospects of Solar Energy" in the Campus Y Lounge Circle K will hold its end of the semester meeting in 210 Union. Pizza and drinks will be served. 7:30 p.m. Amnesty International will hold its

monthly meeting at the

Campus Calendar

Newman Center, 218 Pittsboro St. Meeting will focus on sending holiday messages to prisoners of conscience worldwide. The Lab Theatre 8 p.m. will present " 'Tis Pity She's a Whore" in 06 Graham Memorial. 8:30 p.m. Fellowship of Christian Athletes will hold "Talent Night in 208-209 Union. All are welcome!

Campus Y - Student **Environmental Action Coali**tion will be collecting old phone

Items of Interest

books throughout campus until Dec. 8. If you live off-campus and have an old phone book, you can drop it off at the Campus Y. Help save a tree!



while you eat your snack.

Another feature of the game is the art storage square. When players land on this square, they are allowed to take a card from the discard pile. Williams said this addition to the game resulted from his family's frustration when other players discarded the cards they needed.

"My mother was so frustrated," Williams said. "She got so bent out of shape that I made the art storage square."

; ... Williams has been working on the game for more than a year. He felt it would be a good way to keep up interest in Ackland's collection during renovation.

"I was brainstorming on ways to keep the collection accessible," Williams said. "Since we are closed, it's a real challenge to see how we can make the collection as accessible as possible.'

The game has been field tested in Triangle public schools, as well as by an advisory committee that Williams created.

"We learned a lot from it," Williams said. "We were able to make some changes."

Even though minor changes were required, no major overhaul was needed. The game went over well, but the subject material was

