

Earth Arcade's The Forest: Scenographic engagement spaces

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Rationale

Emerging from the fields of performance and stage design, scenography is the study and practice of performative space. It is concerned with the ways that participants interact within a performative environment, that is, a space designed to facilitate the sharing of narratives or experiences.

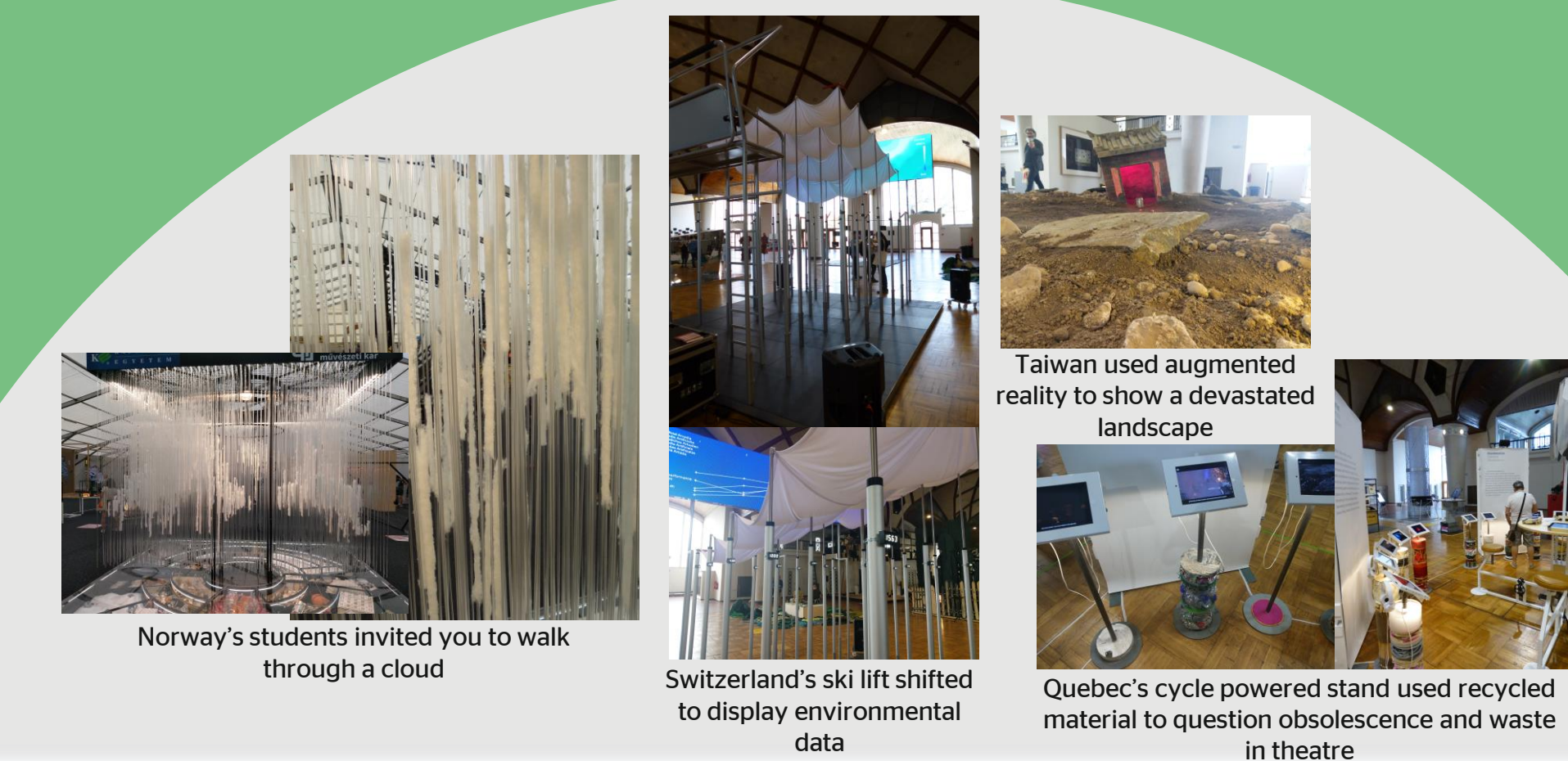
If we view our public events as driven by storytelling and individual interactions, can scenographic principles be used to facilitate better engagement with environmental issues?

SeriousGeoGames presents

EARTH ARCADE

GAMES TO SAVE THE WORLD

The Earth Arcade is an engagement space used at public events. It features game-based activities designed to engage family audiences with environment issues and the research that seeks to address them.



PQ Prague Quadrennial of Performance Design and Space

www.PQ.cz

We visited the 2019 PQ to get inspiration - many of the exhibitors had chosen environmental themes. Zoom in to see the pictures.

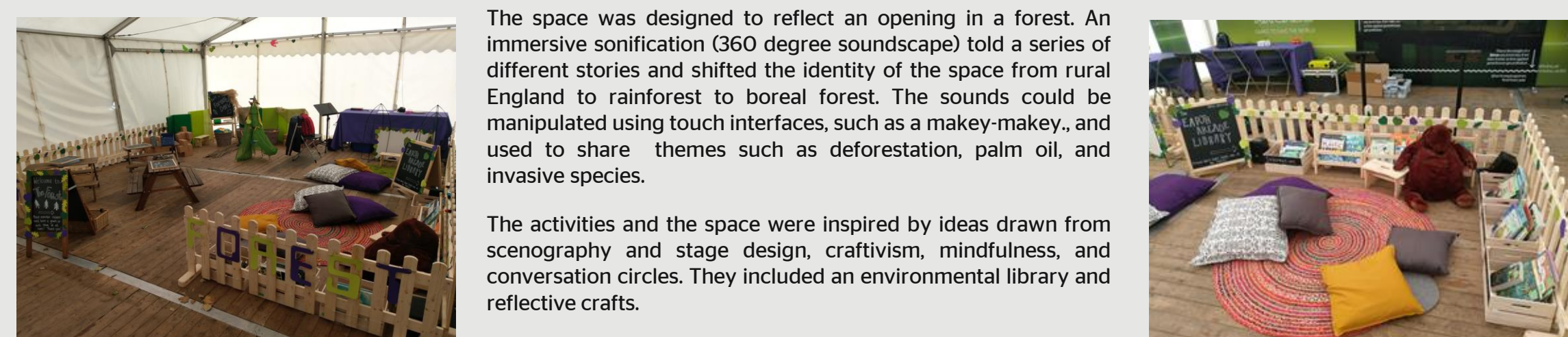


France brought the waste of an artist's workshop to life to question our impact on the environment.

FREEDOM festival

Hull | 28 Aug -1 Sept | 2019

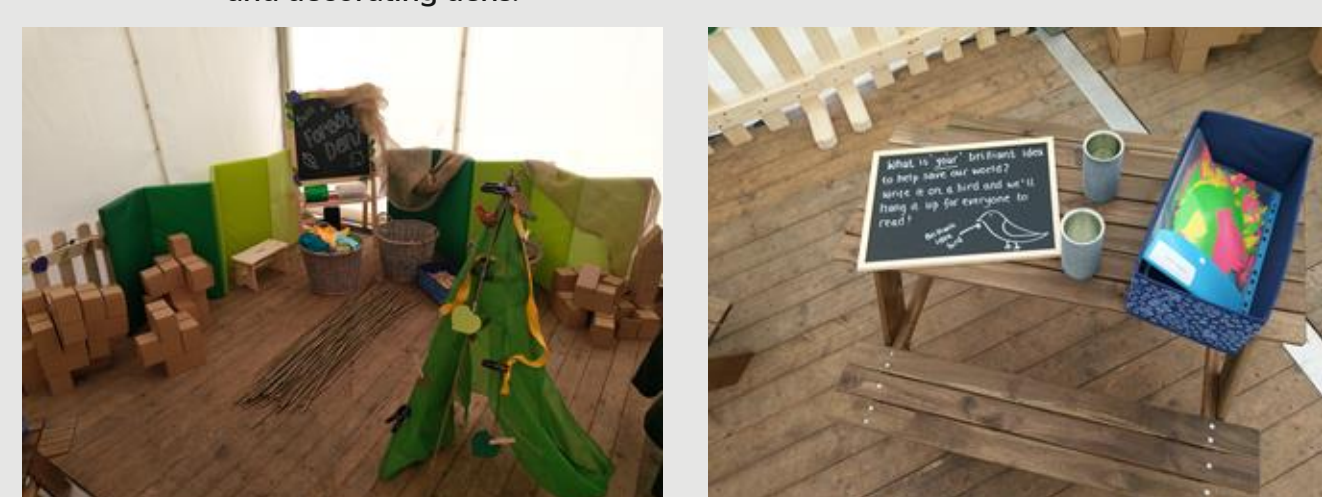
In 2019, The Forest was used as part of an Earth Arcade exhibit at the heart of Hull's Freedom Festival, an arts and cultural event attracting in excess of 100,000 people. Zoom for detail.



The space was designed to reflect an opening in a forest. An immersive sonification (360 degree soundscape) told a series of different stories and shifted the identity of the space from rural England to rainforest to boreal forest. The sounds could be manipulated using touch interfaces, such as a makey-makey, and used to share themes such as deforestation, palm oil, and invasive species.

The activities and the space were inspired by ideas drawn from scenography and stage design, craftivism, mindfulness, and conversation circles. They included an environmental library and reflective crafts.

Participants were also invited to alter the space itself by building and decorating dens.



Young participants were invited to contribute their ideas for how to save the world by writing them on paper birds. Over the weekend we pegged the birds up around the tent. Ideas included using less plastic, recycling, turning off lights, feeding the birds, and our favourites, communicating better and being nice.

Motivations

We wanted to explore how quieter, more reflective spaces could exist alongside the traditional 'crash, bang, wallop' excitement of public events.

We also wanted to model a way researchers in science and arts could work together, satisfying the research aims of both areas.



A prototype for The Forest's environmental library as part of an Earth Arcade exhibit at the Greenpower Race, Hull, 2019

When The Forest is not used as a full exhibition, the props are incorporated into other Earth Arcade events. We're continuing explore using objects, props and space to improve our exhibits. Zoom for details.



Fencing and sonification at Scarborough Science and Engineering Week, 2019.



Fencing and props used to delineate the space and engage visitors at the Waterline Expo, Hull, 2019