

Proposal for **workshop**

MATERIAL STORYTELLING

A micro-cosmos of change and transformation Anete Strand & Ulla Sparholt



The workshop centers on the Material Storytelling method named 'Object Theatre' as it is developed by the Material Story Lab, Aalborg University in Denmark.

Drawing on spatial, embodied, and artifactual dimensions of interaction, this method aims at creating affordances for transforming social and interactional processes: material artefacts are used to scaffold social and interactional processes in a way that leads to new narratives and new form of meaning-making or *meaning-mattering* and highlighting how Matter comes to matter in processes of becoming. Thus, the particular method presents a micro-cosmos that enables the participants to explore transformative processes on both personal, interactional and social levels.

In tune with the conference call the workshop invites the participants to investigate first hand, how Material Storytelling as a processual event embedded with specific constraint on experience, thought, and feeling can become such an affordance for change and transformation.

The methods of material storytelling have been used in educational settings over a period of the past 10 years. The workshop will provide examples from specific events.

The workshop

30 min: Introduction

Introducing the method by providing examples from its use in various educational settings and by clarifying the specific constraints for the exercise that follows.

45 min: Exploration hands on

In small groups and through the use of various material artifacts and storyboards the participants explore a specific self-chosen theme or problematic.

15 min: Debriefing

Participants discuss and summarize the experiences from the exercise in regard to how new forms of meaning-making emerged, and how the processual event provided a contingent, dynamic field of possible becoming.

Abstract summary

In tune with the conference call the workshop on Material Storytelling invites the participants to investigate first hand, how material artefacts can be used to scaffold social and interactional processes in a way that leads to new narratives and new form of meaning-making in processual event embedded with specific constraints.