## Mobile PlayStations: The Future of Play

## Playbour Inc.1

The Future of Play workshop is part of the Children's sensorium exhibition. This exhibition is part of Big Anxiety Festival.

Over the course of the exhibition we will run a series of workshops.

The workshops will be tailored for different age groups and seek to engage the sense, placemaking and play with wellbeing. The workshops will involve a series of playful activities such as card design (with Boon Wurrung words) and using the card actions to design a place-based game (treasure hunt, role play etc). There will also be a mobile AR dimension that allows children and their guardians to explore and play in and around the gallery space and outdoor area.

In the workshop we will play around and with play.

Play is an important tool, especially for invention and hopefulness. We will explore our feelings and words to develop play language. We will reflect upon what it means to play on indigenous land and how play connects you to place, people, community and belonging.

Then we think about how play could help us enhance our resilience for the future.

And we have fun. 😬



We have a series of dates for workshops. Some confirmed dates include:

Thursday 1st September Wednesday 7th September Monday 12th September Wednesday 14th September Thursday 15th September

Please contact Larissa if you want to book a workshop - <u>larissa.hjorth@rmit.edu.au</u>

<sup>1</sup>Playbour Inc is a collective committed to critical play for creative futures. We play with people, materials, objects, data and environments. We view play as a series of methods, mode of critical inquiry, a way to innovate, explore, enhance empathy and connection. Defined by Julian Kücklich to describe player's labour, playbour has come to mean many things in an increasingly digital and playful world. Please see: www.playbouring.net

<sup>2</sup>These cards will be made in collaboration/ consultation with N'Arweet Carolyn Briggs.