

CALL OUT FOR PARTICIPANTS:

PLAGUEROUND is an experiential and performative workshop in the form of a Game-Show, aimed at researchers in the early stages of a new research project. ZU-UK are practice-led researchers who have created PlagueRound as a response to the following provocation made by InGAME: What can humanities and social sciences learn from creative and playful approaches to research?

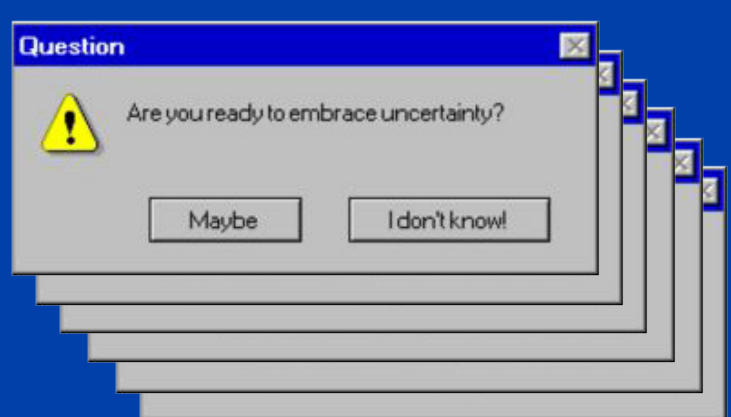
Participants can expect to test their relationships with their research practices through a series of playful provocations and collaborative tasks with an anonymous partner. This experimental project culminates in PlagueRound Game-Show (live) on Zoom.

This project happens in TWO parts - however you only need to sign up ONCE:

Part 1 is Project Perfect Stranger - a 5-day experience via WhatsApp from 15th-19th September.

Part 2 is PlagueRound Game-Show, taking place on Zoom on 23rd September, 1pm - 4pm (UK time).

The deadline to sign-up is 8th September 2020 - via [this link](#).



1. PROJECT PERFECT STRANGER

Starts 15th September and lasts 5 days

A series of daily WhatsApp instructions between you and a stranger over 5 days (around 15-20min minimum per day, to be arranged between you and your partner) leading up to the PlagueRound Game-Show on Zoom. The project is an investment into a connection to another human being who knows nothing about you, and who has no judgements, no prior knowledge, no historical or emotional baggage with you and vice-versa. Your collaborative relationship will be whatever you both decide it should be. You will be required to commit to the daily tasks with your partner. Your identity will only be revealed to your partner when you and your partner meet each other for the first time at the event.

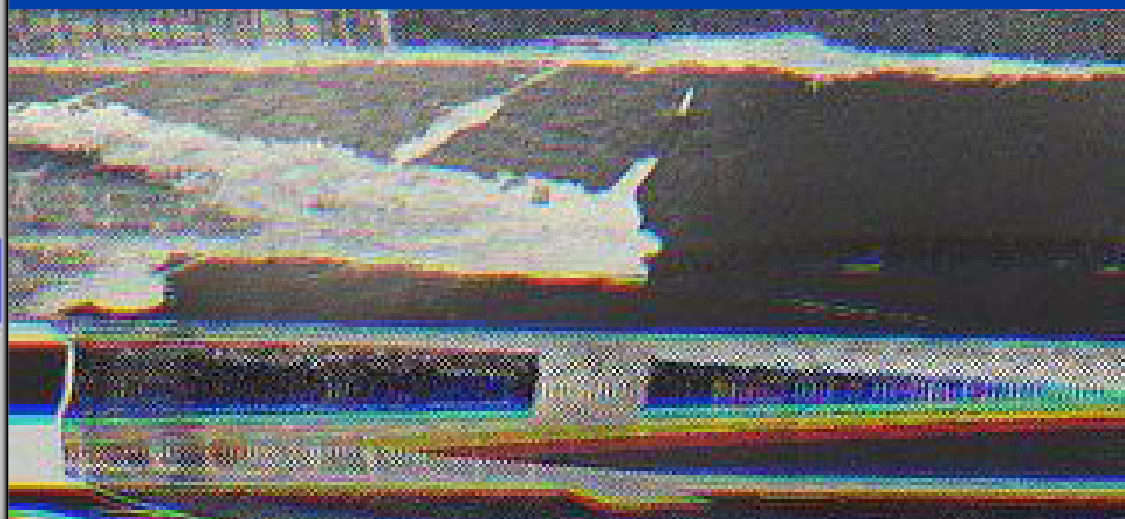
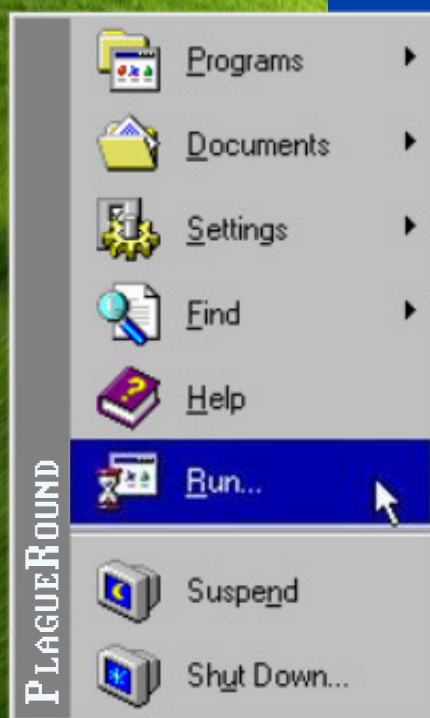
2. PLAGUROUND GAME SHOW

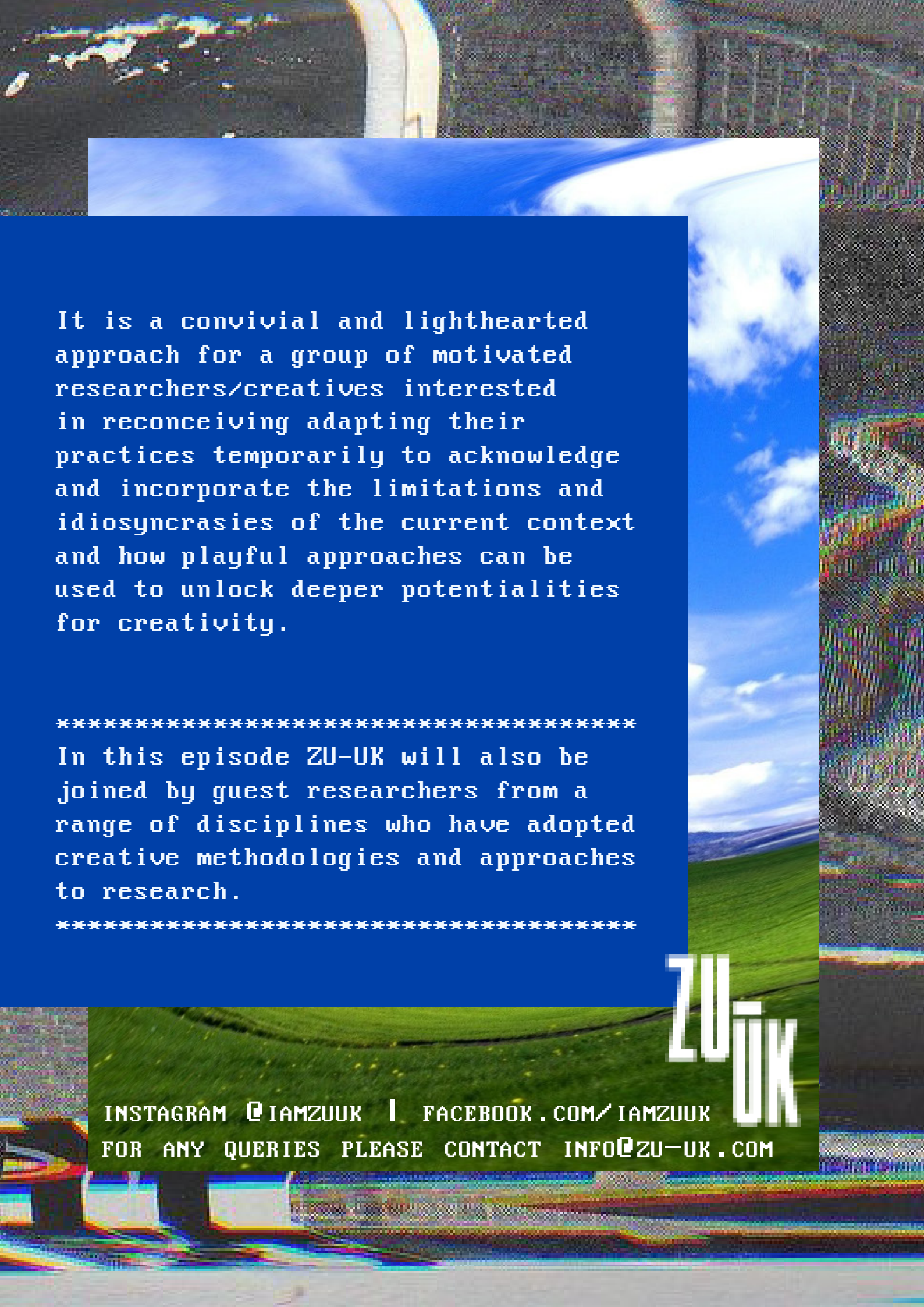
Event day 23rd September 2020

From 1pm - 4pm (UK time)

20 participants from Project Perfect Stranger will participate in the live Game-Show. Part workshop, part performance, PlagueRound will explore creative, hands-on, research approaches in the post-covid 19 context.

The PlagueRound Game-Show is a space of interactivity, participation and bouncing away from Zoom fatigue. Participants have a fresh way to connect creatively in the context of the upcoming new realities, in a playful and cross-disciplinary session. The session generates ways of game-designing socially distanced internet-based communication, and gently guides participants towards creative approaches to collaboration in a research context.



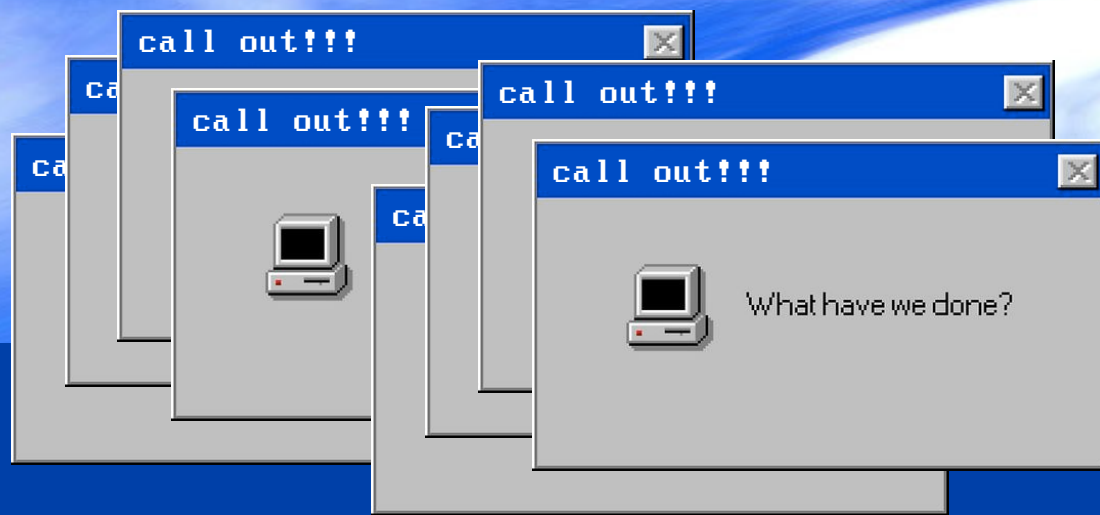


It is a convivial and lighthearted approach for a group of motivated researchers/creatives interested in reconceiving adapting their practices temporarily to acknowledge and incorporate the limitations and idiosyncrasies of the current context and how playful approaches can be used to unlock deeper potentialities for creativity.

In this episode ZU-UK will also be joined by guest researchers from a range of disciplines who have adopted creative methodologies and approaches to research.

ZU-UK

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PLAGUEROUND IS A GAME-SHOW¹ THAT TESTS² THE POTENTIAL OF AN EXPERIENTIAL³ AND EMBODIED⁴ APPRECIATION⁵ OF ACTION-LED⁶ COLLABORATION⁷ FOR THE POST-NORMAL⁸.

¹ Game-Shows are a mixed reality format that started back in the late 1930s. They suffered in popularity when most were discovered to be rigged. But a revival of the format in the 60s has seen them remain a continued staple of our cultural lives. Our faves are the ones that have their emphasis on the silly, leaving the points as mere formalities. With the recent rush online for meaningful engagement, we find the game-show format to be a fertile ground for us to collectively re-design intimacy and challenge privilege. Our emphasis is on the opportunities for experimentation, silliness, collaboration, failure and fun, rather than old-school competition.

² Testing is our way to invite failure as a key component of a research process - learning by focused testing and adapting each stage based on the learnings of previous tests. PlagueRound is a test by, with and for researchers.

³ We acknowledge the shift from the so-called information age to the age of experience. Related practices and methods concern the experience and the process of experience by individuals and audiences/participants. As researchers, we do this by utilising technology - both analogue and digital - to re-frame audiences/participants as co-creators of unorthodox experiences.

⁴ A way to comprehend, through the corporeal experience of doing something with others.

⁵ In general, it could be argued, that we in the West are an ungrateful lot. Maybe cultivating feelings or expression of admiration, approval, or gratitude for our bodies, senses and the chance to come together wouldn't go amiss?

⁶ Hands-on, DIY, messy play, getting your hands dirty, mãos na massa.

⁷ Collaboration is not an end in itself. It can be the death of a project. So why collaborate, and how?

⁸ There are paradigms and values from old normal that have no place in the world post-covid. All the old orthodoxies and established ways of thinking are dying. We need to grow up and forget about a new-normal. The new normal implies an old normal - but the old normal was constantly mutating in such a way that it was unreliable, and the new normal will be equally illusory. Because normal was the problem in the first place. As Ziauddin Sardar says, we need to rethink the idea of growth to one of degrowth - or anti growth - because it's the obsession with growth that has caused our devastating relationships with nature. Our lifestyles and desires, what we eat, what we wear - our ways of being, knowing and doing. It really is time to move on from the nostalgia for the life before the lockdown.

ENTER = Join us for the PlagueRound Gameshow (apply by 8th September).