People visit bars in their leisure time. These are places where people gather for entertainment purposes - meetings with friends, dates, watching games, etc.

When inside a bar, people usually leave not only bottles, glasses and cans on the table, put keys, cellphones, cards, and everything else one might need.

A closer look to the objects that are part of a bar reveals that, besides TVs and a few games, everything else is purely utilitarian - glasses, bottles, tables, chairs, blackboards with pricing. It is intriguing that a place intended for fun have such few objects with that particular purpose.

BarHack is a re-purpose of the objects within a bar for entertainment purposes, completely diverse of what those objects were intended for. The idea is to transform bars into more playful environments, matching the reason why people are there in the first place.

The tables of a bar are transformed into a game, which is played with the objects available in the table at that moment, like glasses, bottles of beer and cell phones.