



Modelling Play

Boho Interactive

modellingplay.wordpress.com

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Modelling Play is an interactive performance lecture that demonstrates concepts from systems thinking in a creative context. Using a music festival as an example of a complex system, Modelling Play explores how systems function, and how resilience makes them less vulnerable to shocks.

In Modelling Play, a playing audience seated around a large table takes part in a series of games and activities following the planning and execution of a new music festival. This three-day music festival is located in the countryside with a lineup of pop bands and camping for 10,000 people.

Through 8-10 interactive sequences drawing on mechanisms from boardgaming, audiences work together to construct and program their own music festival. They experience the festival through a variety of characters and stories as it moves to the brink of disaster and back again.

This is a show for theatres, conferences, museums, meeting rooms and classrooms. It is intended for an audience of around 15-25 people, ages 13 and up. The show runs from approximately an hour. Modelling Play offers a creative way to engage in systems science and explores concepts such as interconnectivity, thresholds and feedback loops.

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WHAT IS SYSTEMS THINKING?

Modelling Play explores ideas from systems science in an interactive performance setting. By managing a music festival through a series of challenges and disasters, the audience are introduced to a range of concepts from the science of complex adaptive systems. These concepts include:



Interconnectivity - different parts of a system are interconnected, and often link up in unexpected ways

Trade-offs - managing a system is often about empathy and compromise

Resilience – how a system can easily absorb a series of shocks before collapsing

Scales - systems take place on multiple scales and understanding a particular issue requires viewing it from the right scale

In order to convey these concepts, the show constructs a model of a music festival. A model is a mental or formal representation of a system which is used to anticipate its future behaviour. When we store information from the past and use it to predict the behaviour of the future, we are modelling. In order to convey these concepts, the show constructs a model of a music festival. A model is a mental or formal representation of a system which is used to anticipate its future behaviour. When we store information from the past and use it to predict the behaviour of the future, we are modelling. Typically



models allow prediction and understanding of systems, as well as the development of attitudes useful for dealing with them. In recent decades, models have become increasingly common in fields such as economics, health, urban planning and environmental science.

If you are interested in discussing this work further, please [contact us](#).

ABOUT THE ARTISTS

Modelling Play is a collaboration between Australian collectives Boho Interactive and Applespiel.

Boho Interactive produces interactive performances based on sciences including Game Theory, Complex Systems science and Network Theory. Since 2006, Boho has presented work for the Asia-Pacific Complex Systems Science Conference, the Brisbane Festival Under The Radar, the Powerhouse Museum, the ACT Street Theatre and the Manning Clark House Cultural Centre. Boho is represented here by David Finnigan and David Shaw.

Applespiel are a collective of Sydney artists who use collaborative creative processes to devise contemporary performance. Active since 2009, Applespiel have developed work for Performance Space, Next Wave Festival, PACT Centre For Emerging Artists and Crack Theatre Festival. Applespiel is represented here by Nathan Harrison, Nikki Kennedy and Rachel Roberts.

Additional information about the artists involved and the project blog can be found online at modellingplay.wordpress.com

Modelling Play is a Boho Interactive production featuring Applespiel. It was developed in 2011-13, through residencies at the University College London Environment Institute, the Battersea Arts Centre and Arts House. This work has been supported by UK theatre company Coney, University College London Environment Institute, Tipping Point, Battersea Arts Centre, NEDNet Foundation, Arts House and Australia Council for the Arts.

