



**HEAR!
HERE!**

Dialogue
and
listening
platform

**PLAYFUL
SOMETHING**

w/ Aidan Wall

**WORKSHOP #5
FOR TEACHERS**

Tue Feb 11, 5-7pm
Room 618, B&C building

WORKSHOP #5 PLAYFUL SOMETHING

TUESDAY, FEBRUARY 11, 17:00-19:00

This workshop showed how different forms of dialogue-focused play can allow for expanded ways of doing research and approaching dialogue. This workshop predominantly related to how roleplaying and communal worldbuilding within game systems might allow for people to imagine alternative futures for, or structures of, teaching and learning. The workshop started with a short introduction intended to broaden the participants' understandings of what play/games can entail, after which we did two tabletop game exercises in small groups which communally envisioned a desired future for how an educational institution might be structured.

Role-playing can be helpful for dialogue as it can allow participants to take up a different character, role or position, one that they might not normally dare to take. It also allows for engagement with different

perspectives that might stimulate empathy for a position that is not yours. It seemed that games have the potential to be used to think through difficult issues without making situations immediately very painful or personal, or to keep options and possibilities open and to 'think big'.

Aidan Wall is an artist, writer, and game designer from Dublin who is currently based in Amsterdam. They recently finished a Master's Degree in Critical Studies at the Sandberg Instituut, where they were a research fellow. They run the small press Rotted Cavern, which is also a monthly radio show on Dublin Digital Radio. Their most recent work *Their Boolean Drift* is a work of fiction about humanity's relationship to two para-human entities: artificial intelligences and landlords.





PLAYING SCHOOL
Acting out speculative
futures

EVENT #5
Tue Feb 25, 5-7pm
room 618
6th floor B&C

During this event, we will play a dialogue game designed by Aidan Wall which may help us rethink the institution. Through this game we'll explore playful, serious or speculative takes on what an art school is, should or could be.

HH SCHOOLWIDE EVENT #5 PLAYING SCHOOL: ACTING OUT SPECULATIVE FUTURES

TUESDAY, FEBRUARY 25, 17:00-19:00 (ROOM 618, BC BUILDING)

During this schoolwide event co-organised by Philip Coyne, we played the games designed by Aidan Wall. We started with the 'Constellation of Consolidation', which was played in pairs. The goal was to talk about and create a shared, imagined community, which was constructed through questioning and answering each other, guided by question words.

The second game aimed at imagining a school community collectively. Each of the participants chose a 'pillar' for the school; a foundational concept for the school. Each participant could also decide on their own staff member character; their name and characteristics, but the die would decide whether one was in administration, custodial or a teaching staff member. A deck of cards introduced questions concerning the school.

ROLE-PLAYING/GAMES

- Could be used to keep options and possibilities open and to 'think big'
- Fuel imagination/creativity
- Could be used to think through difficult issues without making situations immediately very painful or personal
- Engagement/empathy with/for different perspectives
- Undo/challenge existing or assumed roles
- Allows for different interactions/ get away from day-to-day routines

Constellation of Consolidation

The game has developed upon the dice's **FutureLife**. Your community's words contribute one corner to a constellation that you do. In each time you roll upon the wheel and think back on the word that has appeared, and imagine what the next year holds.

This is a short roleplaying game for two or more people about making questions and drawing constellations. Please fill in the blanks, to generate:

How It Plays: Ask a question to another player about this world, or about their character. You **ALWAYS** use one of the question words (circle) and one of the constellation words (square) to your question. As they answer, fill in one part of the question word you used and fill in the constellation word as well. Afterwards, if possible, link your constellation with a simple line to another adjacent constellation that is filled in. Then it's the next player's turn.

Ending the Game: After four of the question words have been fully used, the game ends. Now, each person offers up their interpretation questions and drawing constellations. What does it depict? What does it mean for your future? If you could place a watch upon one of it's stars, what would it watch, be kind.

WHY? ○○○
WHY? ○○○
WHY? ○○○
WHY? ○○○
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