

Climate Compass

Introduction:

Welcome to Climate Compass! This workshop series is designed to engage the **participants as co-creators/ changemakers/ advocates** who would impact their communities and peers by equipping them with the tools and techniques to share learning/thinking/models around one of the most talked about topics of our times “Climate Change”.

The **intention** of this series of workshops is to **move beyond the buzzwords and cliches** and get initiated into understanding not only how climate change affects us but how we can create impact at personal and societal levels by actually **finding and re-telling narratives** of those who are affected by climate change. It is not about solving problems but understanding them in the first place in an inter-connected and inter-dependent way.

Integrating climate change and action into how we live, the workshop series would help the participants **reflect, understand and act**. They will be introduced to how climate change and the solutions that we need, interact with our lives by delving into various concepts which can help others develop a better climate vocabulary in relatable and relevant ways.

In each area actions that are undertaken and solutions that can address them will be outlined in highly interactive, conversational and participatory ways using narrative based methodologies attempting to use stories as ways of explaining perspectives, processes and phenomena.

Moreover the design of these workshops would be done through creative and visual research techniques where lived experiences of people would be incorporated into making games, participatory activities and narratives.

Throughout the sessions, participants will explore ways of using artistic practices within climate affected communities by narrativising the problems in contextual ways which perhaps if done for a longer time can create interventions that are long-term and measurable

Workshop Details:

- Location: Zoom, Miro Board, WhatsApp
- Duration/Amount of sessions: about 20 sessions of 1-2 hours each with participants having to do some assignments in between, mostly facilitated and collaborative and sometimes peer led and self-directed
- Maximum number of participants: Initially 8 members with a core creative team of about 4 members coming from creative backgrounds
- Eligibility requirements for participants: aged between 18- 22 years, diversity in terms of gender, geographies, interests and background although currently all of them are design students/ artists/creative practitioners
- List of workshop materials: internet/electricity connection, a lot of gamified tools and activities, digital cards and visual materials (which includes readings, resources, games etc.) to facilitate with, designed for the purpose of fostering collaboration , Miro boards designed to do remote collaborations. and WhatsApp communication, internet connection, software for image making, publication design and audio-visual editing

No.	Project Stages (Non-linear, iterative and overlapping)	Explanatory Notes
1.	Ideation and conceptualization until 18th of Feb	Includes the design of the overall project, creation of a Theory of Change with core team, a project management plan with roles and responsibilities, the facilitation of the overall problem framing, recruitment/distribution of work for various parts. This phase will provide overall direction, design and implementation of the project.
2.	Research and content generation for the workshop and also the guide/toolkit with participants' inputs 8th Feb to 10th March	Includes facilitation, desk research, design research, workshops, participatory design, and local travel if necessary in selected regions. This also includes master classes with people with deep knowledge of Climate change. Creative, practice-led and practice-based research methodologies will be used. This phase also includes the identification of communities where research will be done.
3	Design and production of the workshops and outcomes from the workshops 4th to 31st of March	Includes making a gamified toolkit or playbook, visual design, publication design, user testing and final dissemination of user-friendly, accessible, free resources that can be used by anyone Key outcomes is: <ol style="list-style-type: none"> 1. A visual narrative-led glossary related to Climate Change to humanise the buzzwords and narrativise data using the UNDP Climate Dictionary as a base 2. A couple of games designed from found narratives and insights in order to address key ideas behind climate action

Workshop Sessions:

A major component of this series of workshops is to **build understanding and empathy, collaboration and connections, imagination and innovation** through focussing on the ideas and development of diverse groups of young people, supporting them to understand the **complex issues related to climate change** through **creative collaborations**.

They will work together to **explore the possibilities of inter or trans disciplinary interactions** as a part of the process in various geo-cultural contexts. Their involvement in this workshop series will in turn enable them to bring in other relevant voices from their communities.

Hence the initial impact would be on the participants who would be 18-22 year old artists/creative practitioners. At a later stage the aim is to bring in young people from diverse disciplines. They will be selected as **connectors** and we will enable them to deepen and grow their networks and ways in which they articulate and effect change through the skills they develop in the programme.

We aim to create skilled communicators - persuasive advocates for ways to impact on climate change locally, regionally, nationally and internationally, building their thinking into their own particular practice but providing bridges to others through interdisciplinary and sustainable networks. A significant part of their engagement would be to go through an immersive

experience, interact with various concepts and if possible communities, situate a collective inquiry within a particular context and go through a process of dialogue, inquiry and peer mentoring. This means that eventually each of the participants would have the potential to directly impact their own communities through the process of the collaboration.

They will be facilitated to frame an inquiry, frame problems, sustain and pursue the inquiry through multiple perspectives and engage in a creative collaboration through which they will interact with different communities, explore their inquiries around climate change to understand the nature, factors, consequences, impact and insights and share these findings through storytelling - visually, textually, playfully or performatively in a digital format. The group will learn about and from each other and bring their own lived experience to develop narratives that can be shared at the end of their time together through an online sharing event with an invited cross disciplinary audience of peers and professionals across the arts and sciences.

Other experts would be brought in for facilitation with relevant skills and to deepen their content, concept and contextual knowledge.

Since the idea behind the work is to create a compass as opposed to looking at Climate Change as a transactional binary between action and reaction, problem and solutions, ideation and implementation, us and them, ideation and implementation and past and future the idea is to co-create a directional tool. The metaphor of journey would be used as a design approach and tool throughout!

The sessions are going to have these tentative components, covered in a non-linear playful fashion to find the directions:

8th Feb to 10th March:

Sessions: **Ways of Collaborating:** How to co-sense a collective crisis in a systemic and yet individual way? Collaboration by design

19th Feb to 10th March:

Session: **Ways of Seeing:** How to uncover the layers of what is hidden, invisible, dormant, marginalised, under/mis/partially represented?

Session: **Ways of Listening:** How to pause and find perspectives from places and people, especially what is unheard, untold, unspoken?

Session: **Ways of Unlearning:** How to go past the buzzwords, the cliches, the stereotypes, politics and poetics

Session: **Ways of losing one's way to find one:** A deep dive into the self and the world to inter-connect the dots by locating and acknowledging dilemmas and choices, positionalities and discoveries, shifts and confusions

Session: **Ways of path-finding and navigating:** Understanding some of the foundational aspects around Climate change and finding directions using unconventional approaches, finding one's voice

4th to 31st March:

Session: **Ways of Mapping:** Making sense of the findings, choices and consequences and piecing the puzzle pieces together

Session: **Ways of Juxtaposing:** Inter-weaving elements, going beyond binaries and dichotomies

Session: **Ways of Making as a way of sense-making:** Playfully exploring and experimenting with different modes of storytelling

Session: **Ways of Un-telling and Re-telling:** Using various modes and media co- designing and sharing the found narratives in the most powerful, contextual and relevant way

Inspiration Materials:

Check our Miro board to get inspired

<https://miro.com/app/board/uXjvNskVnVs=/>

The outcomes of the workshop series:

[The altered climate glossary](#)

[journalhttps://drive.google.com/drive/folders/1QE8_0bqlrWZ4hnygvE-rU_Ofp5uMg9_h?usp=drive_link](https://drive.google.com/drive/folders/1QE8_0bqlrWZ4hnygvE-rU_Ofp5uMg9_h?usp=drive_link)

[The climate games https://drive.google.com/drive/folders/1WkFD9LG-zmeTU9yycb3u7oDIFviui_6p?usp=drive_link](https://drive.google.com/drive/folders/1WkFD9LG-zmeTU9yycb3u7oDIFviui_6p?usp=drive_link)

Watch our process and insights in our channel:

https://www.youtube.com/playlist?list=PL78ZSCIPHovZQ5h1_xSu2ALi0082Ozfq

Contact Information:

If you want to learn more about our workshop, please visit or contact:

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Finding a Climate Compass:

Chief Navigator: (Concept, facilitation, storytelling, creative and artistic direction and overall design): Sudebi Thakurata

Co-navigator (Co-facilitation and mentoring): Probal Banerjee

Helmsman (Climate related content mentoring) : Shravan Shankar

Navigation support (Mentoring support): Kavya Sharma

Co-voyagers: (Core team for Research, design, storytelling, publication, gamification, documentation): Srushti Sahukar, Bhavya Ranjan, Harini MS, Mallika Kayastha
(Support): Keshav Dayal

Direction finding activities:

Game design lead: Srushti Sahukar, Bhavya Ranjan

Visual Communication lead: Mallika Kayastha

Audio-Visual Storytelling lead: Harini MS

Publication content and visual lead: Mallika Kayastha, Harini MS

Audio-visual production support: Srushti Sahukar, Bhavya Ranjan

Design and Research partner: D.epicentre

Production partner: Meta Arts

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Climate Compass was selected as an Incubator: Call for Workshops series under the Climate Change category.

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