

33rd IAA SYMPOSIUM ON SPACE AND SOCIETY (E5)  
 Contemporary Arts Practice and Outer Space: A Multi-Disciplinary Approach (3)

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META-FUTURISM: AN IMMERSIVE WORKSHOP WITH SCIENCE FICTION ELEMENTS TO  
 FACILITATE A CONVERSATION ON CLIMATE CHANGE AND SPACE EXPLORATION

**Abstract**

In Jan 2022, a group of artists and researchers from the SEADS (Space Ecologies Art and Design) collective, Transtechnology research group and the International Institute for Astronautical Sciences (IIAS) were involved in planning and organizing a workshop as part of winter school at the Royal Institute for Theatre, Cinema and Sound (RITCS) in which the tension between the climate crisis on the one hand and the new space race on the other was explored. One of the workshop intended to engage the students to develop multisensory expressions and imaginations beyond what we can ordinarily see, in order to address our lack of connection with nature and the universe. It intended to answer questions around - can we create a multisensory performance in which audiences really, deeply experience the complex and invisible forces that are shaping the planet's climate? What about designing a technology where we can feel deep in your muscles what it's like to be a lizard or some other non-human living being? Can we craft an experience that helps the audience feel in their body the vastness, emptiness and incomprehensible age of the universe? Methods: As part of the workshop, we organized a meta-futurism workshop in which the students were given a futuristic scenario in the form of a science fiction story in which humanity lives on the exoplanet system TRAPPIST-1. The planetary system was chosen as it involved a few tidal lock planet. The conditions of the planet was used to develop a scenario in which humanity developed society that has been responsive and adaptive to extreme and unusual weather conditions. The participants were encouraged to develop first the societal and political structure on a high level and how it will respond to an unexpected global emergency but then asked to demonstrate and perform on a community level how people would response and react. The discussions and final performance of each group was used to develop the science fiction narrative. Result and Conclusion: The immersive workshop approach was effective in engaging participants in re-thinking and re-defining how life on other planets work and people

engagement with climate and environment can be re-defined. The participants developed performances that provided an embodied experience how such extreme environment can change how humanity responds or react to living on another planet or responding to a disaster.