

PROGRAMME '17

# THE POWER OF PLAY



[WWW.COUNTERPLAY.ORG](http://WWW.COUNTERPLAY.ORG)



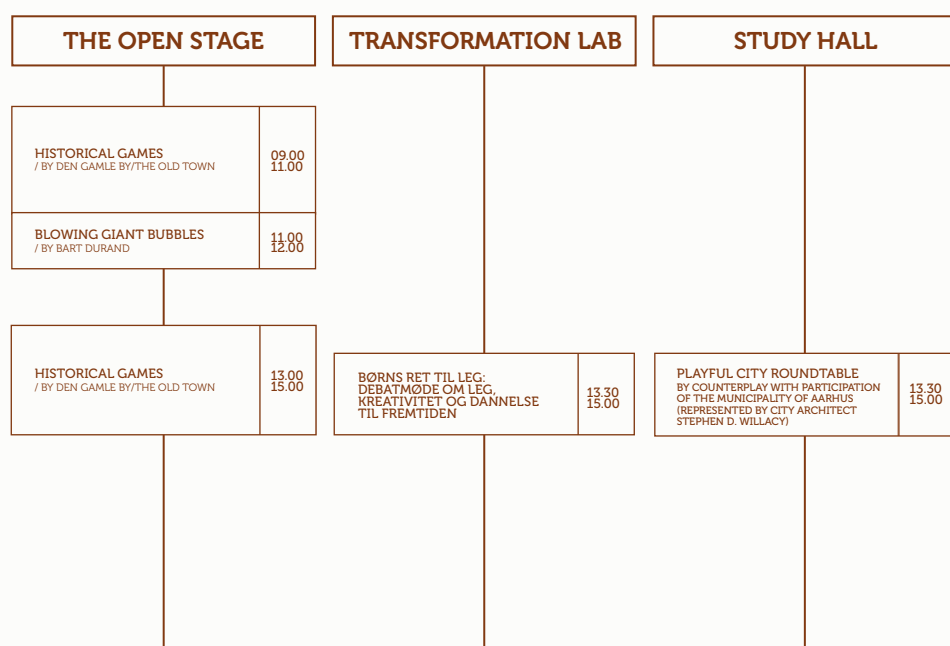
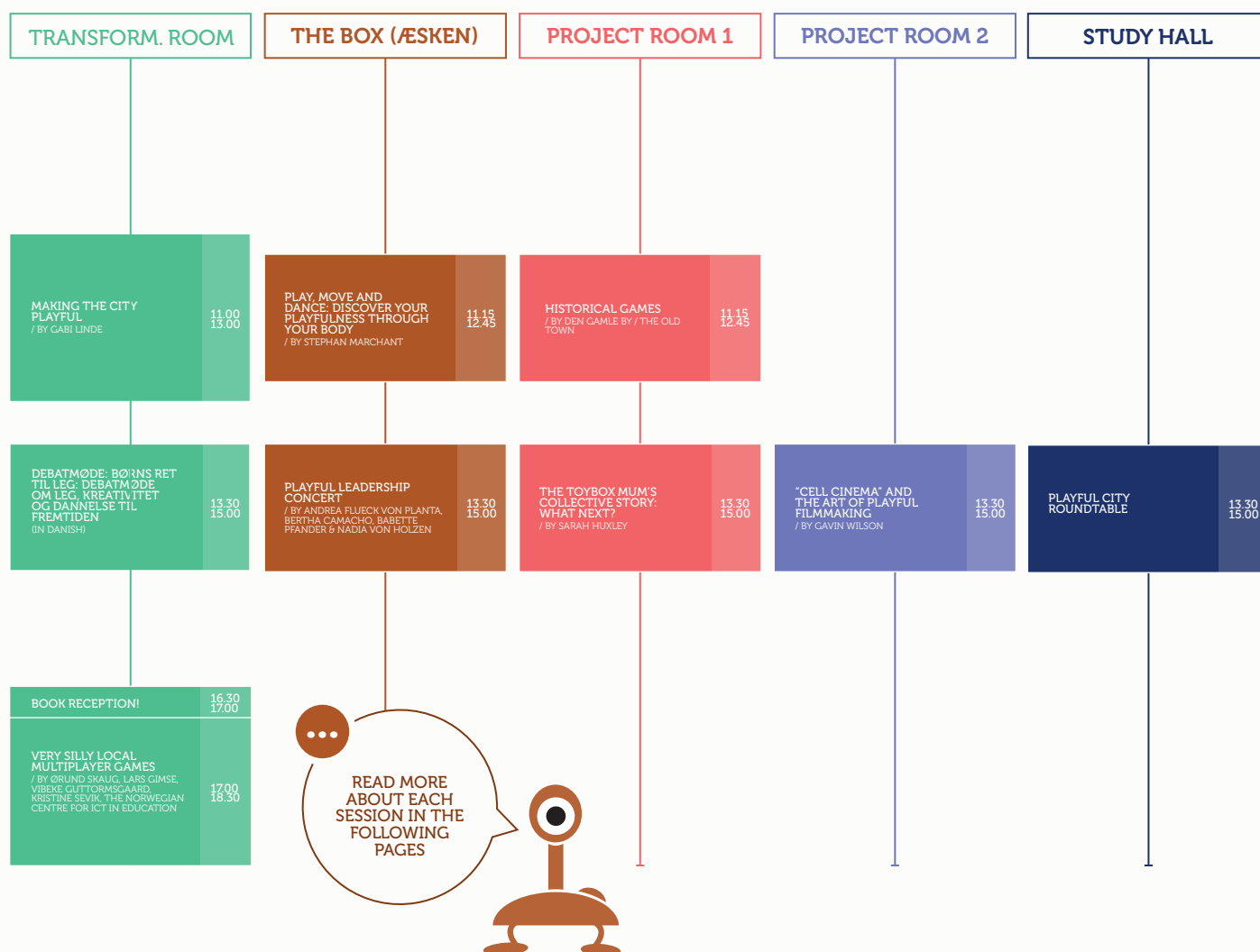
CounterPlay'17  
AN INTERNATIONAL PLAY FESTIVAL

## THURSDAY MARCH 30TH // CLOSED SESSIONS

|       | MAIN STAGE  | SMALL STAGE  | MEETING ROOM 2   | TEACHING ROOM   |
|-------|---|--|--|---|
| 09.30 | WELCOME / BY MATHIAS POULSEN 9.30<br>9.45   |  |  |   |
| 10.00 | THE PORTRAIT EXCHANGE!<br>/ BY ANTHEA MOYS 09.45<br>10.15   |  |  |   |
| 11.00 | WELL PLAYED - THE ORIGINS<br>AND FUTURE OF PLAYFULNESS<br>/ BY GWEN GORDON 10.15<br>10.45                 |  |  |   |
| 12.00 | PLAYFUL<br>REVOLUTION<br>PERFORMANCE LECTURE<br>/ BY SYLVAN STEENHUIS 11.15<br>12.45                      | LEARNING ABOUT<br>INCLUSIVE LEADERSHIP<br>THROUGH PLAY<br>/ BY LYNN ROSEBERRY 11.15<br>12.45 | WORK AT PLAY AT WORK<br>/ BY ALEX MOSELEY 11.15<br>12.45   | "CAN I JOIN?"<br>PLAYFUL INCLUSION<br>/ BY HELLE SKOVBJERG 11.15<br>12.45                                     |
| 13.00 | LUNCH<br>(FEEL FREE TO HACK IT<br>TO MAKE IT MORE PLAYFUL)<br>/ OUTSIDE THE MAIN STAGE 12.45<br>13.30     |  |  |   |
| 14.00 | PLAY SLAM:<br>SPOKEN WORD FOR<br>EMPOWERED DEMOCRACY<br>/ BY NICOLE SUMNER 13.30<br>15.00                 | CREATING<br>TRANSFORMATION<br>THROUGH PLAY<br>/ BY AMANDA PAGE AND MEG LYONS 13.30<br>15.00  | DISSOLVING THE BLOCKS<br>- GIVING OURSELVES<br>PERMISSION TO PLAY<br>/ BY ROBBIE FOULSTON 13.30<br>15.00 | TOGETHER WE PLAY.<br>DIVIDED WE WALL: PLAYFULLY<br>HACKING SERIOUS SYSTEMS<br>/ BY LUCA MORINI 13.30<br>15.00 |
| 15.00 | COFFEE BREAK 15.00<br>15.30   |  |  |   |
| 16.00 | BREATHING PLAYGROUND<br>/ BY ENRIQUE PEREZ 15.30<br>16.00   |  |  |   |
| 17.00 | UNLEASH YOUR PLAY BRAIN - PLAY<br>YOUR WAY TOWARDS A HAPPIER<br>ADULTHOOD / BY PORTIA TUNG 16.00<br>16.30 |  | HOMO LUDENS:<br>A PLAYFUL LIFE FOR<br>EVERYONE<br>/ BY KIT NØRGAARD AABJERG 17.00<br>18.00               |   |
| 18.00 |   |  |  |   |

## PLAY SPACE EVENTS

|       | THE RAMP / STEP 1                                 | THE RAMP / STEP 3                                   | THE SQUARE   | THE 2017 AREA                                   |
|-------|---|---|--|---|
| 09.00 |   |   |  |   |
| 10.00 |   |   |  |   |
| 11.00 | THE DEN -<br>WELCOME 10.45<br>11.10               |   |  |   |
| 12.00 |   | PLAYING WITH FOOD<br>/ BY FOOD MAKER 09.30<br>13.30 |  |   |
| 13.00 |   |   |  |   |
| 14.00 | THE DEN<br>/ BY ROBBIE<br>FOULSTON 10.00<br>18.00 |   | MUSEUM<br>OF<br>RANDOM<br>MEMORY<br>/ BY FUTURE<br>MAKING 09.30<br>18.00 | STUPID IDEAS FOR<br>SILLY PEOPLE 09.00<br>18.30 |
| 15.00 |   |   |  |   |
| 16.00 |   |   |  |   |
| 17.00 |   |   |  |   |
| 18.00 |   |   |  |   |
| 19.00 |   |   |  |   |



THE PLAY SPACE EVENTS TAKE PLACE AROUND IN THE OPEN SPACES AROUND DOKK1 AND IS FREE FOR ANYONE TO PARTICIPATE IN.

## MAIN STAGE

### THE PORTRAIT EXCHANGE

9.45-10.15

"I shut my eyes in order to see" – Paul Gauguin  
The Portrait Exchange is a performative game in blind portrait making en masse! No previous drawing experience necessary. Just a sense of adventure and curiosity.

By Anthea Moys

### WELL PLAYED - THE ORIGINS AND FUTURE OF PLAYFULNESS

10.15-10.45

What is playfulness, exactly? Where did it come from? What makes it possible? What blocks it? And how can we unblock it – not just in ourselves but in our world?

In this interactive presentation we'll look through the long lens of Attachment Theory and explore the roots of playfulness in the first year of life. We'll discover how our Playgrounds became Proving Grounds, and Battlefields and what it takes to restore the playground again. Because the shortest distance between your most shut down, fearful self and your playful true nature may be no distance at all.

By Gwen Gordon

### PLAYFUL REVOLUTION PERFORMANCE LECTURE

11.15-12.45

In this Performance Lecture we will cover some theory on designing for Ludic Interventions, pop-up playful happenings. With these theories in mind we will embark on a quest to find ways to incorporate playfulness in our every-day mundane activities. In what way can we challenge ourselves to play with our surroundings?

By Sylvan Steenhuis

### PLAY SLAM: SPOKEN WORD FOR EMPOWERED DEMOCRACY

13.30-15.00

Half the power of spoken word and the poetry slam is in effective emceeing. MCs are like skilled leaders of social play- they create an exciting place to try something new, make inclusive play offers and entice skeptics - in short, they Move the Crowd (another term for MC). The focus of this workshop is on both the poem and the MC: democratizing the performance space via play and spoken word. What does your play poem look like, sound like, feel like? In this non-competitive poetry slam we'll support each other in remembering, co-constructing and performing our play histories/practices. Moving from heart to voice to stage, we'll play

with rhythm, choral echo and MC tools- this is democraplay at any age!

By Nicole Sumner

### UNLEASH YOUR PLAY BRAIN - PLAY YOUR WAY TOWARDS A HAPPIER ADULTHOOD

16.00-16.30

Have you lost your mojo or got bored with life? Are you stuck in a rut and can't quite figure out how to get out of it? Does work keep getting in the way of your dreams? Have you reached a crossroads and don't know which way to go? Join Portia Tung, Playmaker 001 and founder of The School of Play, on a whirlwind interactive mini adventure through the science and history of play and how play is essential for adult development and well-being. Play your cards right and you'll leave with plenty of ideas to nurture your inner chimp and make more of your inner human's dreams come true.

By Portia Tung

## SMALL STAGE

### LEARNING ABOUT INCLUSIVE LEADERSHIP THROUGH PLAY

11.15-12.45

How do we talk about play in ways that truly grasp the many meanings of play?

In this workshop participants will play Mosaic®, a facilitated Serious Game, developed on the basis of the book, Bridging the Gender Gap: 7 Principles for Achieving Gender Balance, by Dr. Lynn Roseberry and Dr. Johan Roos. Mosaic® uses gender as a starting point to encourage participants to discuss and reflect on common diversity-related dilemmas

drawn from the real-life experiences of leaders in all kinds of organizations.

By Lynn Roseberry

### CREATING TRANSFORMATION THROUGH PLAY

13.30-15.00

Are you curious about ways to help your clients tap into their innate creativity and curiosity to reveal important values that will in turn lead them to richer lives? This experiential workshop, led by coaches

trained in the Co-Active coaching methodology, will add to your coaching range by introducing you to tools and techniques to bring play authentically into your coaching, ways to connect you and your clients' values through the power of play and approaches to enable your clients to gain fresh perspectives and break through resistance.

By Amanda Page and Meg Lyons

## MEETING ROOM 2

### WORK AT PLAY AT WORK

11.15-12.45

We might be playful individuals, but we work in often distinctly unplayful organisations. To consider this problem, join me for a board meeting. We'll sit around a table. We'll have an agenda. We'll have slides. None of us will have read the papers in advance. There may or may not be coffee. Let's see how far down the agenda we get, before someone says "what if we did it like this..."

By Alex Moseley

### DISSOLVING THE BLOCKS - GIVING OURSELVES PERMISSION TO PLAY

13.30-15.00

In this practical session, we will uncover some of the common obstacles that get in the way of us playing, and how we might use playfulness itself to fully acknowledge them, lighten up around them, and start to gently dissolve them. Using games, activities and exercises drawn from theatre, mindfulness and self-development traditions, we will look at both the internal and external blocks that can jolt us out of our play-state, or stop us from getting into a play-state in the first place! We will get curious about where they come from, before discovering the powerful potential of befriending and playing with these blocks, rather than resisting and ignoring them. Finally, we will discuss and explore some tools that might support us in our

playing, in order to help give ourselves and others more permission to play.

By Robbie Foulston

### HOMO LUDENS: A PLAYFUL LIFE FOR EVERYONE

17.00-18.00

How to explore playfulness in the everyday life? During this workshop we will explore methods of creating a playful awareness in a adults everyday life. Playful work, playful mind, playful life. We will play, reflect and explore how to support a playful attitude in life.

By Kit Nørgaard Aabjerg



## TEACHING ROOM

### "CAN I JOIN?" PLAYFUL INCLUSION

11.15-12.45

Based on the early stages of a new research project, Helle will present perspectives on and methods to enable participation in playful activities for all children. You can only become a member of a play community if you have sufficient competences for playing and if you have friends to play with. In order to give all children possibilities for being a part of play communities, we need to create inclusive spaces and paths to participation. This is important, since taking part in play is what builds

the capacity to play with mates and become great players.

by Helle Skovbjerg

### TOGETHER WE PLAY, DIVIDED WE WALL: PLAYFULLY HACKING SERIOUS SYSTEMS

13.30-15.00

The workshop will explore play within our urban and institutional contexts as a powerful path to promote Cultural citizenship, Media citizenship and Do-It-Yourself citizenship, ways of being and

appropriating the contexts we live that resist the fragmentation and commodification of our all-too-serious environments, the walls that we often inadvertently contribute to build and that separate us and reduce us to individuals lost in an increasingly machinised systems. The workshop will provide the participants with the means to develop and adapt their own community based playful interventions in urban and institutional environments, ways of collectively tearing down the walls of seriousness, be them physical and metaphorical.

By Luca Morini

## TRANSFORMATION ROOM

### WORKSHOP: MAKING THE CITY PLAYFUL

11.00-13.00

If you live in a city - and you don't just want to accept what's there but want to participate in creating and shaping your city and especially your neighborhood? From creative interventions to urban games and civic participation - you can shape the city you live in.

During this workshop, we develop concepts and prototypes that invite citizens to engage in playful activities, shaping and negotiating the rules of public spaces.

by Gabi Linde

### DEBATMØDE: BØRNS RET TIL LEG: DEBATMØDE OM LEG, KREATIVITET OG DANNELSE TIL FREMTIDEN (IN DANISH)

13.30-15.00

Politikere, forskere og praktikere diskuterer børns leg og fremtidens krav til kompetencer. Børn har slet ikke samme frihed til at lege som tidligere generationer, og det er et vigtigt politisk spørgsmål, hvordan vi får mere leg ind i børns liv, for vi ved fra forskningen, at fri leg i barndommen er en forudsætning for at udvikle de kreative og innovative kompetencer, der bliver hårdt brug for i fremtidens samfund.

### VERY SILLY LOCAL MULTIPLAYER GAMES

13.30-15.00

We reject the idea of online multiplayer games. The only sensible way to do social gaming, is being in the same physical space, and share the experience of being competitive and very silly at the same time. We present a collection of multiplayer games who are easy to learn and difficult to master. Like Duck Game, Overcooked, Genital Jousting, Keep Talking and Nobody Explodes, Push Me Pull You and Gang Beasts.

By Jørund Skaug, Lars Gimse, Vibeke Guttormsgaard, Kristine Sevik, The Norwegian Centre for ICT in Education

## THE BOX

### PLAY, MOVE AND DANCE: DISCOVER YOUR PLAYFULNESS THROUGH YOUR BODY

11.15-12.45

In this dynamic workshop you will actively work with your body. You will explore your own playfulness through dance and movement. In the session, you will experience playful and easy-to-do creative assignments to help you instantly feel increased energy, greater ease of movement and more joyfulness & flow in your body. This engaging session allows you to reconnect with your body's wisdom, creativity & aliveness and to connect with others in a playful way. The workshop offers you the opportunity to discover yourself in a creative way. The workshop is all about fun & movement, not about executing

the perfect dance. In this workshop, it's about your dance! It's about passion, energy, sensation and creative expression. Dive into the experience, meet other people and get to know each other through your own creativity. Play will be the main ingredient. Come and discover your playfulness: move a little, shake a little and laugh a lot.

By Stephan Marchant

### PLAYFUL LEADERSHIP CONCERT

13.30-15.00

We explore the power of play with focus on leadership, by providing a platform for experiential learning: An "orchestra" of 10-20 people, and one person designated as the conductor of the

orchestra. He/she leads the team in the performing an improvised piece of music. There are only very few rules, the main task is to tap into the possibilities of the group. The experience and insights are explored in a subsequent dialogue. With this play, participants get to see important aspects of leadership, such as the fact that the director him/herself does not make the sound, that the beauty of the sound is created by people showing up their potential, that a leader needs a high sensory capacity for his co-workers. The play speaks to all aspects of being human (head, heart, hands), which potentially leads to an internalisation of the experienced learnings.

By Andrea Flueck von Planta, Bertha Camacho, Babette Pfander & Nadia von Holzen

## PROJECT ROOM 1

### HISTORICAL GAMES

11.15-12.45

The Old Town Museum has spent years working on historical games. This can be seen through schooling and theme weekends based on how people played games back in the days and how games have evolved for most adults did to those most children did.

In the workshop, you can learn more about The Old Town Museum, Børneliv i 200 (Children's life throughout 200 years), the strategic use of games in communication, and the fundamental principles

which The Old Town Museum focuses on communication, education and activities for children. In addition, you can experience a wide variety of historical games, the trends in games and its development through time.

By Den Gamle By / The Old Town

### THE TOYBOX MUM'S COLLECTIVE STORY: WHAT NEXT?

13.30-15.00

In this session, Sarah will explain how Toybox Mums

originated, as well as harvesting your ideas for what next. It will involve swimming in a story, making some noise and playful group work! Sarah will begin by taking you through her journey, then an overview of the inception workshop in Nairobi, and finally getting you to grapple with some of the questions emerging. What should be the trajectory for Toybox Mums? Come and co-create.

By Sarah Huxley

## PROJECT ROOM 2

### "CELL CINEMA" AND THE ART OF PLAYFUL FILMMAKING

13.30-15.00

Through engaging in play with a mobile phone, we also do something serious.

The mobile phone has evolved to become an

apparatus for creative filmmaking, sometimes with serious intent. This talk, and the practical workshop that accompanies it, will investigate important aspects of mobile phone filmmaking as an emergent media form, allowing participants to make short films using the cameras within mobile phones and commonly available apps. Therefore, our aim will be

to indulge ourselves in play with serious intentions. The phone film becomes a gift to be shared between participants, experienced and enjoyed for what it is – the gift of playful intention.

By Gavin Wilson

## STUDY HALL

### PLAYFUL CITY ROUNDTABLE

13.30-15.00

We're inviting festival participants, local stakeholders and the general public for a roundtable debate about the playful city. We wish to combine the local

and the international perspectives, and hopefully spark more discussions and initiatives.

- What does it mean for a city to be playful? - Who benefits from making a city playful? - How do we develop urban spaces in ways that invite citizens

to interact playfully with each other and the surroundings?

Hosted by CounterPlay with participation of the Municipality of Aarhus (represented by city architect Stephen D. Willacy).



## OPEN SESSIONS

### THE RAMP // STEP 1

#### THE DEN - A WARM WELCOME

10.45-11.10

A not-so-formal opening of The Den, offering participants the opportunity to lose themselves in this playful space, to reflect on their own experiences of play and to start playing with some of the ideas & questions that are likely to re-occur during the conference.

The Den will then be open to play in for the duration Counterplay '17

By Robbie Foulston

#### THE DEN

10.00-18.00

A space to play...with the space itself, with the other participants, with ideas in a physical way. A space to reflect...on the questions being asked, on the new concepts we're discovering, on our own playful practice. A space to wonder (and wander!)...to explore possibilities, to build utopias, to envision the potential for play in the world.

By Robbie Foulston

### THE RAMP // STEP 3

#### PLAYING WITH FOOD

9.30-13.30

Food Maker and the Aarhus Porridge Championships visit CounterPlay, and invite everybody between 16 and 28 to play with food. From 9.30-11.00 you can come and make your own porridge, and after that we're preparing small lunch snacks together.

It's all about having fun making nice food.

By Food Maker

### THE SQUARE

#### MUSEUM OF RANDOM MEMORY

9.30-18.00

Visit the interactive physical archway and contribute with stuff you'd like to remember or forget to spark critical reflections about what is, or could be, relevant to the city. What do cities do with the data they collect on people? Where is it stored? How does the 'stuff' we produce as we move around in the city play into larger city histories? What playful alternatives might allow citizens to be more engaged as active participants in what counts as cultural memory? What future heritage might we create if we all paid closer attention to the traces of ourselves that might eventually become part of some larger pool of cultural memory?

By Future Making

#### THE RETROGRAPHIC STUDIO

11-13.30

Visit the Retrographic Studio on Thursday to get that photo of your fabled great-great-grand uncle that you always wished you had taken when you had the chance. Get a living relative or adopt a relative to snap a retrogram® as you pose as your thirty second cousin on your aunt's side - complete with her pet owl and her weaponry!

By A Secret Club

### THE 2017 AREA

#### STUPID IDEAS FOR SILLY PEOPLE

9.00-18.30

All of us can be creative as long as we practice through ideas, material and expressions. Yet, our creative mind can be stopped by doubts that we always need to create something that looks great or serves a specific purpose. What if the whole process is not about creating something beautiful and useful? What if we consider this creative process as a playful one in which the sky is the only limit?

Join us in the open idea workshop and use your imagination to build your most crazy ideas using cardboard, wood and old toys! You don't need to have a purpose and it's not necessary to know what you end up with. Maybe you want to make toys for your invisible friend or an invention nobody can use?



## THE OPEN STAGE

### HISTORICAL GAMES

9.00-11.00

Two historical instructors from The Old Town will instruct and tell about the old games and their developments. Many of the games is known from the danish playgrounds today, some has developed into new versions and some deserves to get their renaissance. It will be possible to participate in different kinds of tag, ballgames, singing games and more.

By Den Gamle By/The Old Town

### BLOWING GIANT BUBBLES

11.00-12.00

Join Monsieur Bart in blowing beautiful giant and small bubbles, creating a magical "bubble symphony".

By Bart Durand

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By Den Gamle By/The Old Tow

## TRANSFORMATION ROOM

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By Gabi Linde

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Politikere, forskere og praktikere diskuterer børns leg og fremtidens krav til kompetencer

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## STUDY HALL

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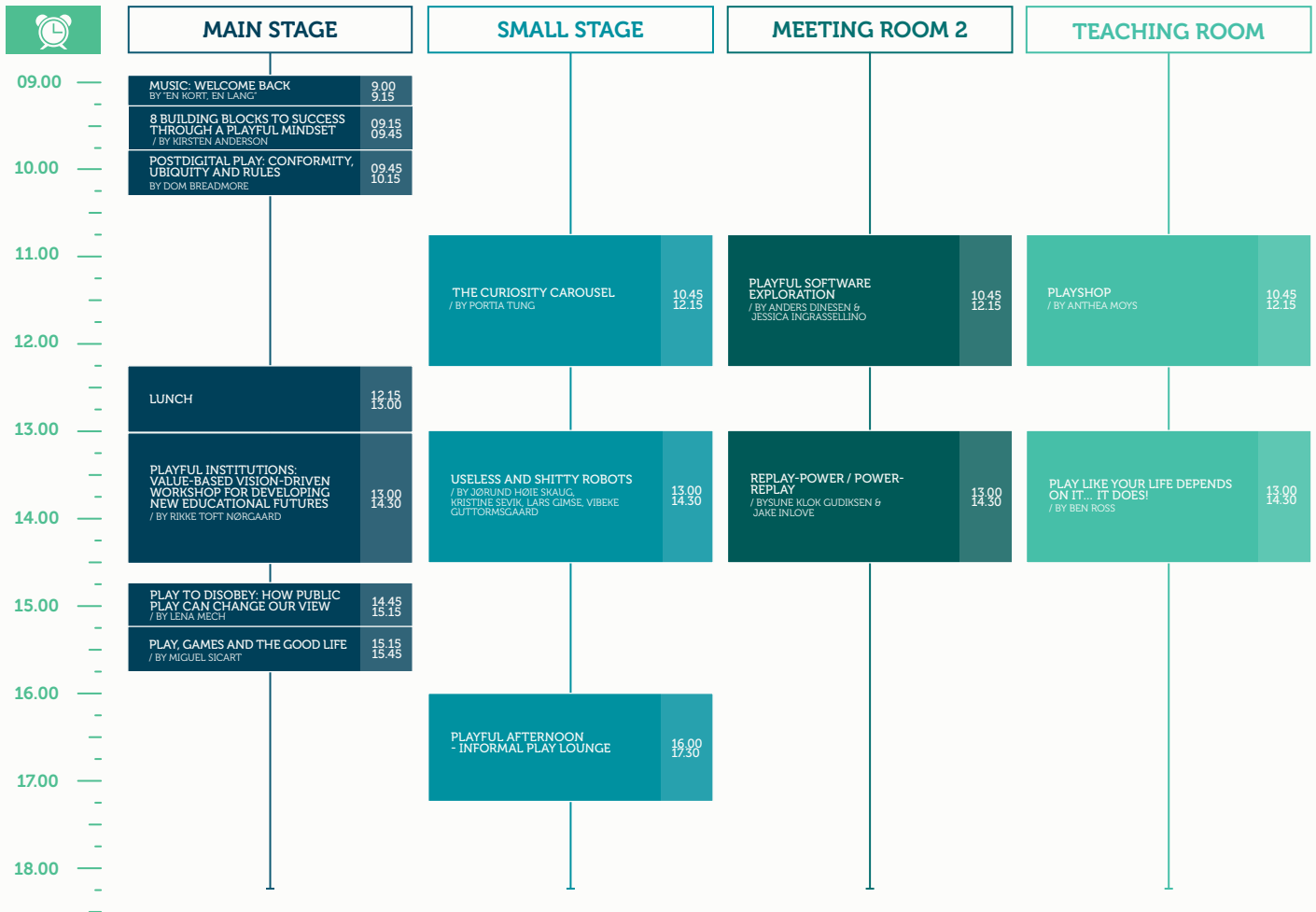
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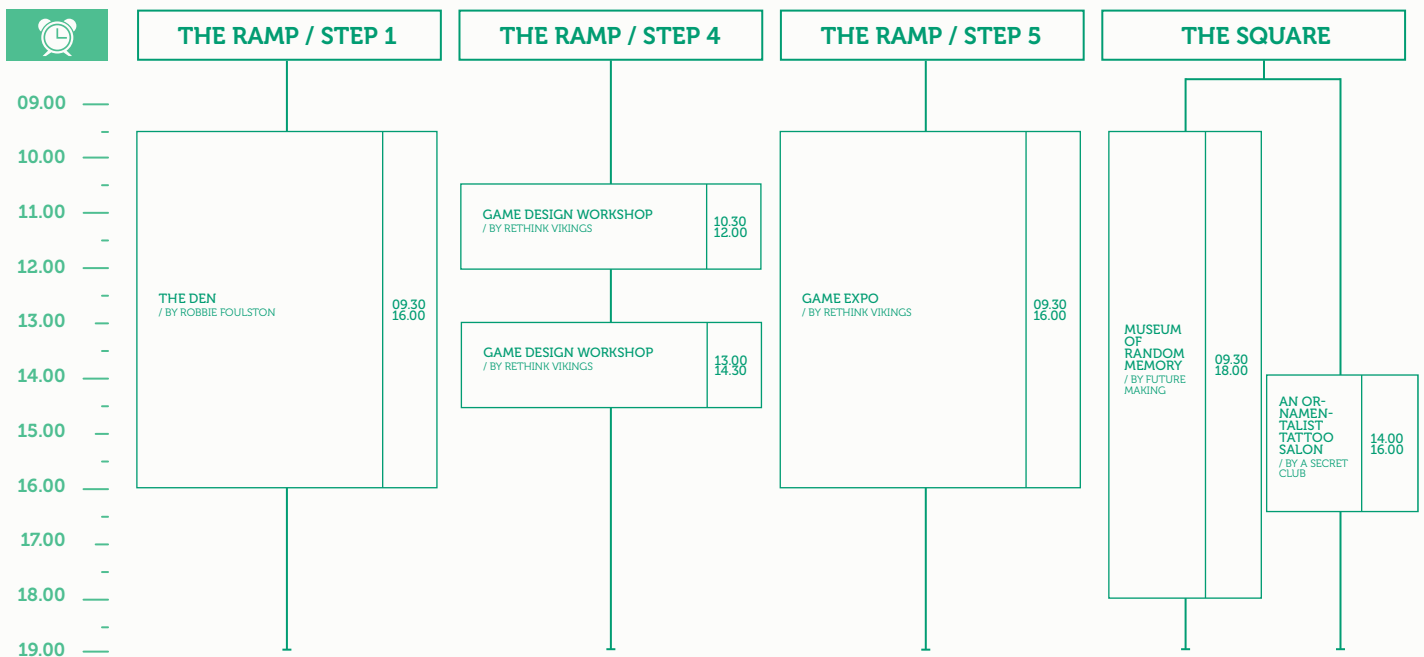
By CounterPlay with participation of the Municipality of Aarhus (represented by city architect Stephen D. Willacy)



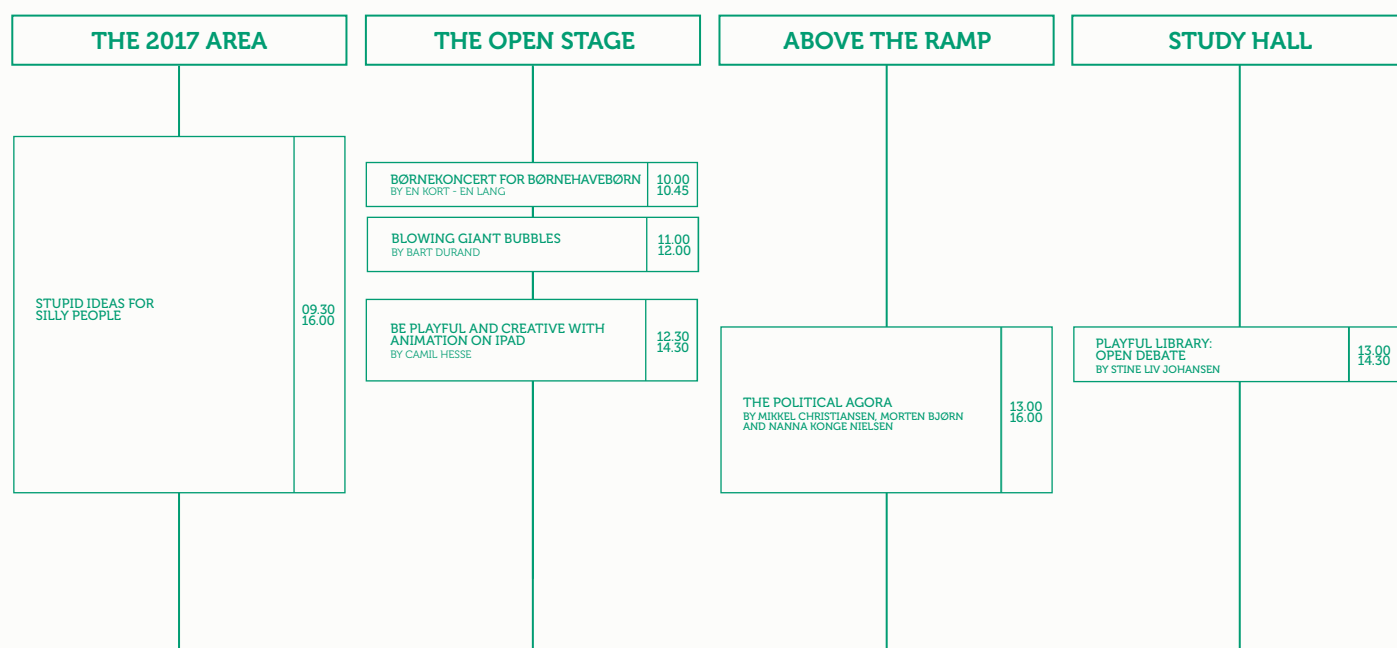
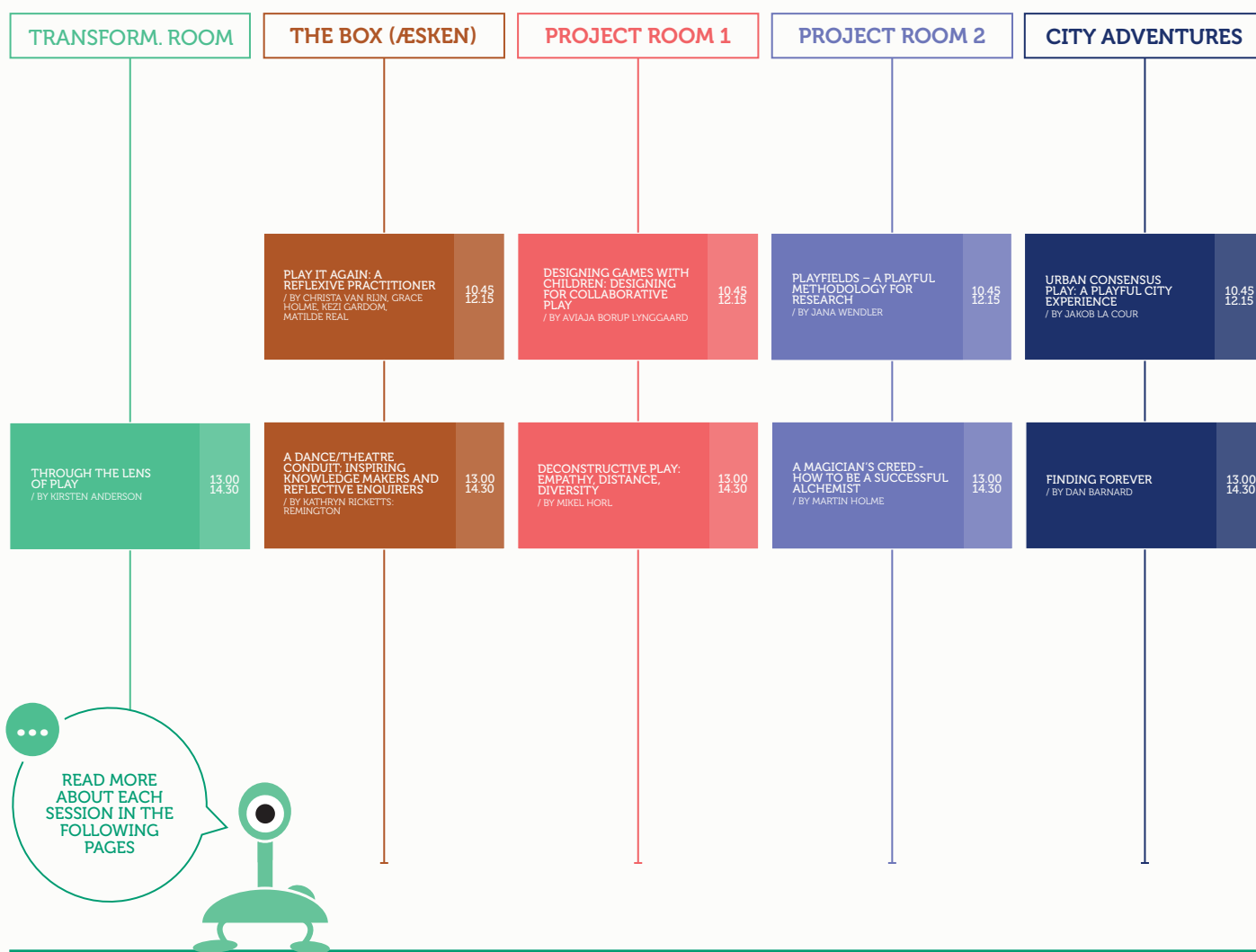
## FRIDAY MARCH 31ST // CLOSED SESSIONS



## PLAY SPACE EVENTS







## MAIN STAGE

### 8 BUILDING BLOCKS TO SUCCESS THROUGH A PLAYFUL MINDSET

9.15-9.45

As children, play comes naturally, instinctively, and readily to us. As we age into the responsibilities and pressure to conform to “mature” standards many playful persuasions are suppressed. Kirsten identifies eight elements of “success” found in a playful childhood that we can integrate as adults into business and life.

By Kirsten Anderson

### POSTDIGITAL PLAY: CONFORMITY, UBIQUITY AND RULES

9.45-10.15

In an age of digital ubiquity, we have witnessed a huge paradigm shift in the ways in which we play together and with our surroundings; the internet is now “an invisible given, like roads or trees” (Novitskova 2010). Today’s postdigital audiences demand the agency to co-create and explore new creative possibilities and the freedom to play with technology or without. Playfulness relies on the user’s willingness to deconstruct rules, rather than adhere to them. How are artists, urbanists and creative technologists leading playful initiatives that promote civic engagement, subversion and active citizenship?

By Dom Breadmore

### PLAYFUL INSTITUTIONS: VALUE-BASED VISION-DRIVEN WORKSHOP FOR DEVELOPING NEW EDUCATIONAL FUTURES

13.00-14.30

Turn yourself into a playful institution!

In the workshop participants come together to develop shared values and visions for playful institutions. Values at heart and visions in mind will be turned into design patterns for a having a more playful practice in hand as an institution. The workshop will result in a collective piece of embodying the power of playful institutions. The generated material will be collected and turned into a resource for thinking about developing more playful institutions that will be shared with all participants.

By Rikke Toft Nørgaard

### PLAY TO DISOBEY: HOW PUBLIC PLAY CAN CHANGE OUR VIEW ON CITIES

14.45-15.15

Playing in public space creates pockets of extraordinary events that enliven the streets of our cities. It shakes up our preconceptions about the rules of the places and makes us think, who are public spaces designed for and how we are expected to use it. Many times we can get so excited about the potential of cities as infinite playgrounds that we forget about how play is perceived by bystanders

occupying the space. As designers, play makers, and anybody who wants to introduce play to public space, we have to remember that we are walking on a thin line between fun and danger, excitement and disturbance. In my talk, I will address the potential that play in public space brings to the cities, as well as the possibility of its misinterpretation. Throughout the talk, I will also provide you with various design tools that will help you introduce play in a way that is respectful to the surroundings.

By Lena Mech

### PLAY, GAMES AND THE GOOD LIFE

15.15-15.45

In this talk I will discuss the role that play has in developing our ethical virtues as human beings. Far from being a childish attitude towards the world, play is a fundamentally creative and moral mode of understanding, exploring, and engaging with moral reflection.

By Miguel Sicart

## SMALL STAGE

### THE CURIOSITY CAROUSEL

10.45-12.15

Does the idea of “play” intrigue you? Do you wish you could play more instead of just eat-work-sleep-repeat? Or perhaps you feel you need permission to play?

Then join us on a mini play adventure! This fun and interactive workshop has been carefully crafted to give participants the chance to experience how we unblock ourselves and unlock our potential as individuals by acknowledging and embracing our playful selves. You’ll get to play on the Play Carousel, a mix of exercises, arts and crafts and games to get us

thinking and talking about play and having fun! No mini play adventure is complete without the prospect of change and challenge, so you’ll get to take away at least 3 ideas to increase your daily amount of play right away.

By Portia Tung

### USELESS AND SHITTY ROBOTS

13.00-14.30

The Robots are coming for our jobs, but even though they can solve a lot of problems for us, and do boring tasks, things doesn’t always go

as planned. In this workshop we use the micro:bit (a tiny computer designed to teach kids the basic concepts of coding) in combination with servos, cardboard, straws and crepe paper to solve non-existing problems. Inspired by the queen of shitty robots, Simone Gieritz.

N.B.: Bring your own computer!

By Jørund Høie Skaug, Kristine Sevik, Lars Gimse, Vibeke Guttormsgaard

## MEETING ROOM 2

### PLAYFUL SOFTWARE EXPLORATION

10.45-12.15

The players in the workshop will simulate software testing and exploration, carry out experiments to unleash the power of play, and perform a deep philosophical dive into our personal space of values and attitudes in order to find new ways to think constructively about play and value: Act powerfully and excellently. The workshop will be comprised of guided exercises in improvisation, art, and problem-solving to push ourselves into the area of playful software development; to connect with our stories and the imagined stories of others in order to better understand how we can create quality and meaning through our work.

This workshop will be a fun and safe space for play, exploration and learning. Participants are expected

to engage, share opinions, thoughts and ideas, and to treat others’ opinions, thoughts and ideas in a respectful and appreciative manner. No prior knowledge of Information Technology, software testing, exploration, play, dialogue, or philosophy is required

By Anders Dinesen & Jessica Ingrassellino

### REPLAY-POWER / POWER-REPLAY

13.00-14.30

Through a newly developed board game we let participants take various routes and scenarios to gain power and deal with that new-gained power through various lenses from historical thinkers to ethical viewpoints. Players will start with minor and less complex scenarios, and as the game progresses more complex scenarios will unfold. Incorporated into the game will be everyday

‘power’ scenarios from real life, probably also inviting the participants to bring anonymous stories. The players will receive a better understanding of power situations. In this way the game can be seen as an empowerment of the players to better deal with power issues in situations where power tactics are used either on them or applied by themselves. We see this as an inside-out approach – understanding the organisational and political systems, and the powers at stake in everyday organisational life.

By Sune Klok Gudiksen and Jake Inlove



## TEACHING ROOM

### PLAYSHOP

10.45-12.15

This playshop is probably THE BEST thing on offer at this festival. It has been awarded THE BEST PLAYSHOP AWARD for five years running, nationally in South Africa and basically all over the world. This distinguished, 5-star rated and very excellent playshop takes play VERY SERIOUSLY. There will be prizes and certificates given to THE BEST participants. To win you will obviously need to prove yourself the fittest, brightest, fastest and most good looking of the bunch. I will also be giving out mischievous tasks to completed (in secret) by your secret identity. You will need to complete these

missions before the festival ends... otherwise: No prize! No certificate! No nothing for you! Are you also THE BEST? If so, you should probably come and play with us.

By Anthea Moys

### PLAY LIKE YOUR LIFE DEPENDS ON IT... IT DOES!

13.00-14.30

By the end of this workshop participants will discover that far from being the opposite of work, play is the only way to work. Through a series of activities we will explore a number of aspects of work

(including repetitive tasks, creativity, boredom, social interaction, communication and work/life balance) and attempt to address each in turn first with a playless and then with a playful approach. We will discover that, far from being a distraction, bringing elements of play into the workplace cannot fail to help one achieve one's objectives. Even more importantly, we will uncover the potential for play to enable workers to bring their whole selves to work, and to reveal the full expression of their humanity. (longer description online)

By Ben Ross

## TRANSFORMATION ROOM

### THROUGH THE LENS OF PLAY

13.30-15.00

Experience the joys of playful "failure" as we experiment with DIY Kaleidoscope making using recycled objects. Blindfolds will be involved as we use communication and empathy with 21Toys

Empathy Toys. This is a participatory discussion and interactive play-shop designed to explore questions such as:

How does viewing events, activities, people, cities, adversity, our world through a playful lens affect our overall perspective? How does this lens affect change? How might we grow this movement for a

playful shift in consciousness?

by Kirsten Anderson

## THE BOX

### PLAY IT AGAIN: A REFLEXIVE PRACTITIONER

10.45-12.15

Through dance, improvisation and games we will explore different aspects of play, revealing particular facets of its nature and considering experiences of play as condensed pieces of life. The first part of the session considers personal barriers to play and how we might overcome them; the second, how purposeless play can create something unexpected and 'useful'; the third, the implications of limits and structure in play - whether they hinder or stimulate creativity. The workshop aims to encourage participants who are also practitioners, to deeply reflect

upon their own play praxis; how they might consider, organise and facilitate play in their own work.

By Christa van Rijn, Grace Holme, Kezi Gardom, Matilde Real

### A DANCE/THEATRE CONDUIT: INSPIRING KNOWLEDGE MAKERS AND REFLECTIVE ENQUIRERS

13.00-14.30

This interactive session will outline the results of ongoing explorations with Remington and the benefits of harnessing cultural difference as a rich source for multiple readings creating a complex

and diverse community of meaning makers in education. Participants will be exploring metaphors through poetry and playful movement triggered from both graphic novels and literature.

By Kathryn Ricketts: Remington

## PROJECT ROOM 1

### DESIGNING GAMES WITH CHILDREN: DESIGNING FOR COLLABORATIVE PLAY

10.45-12.15

This paper/play session is twofold: Starting with a talk about co-designing an interactive game together with children, followed up by a collaborative play session, where we will make music and dance choreography within the interactive game that the children came up with.

By Aviaja Borup Lynggaard

### ECONSTRUCTIVE PLAY: EMPATHY, DISTANCE, DIVERSITY

13.00-14.30

In this session, Sarah will explain how Toybox Mums originated, as well as harvesting your ideas for what next. It will involve swimming in a story, making some noise and playful group work! Sarah will begin by taking you through her journey, then an overview of the inception workshop in Nairobi, and finally getting you to grapple with some of the questions

emerging. What should be the trajectory for Toybox Mums? Come and co-create.

By Mikel Horl

## PROJECT ROOM 2

### PLAYFIELDS – A PLAYFUL METHODOLOGY FOR RESEARCH

10.45-12.15

As an approach to research, play creates opportunities for a more open, engaged, participatory and ethical engagement. In this workshop we introduce an app that is using elements of playful mapping, learning through design and location-based games to unsettle traditional research structures and challenge students to find creative approaches to their research practice and subject. It is versatile in its application and can be used for a range of courses and settings in different disciplines and fields.

This workshop outlines our conceptual and practical approach to the project and includes an in-the-field playtest of the app. While primarily aimed at Higher

Education settings, the app has wider potential of engaging academics and other audiences with their local (research) environment. We therefore welcome a range of participants to create an exciting discussion on the power of play in creating realities and situated knowledges

By Jana Wendler

### A MAGICIAN'S CREED - HOW TO BE A SUCCESSFUL ALCHEMIST

13.00-14.30

'My mission for Counterplay is to spark a creative wildfire.'

Martin has worked for many years with international clients mostly in the area of perfumery and flavour

creation. He has experimented with many creative techniques particularly in the area of 'synaesthesia' (or cross linking of senses). By using carefully designed play Martin has discovered ways of accessing the riches of the subconscious.

This workshop will give people a glimpse into some of the techniques he has developed over the years via a hands-on session. Expect a magical alchemical sensory journey.

By Martin Holme

## CITY ADVENTURES

### URBAN CONSENSUS PLAY: A PLAYFUL CITY EXPERIENCE

10.45-12.15

The hands-on co-creative workshop is targeting adventurous thrill-seekers. It is about changing the perception of the city from ordinary to extraordinary. The city is a playground and participants in the workshop get the know-how to play it. It gives the tools, skills and confidence that will enable the participants to be challenged and enter new modes of city behaviour.

By Jakob la Cour

### FINDING FOREVER

13.00-14.30

Finding Forever is part scavenger hunt, part playful cataloguing; a participatory imaginative excavation of the future city. In Finding Forever, participants are sent out into their environment in teams of three, armed with a smartphone. Their task is to photograph and catalogue the city's components as the assets of a particular point in the future, and tweet them. The hashtag used in these tweets will link the catalogued items to a map, which participants or interested parties can browse later. Are there particular

parts of the city which are geared to our future selves? Do we seem to be more bothered about some of our future-selves than other future-selves? What do participants discover about the way they individually think about the future?

By Dan Barnard



## OPEN SESSIONS

### THE RAMP // STEP 1

#### THE DEN

9.30-16.00

A space to play...with the space itself, with the other participants, with ideas in a physical way. A space to reflect...on the questions being asked, on the new concepts we're discovering, on our own playful practice. A space to wonder (and wander!)...to explore possibilities, to build utopias, to envision the potential for play in the world.

After the workshop, the Den remains open to be played with and in for the remainder of the festival.

By Food Maker

### THE RAMP // STEP 4

#### GAME DESIGN WORKSHOP

10.30-12.00

Try to design your own gameworld with Danish children, Coding Pirates volunteers and researchers from Aarhus University and University College London using the MissionMaker tool developed by the DARE Collaborative at UCL Knowledge Lab in London. Through the workshop you will experience how you can explore Vikings through game making and playful interactions. Experience how children rethink Vikings and work with the game making tools as you work and play alongside them to create your own expression of the Viking world through the MissionMaker tool.

By Rethink Vikings

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By Rethink Vikings



## THE RAMP // STEP 5

### GAME EXPO

9.30-16.00

Come and try out the ReThink Vikings games made by groups of 40 British children age 7-12 for the Nordic Matters Festival at the Southbank Centre where Danish Coding Pirates ran a workshop with them. Here, you can try to be a Valkyrie saving human souls, the Midgard Serpent battling Vikings, fight against an opponent using tin foil battle axes or demonstrate your strategic capabilities as a Viking chief trying the pillage a British fortification and much more.

By Rethink Vikings

## THE SQUARE

### MUSEUM OF RANDOM MEMORY

9.30-16.00

Visit the interactive physical archway and contribute with stuff you'd like to remember or forget to spark critical reflections about what is, or could be, relevant to the city. What do cities do with the data they collect on people? Where is it stored? How does the 'stuff' we produce as we move around in the city play into larger city histories? What playful alternatives might allow citizens to be more engaged as active participants in what counts as cultural memory? What future heritage might we create if we all paid closer attention to the traces of ourselves that might eventually become part of some larger pool of cultural memory?

### AN ORNAMENTALIST TATTOO SALON

14.00-16.00

Seek out the psychic tattoo parlour of Friday to get your inner beauty tattooed on to your skin for everyone to marvel at!

The future is crystal clear: You will pick a card and be asked a question. Your answer will give the Ornamentalists an exact glimpse of your inner beauty and swiftly - and relatively painlessly tattoo this on to your skin.

By A Secret Club

## THE 2017 AREA

### STUPID IDEAS FOR SILLY PEOPLE

9.30-16.00

All of us can be creative as long as we practice through ideas, material and expressions. Yet, our creative mind can be stopped by doubts that we always need to create something that looks great or serves a specific purpose. What if the whole process is not about creating something beautiful and useful? What if we consider this creative process as a playful one in which the sky is the only limit?

Join us in the open idea workshop and use your imagination to build your most crazy ideas using cardboard, wood and old toys! You don't need to have a purpose and it's not necessary to know what you end up with. Maybe you want to make toys for your invisible friend or an invention nobody can use?

### BØRNEKONCERT FOR BØRNEHAVEBØRN

10.00-10.45

Experience a playful concert with a fun duo playing a range of instruments, from the saxophone and piano to kazoo and pizza trays. Let loose and dance along!

En kort - en lang

### BLOWING GIANT BUBBLES

11.00-12.00

Join Monsieur Bart in blowing beautiful giant and small bubbles, creating a magical "bubble symphony".

By Bart Durand

### BE PLAYFUL AND CREATIVE WITH ANIMATION ON IPAD

12.30-14.30

Be inspired and get ready to play animation together with children from kindergartens and schools. Stop motion animation is a diverse tool that we use to retell the stories we know beforehand. It is also a tool that we love to use as a platform for our own ideas and imagination. This playful working process encourages children's creativity and their interpersonal skills. By this, children are able to use their ideas in practice which help them to build their identities and improve their communication skills with the others. The stop motion animation workshop will tell stories in a dynamic and intuitive way between the digital and the real world for both children and adults.

By Camil Hesse

## ABOVE THE RAMP

### THE POLITICAL AGORA

13.00-16.00

The Political Agora is a game where the players can explore their own and the co-players' political views. It is not a game you can win, but an exercise in positioning yourself in relation to the other participants and in discussing politics. Come and challenge yourself, your friends and friendly strangers in an innovative, political debate game that creates a safe space for exploring differing political views and opinions.

By Mikkel Christiansen, Morten Bjørn and Nanna Konge Nielsen

## STUDY HALL

### PLAYFUL LIBRARY: OPEN DEBATE

13.00-14.30

Libraries have traditionally - and continues to be - a hub for a range of activities not to mention a range of different people. In the debate, there will be talks by interesting people working in the field and opportunities to work hands-on with concepts and ideas for more playful libraries.

By Stine Liv Johansen





## MAIN STAGE

|       |                                       |                |
|-------|---------------------------------------|----------------|
| 10.00 | WELCOME AND PLAY SESSION              | 10.00<br>10.30 |
| 11.00 | WORLD CAFE                            | 10.30<br>12.00 |
| 12.00 | DISCUSSION                            | 12.00<br>12.45 |
| 13.00 | LUNCH                                 | 12.45<br>13.15 |
|       | PLAY SESSION                          | 13.15<br>13.30 |
| 14.00 | OPEN CITIZENS<br>- DESIGNING FOR PLAY | 13.30<br>14.15 |
|       | CO-CREATING THE<br>PLAY MONUMENT      | 14.15<br>15.00 |
| 15.00 | WRAPPING UP!                          | 15.00<br>15.30 |
| 16.00 |                                       |                |
| 17.00 |                                       |                |

# CO-CREATING A MONUMENT OF PLAY!

AFTER TWO INTENSE DAYS OF TALKING, LISTENING, BUILDING, DANCING AND PLAYING, WE ALL PROBABLY NEED A BREATHER AND A SPACE TO REFLECT UPON THE MANY ACTIVITIES.

*What have you experienced during the festival? Did anything make a special impression on you? Do you have new ideas you want to try out?*

It's all about diving into your interests and sharing them with the community. Remember, this festival is not really that important. What truly matters are the changes we, as a community, can make in the societies we live in.

### How can we co-create more playful societies?

Through a number of playful, creative, open-ended sessions, we all bring

our perspectives and ideas to the table. In the end, we collectively build a physical monument of play that represent our plans, hopes and dreams for a playful future.

THANKS  
FOR PLAYING  
WITH US

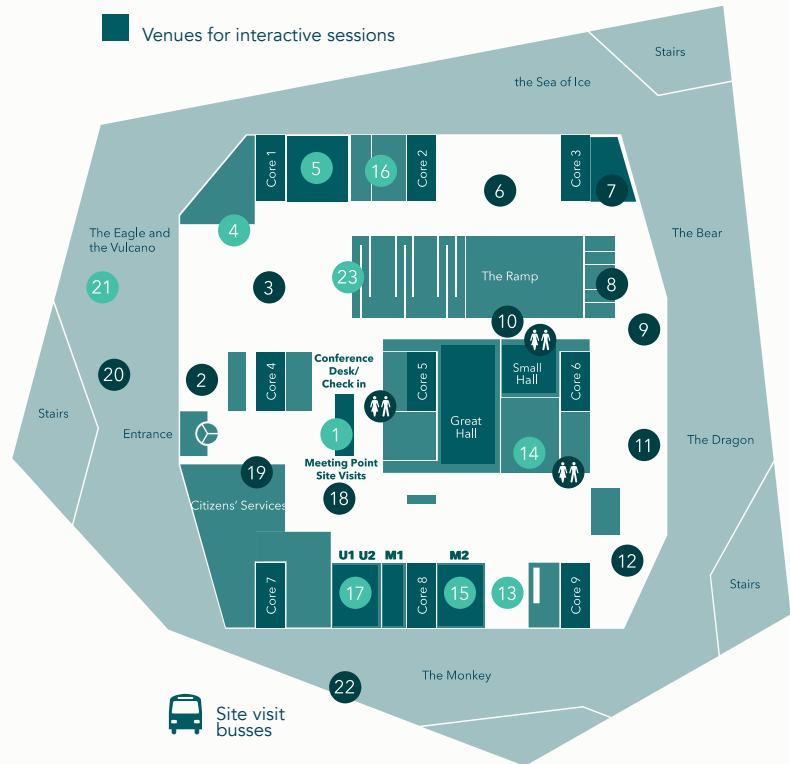


## DOKK1 // MAP



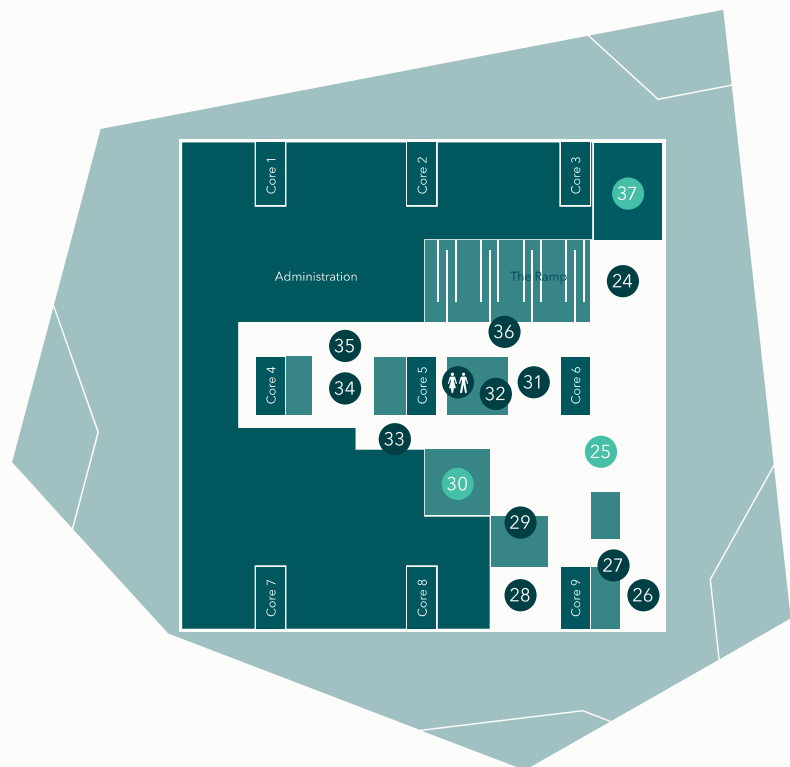
### LEVEL 1:

1. The Information
2. DokkStart
3. Fiction
4. Study Hall
5. The Transformation Room
6. Non-Fiction
7. The Corner
8. The Study Rooms
9. Support
10. The Alley
11. Music
12. The Living Room
13. Café
14. Main Stage & Small Stage
15. Meeting Room 1 & 2
16. Project Room 1 & 2
17. Teaching Room
18. The Square
19. Citizen's Services
20. The Deck
21. The Playground
22. Lock and Pump
23. The Ramp



### LEVEL 2:

24. The Gong
25. The Open Stage
26. The Family Lounge
27. Children's Lab
28. 0-3 Years
29. The Mini Ramp
30. The Box
31. The Attic
32. Eating Areas and Nursing Room
33. The Gaming Street
34. Makerspace
35. Tweens
36. The Balcony
37. 2017 Area



# WELCOME TO COUNTERPLAY '17



It is with massive excitement that we welcome you to the fourth edition of the CounterPlay festival. We think it represents another significant step forward for this community, and that points directly to the heart of CounterPlay: the play community. When we come together, as a community, we can do marvellous things together: We can change the world, and we can make society more playful! Remember that the more you participate, the more you put yourself into play, the more you will bring home with you. The festival should inspire you to be active; to be present in the moment; to let your guard down and open up towards the other participants and to new thoughts and ideas; to take yourself less seriously; to set your imagination free; to dare to be joyful and hopeful. To make this possible, we all have to do our best. We all have to stand on our toes, to bend towards each other. We've got a lot of things scheduled for you, but please feel free to break the rules, to hack the program and take over the festival. It's yours to play with. Try to find time to just walk around the venue with no purpose, see what happens, embrace the chaos, go with the flow and see where it takes you.

## PRACTICAL INFORMATION

If you have any questions during the festival, just grab hold of someone from the team. Maybe we don't know the answer to your question, so feel free to experiment.

For internet access, connect to "Smart Aarhus" wifi and sign up via SMS.

Remember to use #cplay17 on Twitter and Instagram for online conversations during the festival.

The Main Stage ("Store Sal") is the central hub, where we get together for plenary session. Lunch is served outside the Main Stage.

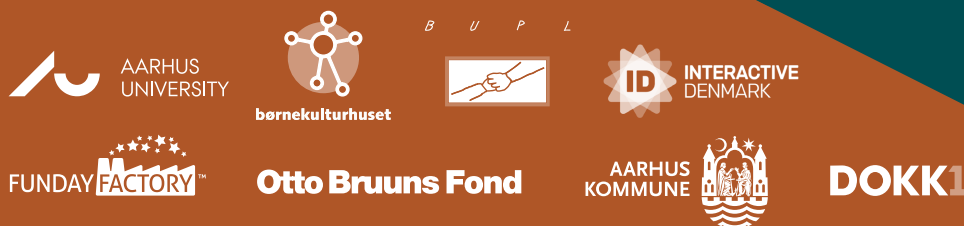
Remember that DOKK1 is a public space, where many people come and go during the day, so make sure to keep an eye on your belongings. Please also remember to bring your garbage (cups, bottles, paper, balloons and plastic swords) and help us keep the space (relatively) tidy.

## FOLLOW COUNTERPLAY ON SOCIAL MEDIA

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