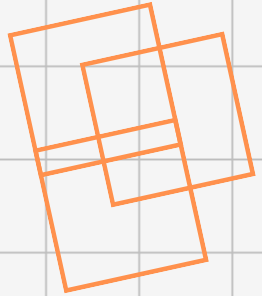
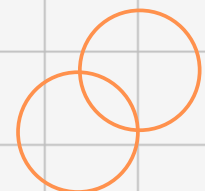


**A TYA SEASON FOR DESIGN,  
TECHNOLOGY, PROBLEM-SOLVING,  
AND HUMAN CONNECTION**



**COMMUNITY AND AUDIENCE  
ENGAGEMENT PLAN**



**BY SOFIA LINDGREN GALLOWAY**

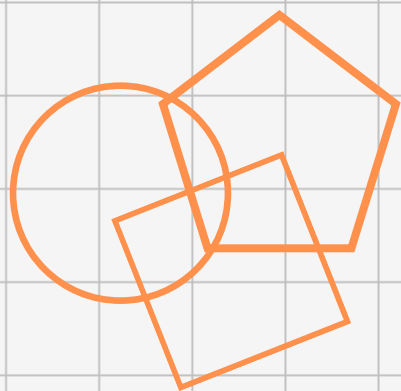
**CONTACT**

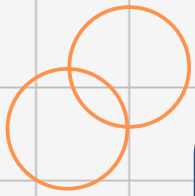
COMMUNITY ENGAGEMENT COORDINATOR

[SOFIALINDGRENGALLOWAY.COM](http://SOFIALINDGRENGALLOWAY.COM)



[SOFIALINDGRENGALLOWAY@GMAIL.COM](mailto:SOFIALINDGRENGALLOWAY@GMAIL.COM)





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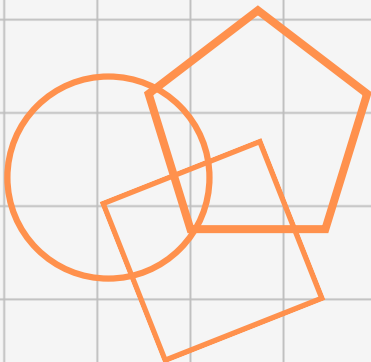
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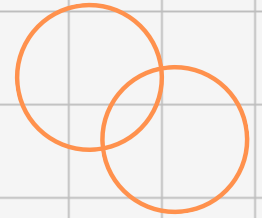
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MY WORK HAS FOUND A HOME AT THE INTERSECTION OF ART AND SCIENCE, EDUCATION AND COMMUNITY ENGAGEMENT, PROCESS AND PRODUCT. FOR THIS SEASON, I HAVE DECIDED TO EMBRACE THESE INTERSECTIONS AND PROGRAM FOUR PLAYS BASED AROUND THE THEME 'DREAM IT, MAKE IT, SHARE IT.' THESE PLAYS ALL TOUCH ON THE DESIGN PROCESS, CREATIVE PROBLEM SOLVING, INNOVATION AND TECHNOLOGY WHILE REVEALING SOMETHING NEW ABOUT HOW HUMAN BEINGS RELATE TO ONE ANOTHER. AS A COMMUNITY ENGAGEMENT AND AUDIENCE COORDINATOR WHOSE INTERESTS INTERSECT, I AIM TO FIND THE CONNECTING POINT BETWEEN OUR ARTISTS, AUDIENCES, AND OTHER COMMUNITIES, BECAUSE IT IS IN THAT POINT OF INTERSECTION THAT WE GROW THE MOST AS PEOPLE.

## ARTIST STATEMENT

# POINT A TO POINT B BY DAVID KILPATRICK



## BOSTON CHILDREN'S MUSEUM

THE MUSEUM HAS AGREED TO HOST A TEMPORARY EXHIBIT DESIGNED BY THE SHOW'S SCENIC DESIGNER. THE DESIGNER WILL CONSTRUCT A PLAY AREA IN WHICH BALLS OF VARIOUS SIZES, TEXTURES, WEIGHTS, ETC. CAN BE ROLLED UP AND DOWN RAMPS, THROUGH AND UNDER THINGS, ETC. THE SCENIC DESIGNER, DIRECTOR, AND ACTORS WILL USE OBSERVATION OF EARLY INTERACTIONS WITH THE EXHIBIT TO INFORM MOVEMENT AND SCENIC CHOICES IN THE PRODUCTION. THE EXHIBIT WILL REMAIN OPEN THROUGH THE RUN OF THE SHOW AND SIGNAGE WILL ADVERTISE THE PRODUCTION TO FAMILIES WHO INTERACT WITH THE EXHIBIT. BOSTON CHILDREN'S MUSEUM WILL ALSO BE ABLE TO ADVERTISE THEIR ADMISSION AND PROGRAMS IN THE LOBBY DURING THE PRODUCTION.

## MUSEUM OF SCIENCE BOSTON

THE EIE DIVISION OF MOS'S EDUCATION DEPARTMENT HAS AGREED TO DESIGN A HANDS-ON ENGINEERING PROGRAM FOR MUSEUM VISITORS IN THE MONTH LEADING UP TO, AND THROUGHOUT THE RUN OF THE PRODUCTION INSPIRED BY THE PLAY. MUSEUM VISITORS WILL BE ABLE TO ACCESS THE ENGINEERING PROGRAM AT SELECT TIMES IN THE ENGINEERING DESIGN WORKSHOP (LEVEL 1, BLUE WING). SIGNAGE WILL ADVERTISE THE PRODUCTION TO FAMILIES WHO INTERACT WITH THE ENGINEERING CHALLENGES. MOS WILL ALSO BE ABLE TO ADVERTISE THEIR ADMISSION AND PROGRAMS IN THE LOBBY DURING THE PRODUCTION.

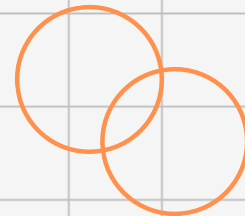


Dream  
it

Make  
it

Share  
it

# POINT A TO POINT B BY DAVID KILPATRICK



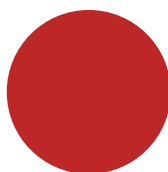
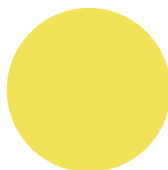
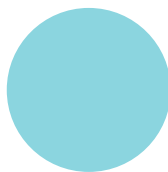
## HEAD START

FIVE HEAD START LOCATIONS WILL BE INVITED TO DRESS REHEARSALS FOR THE PRODUCTION AT NO COST TO THE SITES. THE YOUNG PEOPLE AND THEIR TEACHERS WILL BE ABLE TO INTERACT WITH THE LOBBY EXHIBIT, WATCH THE SHOW, AND SERVE AS TEST-AUDIENCES FOR THE POST-SHOW WORKSHOP. ARTISTS WILL RECORD AUDIENCE ENGAGEMENT WITH THE LOBBY, SHOW, AND WORKSHOP AND USE THE FEEDBACK TO MAKE EDITS.

## LOBBY DESIGN

THE LOBBY WILL MOSTLY BE DEDICATED TO THE BOSTON CHILDREN'S MUSEUM EXTENSION SIGNAGE ABOUT THE EXHIBIT (SEE NEXT PAGE) AND PROMOTIONAL MATERIALS FOR THE CHILDREN'S MUSEUM AND THE MUSEUM OF SCIENCE WILL BE AVAILABLE. THE EXHIBIT EXTENTION WILL MIMIC THE PALETTE AN TEXTURES OF THE SCENIC DESIGN WHILE ALSO PROVIDING ADDITIONAL AGE APPROPRIATE ARCHITECTURE LIKE FOAM TUMBLING BLOCKS.

### COLOR PALETTE



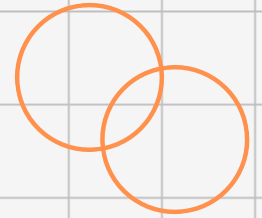
Radio Flyer Tumble Town Foam Blocks



Point A to Point B; Arts on the Horizon



# POINT A TO POINT B BY DAVID KILPATRICK



## PRE-SHOW AND POST-SHOW PROGRAMMING: BOSTON CHILDREN'S MUSEUM, EXTENSION

A MINIATURE VERSION OF THE EXHIBIT AT THE BOSTON CHILDREN'S MUSEUM WILL BE CONSTRUCTED IN THE LOBBY OF THE THEATRE. LITTLE ONES AND THEIR CAREGIVERS WILL HAVE THE OPPORTUNITY TO PLAY IN THE EXHIBIT BEFORE AND AFTER THE PRODUCTION. FACILITATORS WILL OBSERVE THE CHILDREN AT PLAY BEFORE AND AFTER THE SHOW AND RECORD NOTES ABOUT CHANGES IN THE CHILDREN'S PLAY AFTER SEEING THE PRODUCTION. THESE NOTES WILL THEN BE WRITTEN INTO AN ACADEMIC PAPER FOR PUBLICATION ABOUT THE POTENTIAL AFFECTS OF TVY ON CHILD PLAY.

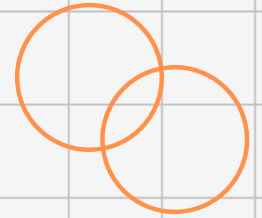
## POST-SHOW PROGRAMMING: PROBLEM SOLVING WORKSHOP

INTERESTED FAMILIES WILL BE ABLE TO REGISTER FOR A FAMILY PLAY SESSION WITH THE ACTORS. IN A STUDIO NEAR THE THEATRE, BOXES AND PROPS THAT ARE SIMILAR TO THE ONES USED IN THE PRODUCTION WILL BE IN THE STUDIO. THE ACTORS WILL SERVE AS FACILITATORS AS THEY PRESENT A SERIES OF PROBLEMS THAT CAN BE SOLVED WITH THE OBJECTS IN THE ROOM. PROBLEMS WILL EXPAND FROM MOVING A BALL TO OTHER MOTOR SKILLS CHALLENGES LIKE MATCHING 3-D SHAPES TO FIT INTO APPROPRIATE HOLES, BUILDING WITH MAGNET TILES, PLAYING WITH LEVERS AND PULLEYS, AND SCULPTING WITH PLAY-DOUGH.

### Audience Types:

Readers: Engage with signage at museums and in lobby; Critical Reviewers: Endorsement from museums; Casual Talkers: May be in conversation with museum attendees; Technology-based processors: Museum partnerships make good press and provide interesting photos. Additionally, if the academic article is published, they may be interested in future productions; Insight Seekers: If the academic article is published, they may be interested in future productions; Active Learners: Participants in the hands-on experiences at museums and in lobby.

# JJ'S ARCADE BY JOSE CASAS



## IN THE GAME ARCADE IN PEABODY MA

IN THE GAME FEATURES AN ARCADE, VIRTUAL REALITY, LASER TAG, BIRTHDAY PARTY ROOMS, AND A RESTAURANT. IN THE GAME HAS AGREED TO ADVERTISE THE PRODUCTION IN THEIR SPACE. ARCADE PLAYERS WHO EARN ENOUGH CREDITS CAN SPEND THEM ON A PAIR OF TICKETS TO THE PRODUCTION AT IN THE GAME'S PRIZE STORE. AUDIENCE MEMBERS WILL ALSO RECEIVE A DISCOUNT CODE TO IN THE GAME IN THEIR PROGRAMS.

## MIT MUSEUM

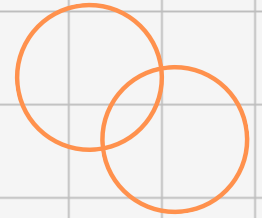
MIT STUDENT WORKERS WITH THE MIT MUSEUM WILL COLLABORATE WITH EMERSON THEATRE EDUCATION AND APPLIED THEATRE STUDENTS TO CREATE A HANDS-ON EXPERIENCE WITH CARDBOARD FOR MUSEUM VISITORS. VISITORS WILL BE ENCOURAGED TO BUILD USING CARDBOARD, TAPE, AND OTHER HOUSEHOLD MATERIALS. THE PRODUCTION WILL ALSO BE ADVERTISED BY THE MIT MUSEUM NEAR THE INTERACTIVE STATION. THE MIT MUSEUM WILL BE ADVERTISED IN THE PROGRAM.

## GOOD GRIEF PROGRAM BOSTON MEDICAL CENTER

THE GOOD GRIEF PROGRAM PROVIDES THERAPEUTIC SUPPORT TO PEDIATRIC PATIENCE WHO HAVE EXPERIENCED SIGNIFICANT LOSS. YOUNG PEOPLE AND FAMILIES IN THE PROGRAM WILL BE INVITED TO A SPECIAL PERFORMANCE OF THE SHOW WITH A POST-SHOW SESSION LEAD BY THERAPISTS IN THE GOOD GRIEF PROGRAM. ADDITIONALLY, ALL PROGRAMS WILL INCLUDE A QR CODE FOR CAREGIVERS THAT TAKE THEM TO ONLINE RESOURCES FROM THE GOOD GRIEF PROGRAM FOR TALKING ABOUT DEATH AND DYING WITH THEIR CHILDREN, INCLUDING SCIENTIFIC AND MEDICAL INFORMATION ABOUT THE PSYCHOLOGY OF GRIEF.



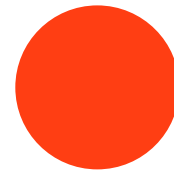
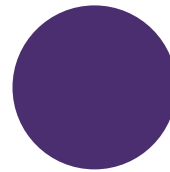
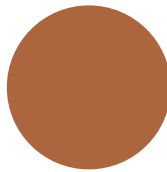
# JJ'S ARCADE BY JOSE CASAS



## LOBBY DESIGN

THE LOBBY WILL HAVE CARDBOARD DECORATIONS CREATED BY EDUCATION STAFF. PHOTOS AND INVENTION DESCRIPTIONS WILL BE MOUNTED ON RECYCLED CARDBOARD. AUDIENCE MEMBERS WILL DRAW AND WRITE ON RECYCLED PAPER, CARDBOARD, AND ANY OTHER SURFACE THAT SOMEONE CAN WRITE ON. SUSTAINABILITY AND RE-PURPOSING OF MATERIALS IS KEY. THE DESIGN SHOULD BE DRIVEN BY THE MATERIALS AVAILABLE.

COLOR  
PALETTE



### YOUNG INVENTOR FEATURE

Photo  
&  
Name

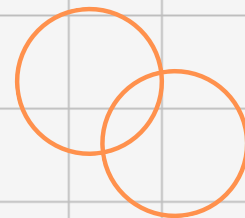
Description of  
invention and  
process

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# JJ'S ARCADE BY JOSE CASAS



## PRE-SHOW PROGRAMMING: WHAT WOULD YOU MAKE?

AUDIENCE MEMBERS WILL BE ASKED TO DREAM UP INVENTIONS THAT SOLVE PROBLEMS IN THEIR WORLD. AROUND THE LOBBY WITH BE POSTERS AND VIDEOS OF YOUNG INVENTORS (UNDER THE AGE OF 18) WHO DISCOVERED OR CREATED THINGS. EXAMPLES INCLUDE: NORA KEEGAN (13) WHO DISCOVERED THE SOUND LEVELS OF MOST BATHROOM HAND DRYERS ARE HARMFUL TO THE EARS OF PEOPLE UNDER FOUR FEET TALL; CASSIDY GOLDSTEIN (12) WHO CREATED CRAYON HOLDERS THAT ALLOWED HER TO KEEP USING BROKEN CRAYONS. AUDIENCE MEMBERS WILL BE ABLE TO DRAW OR WRITE ABOUT THEIR INVENTIONS AND/OR THE PROBLEMS THEY WANT TO SOLVE AND POST THEM TO BULLETIN BOARDS AROUND THE LOBBY.

## POST-SHOW PROGRAMMING: PROBLEM SOLVING WORKSHOP

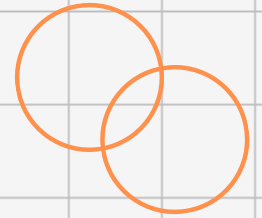
IN A STUDIO NEAR THE THEATRE, STUDENTS FROM THE OFFICE OF ENGINEERING OUTREACH PROGRAMS (OEOP) WILL SET UP A POST SHOW CARDBOARD ENGINEERING LAB THAT MIMICS THE LAB IN THE MIT MUSEUM. AUDIENCE MEMBERS WILL BE INVITED TO INTERACT WITH MIT'S ENGINEERING STUDENTS TO CREATE WHATEVER THEY WANT OUT OF CARDBOARD. MIT STUDENTS WILL SUPPORT WITH MEASURING, CUTTING, USING TOOLS, ETC. PARTICIPANTS WILL BE ABLE TO SPRUCE UP THEIR CARDBOARD INVENTIONS WITH SIMPLE SWITCHES, MOTORS, LIGHTS, AND BUZZERS.

### Audience Types:

Readers: May take advantage of the online grief resources in the program and the child inventor displays in the lobby; Critical Reviewers: Will appreciate endorsements by MIT partnerships; Casual Talkers: May encounter the show through In The Game or the MIT Museum; Technology-based processors: May take advantage of the online grief resources in the program and engage with MIT programming; Insight Seekers: Will engage with the lobby displays of child inventors; Active Learners: Will engage with hands-on making programs at museum and after the show as well as share their own design drawings in the lobby.



# WHEN SHE HAD WINGS BY SUZAN ZEDER



## MIT SOCIETY OF WOMEN ENGINEERS

WITH THE HELP OF MENTORS IN THE MIT SOCIETY OF WOMEN ENGINEERS, SCHOOL PARTNER AUDIENCES WILL BE INVITED TO PARTICIPATE IN FLYING MACHINE WORKSHOPS IN THEIR CLASSROOMS BEFORE SEEING THE PLAY. EACH CLASSROOM WILL BE TASKED WITH CREATING A FLYING MACHINE THAT CAN BE DISPLAYED AND MANIPULATED BY AUDIENCES COMING TO SEE WHEN SHE HAD WINGS. DURING SCHOOL PERFORMANCES, A GROUP OF STUDENTS FROM EACH CLASS WILL PRESENT THEIR FLYING MACHINES TO OTHER SCHOOLS AND CLASSES IN ATTENDANCE.

## LITERATIONS AND DAVID ELLIS ELEMENTARY SCHOOL IN ROXBURY

B DEVELOPS A SPECIAL RELATIONSHIP WITH A, TWO PEOPLE WHO ARE OFTEN OVERLOOKED AND MISUNDERSTOOD, BUT SEE THE BEST IN ONE ANOTHER. STUDENTS FROM DAVID ELLIS ELEMENTARY ARE CURRENTLY PAIRED WITH SENIOR VOLUNTEERS TO WORK ON LITERACY SKILLS AND BUILD INTERGENERATIONAL FRIENDSHIPS. STUDENTS AND VOLUNTEERS IN THIS PROGRAM WILL BE INVITED TO A SPECIAL PERFORMANCE OF WHEN SHE HAD WINGS. AFTER THE PRODUCTION, THERE WILL BE A RECEPTION WHERE YOUNG PEOPLE AND THEIR OLDER BUDDIES ARE ABLE TO DISCUSS THE PRODUCTION AND WHAT MAKES INTERGENERATIONAL FRIENDSHIPS SPECIAL.

## THE FAMILY DINNER PROJECT

THE FAMILY DINNER PROJECT IS A NON-PROFIT ORGANIZATION HOUSED IN MGH'S PSYCHIATRY ACADEMY. RESEARCHERS WILL PROVIDE WORKSHOPS TO YOUNG PEOPLE AND CAREGIVERS ABOUT THE RELATIONSHIPS BETWEEN BODY POSITIVITY, HEALTHY EATING, AND FAMILY DYNAMICS. B'S RELATIONSHIP WITH FOOD AND FAMILY IN THE PLAY MIGHT BE INTENSE OR CONFUSING FOR YOUNG PEOPLE AND THE FREE WORKSHOPS PROVIDED BY TFDP WILL HELP AUDIENCES UNPACK B'S JOURNEY AND BEGIN TO MAKE HEALTHIER CHOICES FOR THEIR MINDS AND BODIES.



Dream  
it

Make  
it

Share  
it

# WHEN SHE HAD WINGS BY SUZAN ZEDER



## LOBBY DESIGN



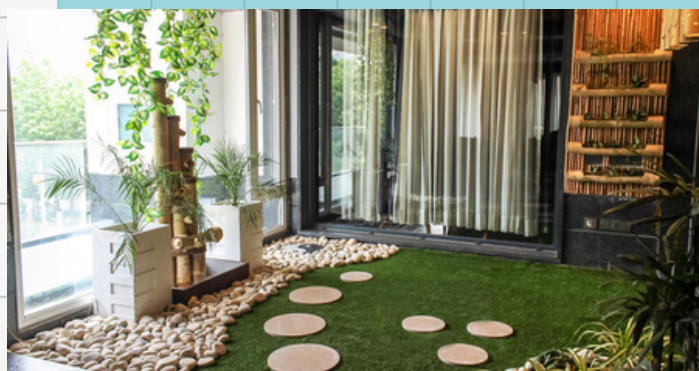
Amelia Earhart  
Time Magazine for Kids



Bessie Coleman

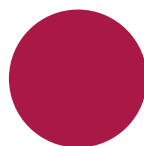
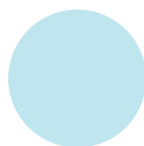
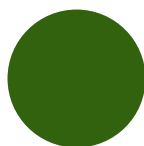
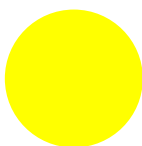
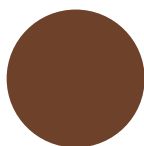


Smithsonian Magazine

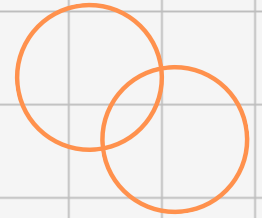


THE LOBBY SHOULD REFLECT B'S BACKYARD: MANICURED HEDGES, LOTS OF GARDEN GNOMES, HER FATHER'S GARDENING TOOLS PILED UP IN WHEELBARROWS AND WAGONS. MAYBE THE LAWNMOWER AND LEAF BLOWER ARE STASHED IN A CORNER. MAYBE THE AUDIENCE PASSES THE FAMILY MAILBOX AND IS ABLE TO WRITE A POSTCARD OR SHUFFLE THROUGH THE FAMILY'S MAIL. ON THE CEILING, WE SEE THE HISTORY OF FLIGHT. MODEL PLANES DANGLE FROM FISHING WIRE. WHEN YOU ENTER THE LOBBY, THE OLDEST PLANES ARE DISPLAYED (MAYBE EVEN A HOT AIR BALLOON). AS YOU PROGRESS TOWARDS THE THEATRE, THE PLANES BECOME NEWER. ANY PLANE AMELIA EARHART FLEW SHOULD BE HIGHLIGHTED IN SOME WAY. SOMEWHERE IN THE LOBBY SHOULD BE A DISPLAY OF 'FAMOUS FEMALE FLIERS.' IT SHOULD LOOK LIKE SOMETHING B MADE FOR A SCHOOL PROJECT AND SHE KEEPS IT LIKE A TREASURE.

COLOR  
PALETTE



# WHEN SHE HAD WINGS BY SUZAN ZEDER



## PRE-SHOW PROGRAMMING: TAKEOFFS AND LANDINGS

THE ORIGINAL PRODUCTION OF WHEN SHE HAD WINGS FEATURED THE VOICES OF STUDENTS AT THE LUCY SCHOOL (MD) DURING THE OPENING AND CLOSING MOMENTS. AUDIENCE MEMBERS OF THIS PRODUCTION WILL BE GIVEN THE OPPORTUNITY TO RESPOND TO PROMPTS ABOUT FLYING OR READ LINES INTO A VOICE RECORDER. THEN, THE SOUND FOR THE OPENING AND CLOSING MOMENTS SHOULD BE REMIXED EACH PRODUCTION TO FEATURE VOICES OF PEOPLE IN THE AUDIENCE.

- DO YOU WANT TO FLY?
- WHAT DOES FLYING FEEL LIKE?
- WHERE WOULD YOU FLY?

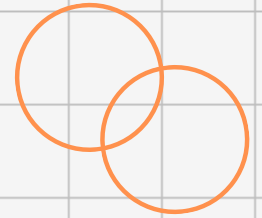
## POST-SHOW PROGRAMMING: PLANE LANGUAGE

PILOTS NEED TO KNOW MORSE CODE AND THE NATO PHONETIC ALPHABET TO COMMUNICATE WITH GROUND CONTROL. IN THIS WORKSHOP, AUDIENCE MEMBERS WILL HAVE THE CHANCE TO LEARN SOME OF THESE CODES AND PRACTICE SENDING MESSAGES TO EACH OTHER WITH THE HELP OF AN ARTIST/EDUCATOR. THEY'LL ALSO HAVE THE CHANCE TO PRACTICE COMMUNICATING NON-VERBALLY, THROUGH WRITING OR DRAWING AND BODY MOVEMENTS TO LEARN MORE ABOUT THE 'CODES' WE USE TO COMMUNICATE WITH EACH OTHER ALL THE TIME. THE WORKSHOP WILL END WITH PARTICIPANTS CREATING THEIR OWN CODED LANGUAGES IN WHATEVER MEDIUM THEY PREFER (WRITTEN, EMBODIED, SYMBOLIC, ETC.)

### Audience Types:

Readers: Engage with female fliers display; Critical Reviewers: might see news stories of MIT flight machine program or know the Literations program; Casual Talkers: Will engage with pre-show voice recordings and friends involved in Literations or MIT Society of Women Engineers; Technology-based processors: Will interact with voice recordings and be dazzled by hearing their voice in the play; Insight Seekers: Will engage Children's health partner; Active Learners: Will engage with voice recording

# THE COMPASS BY MICHAEL ROHD

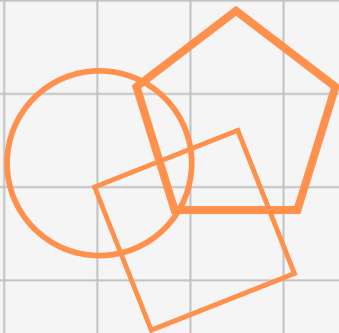


## MARCH FOR OUR LIVES BOSTON CHAPTER

MARCH FOR OUR LIVES IS A YOUTH-LEAD, NATIONAL ORGANIZATION THAT WAS STARTED BY STUDENT OF PARKLAND HIGH SCHOOL IN FLORIDA. MEMBERS OF THE BOSTON CHAPTER WILL BE PRESENT AT EVERY PRODUCTION WITH INFORMATION FOR AUDIENCE MEMBERS ON HOW TO GET INVOLVED WITH MFOL ADVOCACY INITIATIVES INCLUDING PETITIONS, DONATIONS, SOCIAL MEDIA ENGAGEMENTS, AND SIGNING UP TO VOLUNTEER. MFOL MEMBERS WILL ALSO SERVE AS EXPERTS FOR ARTISTS AND AUDIENCE MEMBERS ON CURRENT GUN VIOLENCE LAWS IN MASSACHUSETTS AND THE U.S.

## MIT ARTHUR MILLER LECTURE SERIES ON SCIENCE AND ETHICS

MIT'S ANNUAL LECTURE NAMED AFTER MIT ALUMNUS DR. ARTHUR MILLER, WILL BRING EXPERTS ON SOCIAL MEDIA, ARTIFICIAL INTELLIGENCE, AND TEEN INTERNET USAGE TO DISCUSS THE THEMES OF THE PLAY. THE SERIES WILL BE MADE FREE AND OPEN TO THE PUBLIC AND RECORDED FOR ANYONE TO WATCH AT A LATER DATE. A LINK TO THE LECTURE WILL BE INCLUDED IN THE PROGRAM.



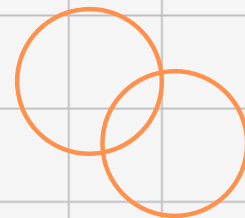
Dream  
it

Make  
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Share  
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# THE COMPASS BY MICHAEL ROHD

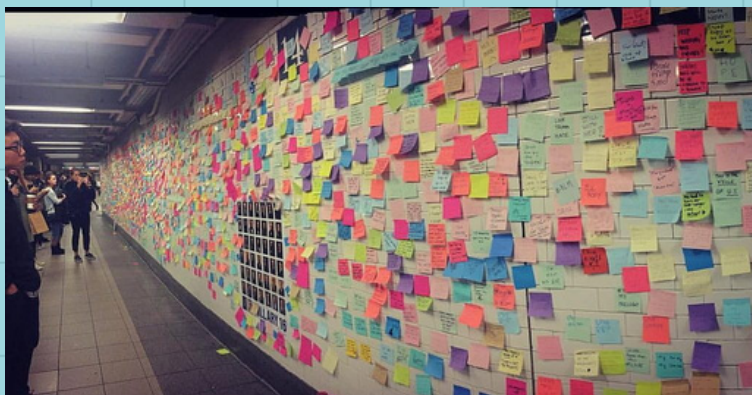


EMERSON ENGAGEMENT LAB  
LOUIS D. BROWN PEACE INSTITUTE  
THE CENTER FOR GUN PREVENTION AT  
MASSACHUSETTS GENERAL HOSPITAL

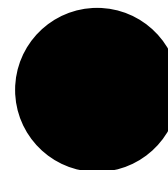
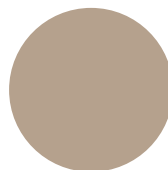
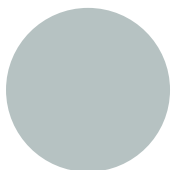
EMERSON COLLEGE HAS PARTNERED WITH THE PEACE INSTITUTE AND MGH TO EXPLORE NARRATIVE INTERVENTIONS IN INTERRUPT GUN VIOLENCE. THE FUNDING FOR THIS PRODUCTION WILL BE SUBSIDIZED BY THIS INITIATIVE. ADDITIONALLY, THE PRODUCTION WILL HOST MULTIPLE PRE-SHOW AND POST-SHOW TALKBACKS AND COMMUNITY LISTENING SESSIONS TO DISCUSS THE THEMES OF THE PLAY.

## LOBBY DESIGN

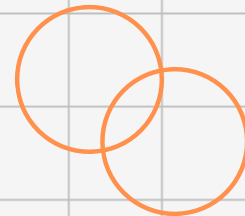
THE LOBBY SHOULD FEEL LIKE AUDIENCE MEMBERS ARE WALKING THOUGH THE HEADQUARTERS OF A NEW TECH STARTUP, BUT SOMETHING IS OFF. IT'S AS IF THE STARTUP HAS CONSUMED AND OLD SCHOOL, PLACING SLEEK CHROME FINISHES IN FRONT OF DRAB CONCRETE WALLS. ALONG ONE LONG WALL, THE POST-IT ACTIVITY (SEE NEXT PAGE) HAS TAKEN OVER, FILLING THE OTHERWISE NEUTRAL TONE ROOM WITH COLOR AND TEXTURE.



COLOR  
PALETTE



# THE COMPASS BY MICHAEL ROHD



## PRE-SHOW PROGRAMMING: AGREE OR DISAGREE? WHERE DO YOU FALL?

PARTICIPANTS WILL BE GIVEN POST IT NOTES AND ASKED TO WRITE THEIR FIRST NAME ON IT. AROUND THE LOBBY, THERE WILL BE STATEMENTS LIKE:

- SCHOOLS KEEP STUDENTS SAFE
- TECHNOLOGY IS ALWAYS A USEFUL TOOL
- IT IS OKAY TO DO SOMETHING ILLEGAL IF IT MIGHT HELP PEOPLE
- I PREFER WHEN SOMEONE ELSE MAKES DECISIONS FOR ME

AFTER THE STATEMENT, THERE WILL BE A LINE THAT SAYS STRONGLY AGREE AT ONE END AND STRONGLY DISAGREE AT THE OTHER. AUDIENCE MEMBERS WILL BE ASKED TO PLACE THEIR POST-IT NOTES ALONG THE SPECTRUM TO INDICATED HOW THEY FEEL ABOUT EACH STATEMENT.

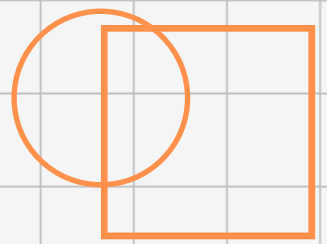
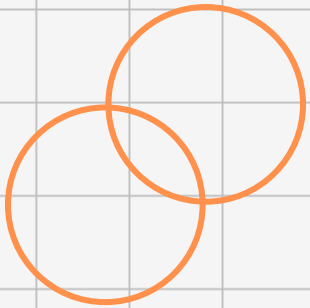
## POST-SHOW PROGRAMMING: STORY CIRCLES

AUDIENCE MEMBERS WILL BE INVITED TO STAY AFTER THE SHOW AND ENGAGE IN STORY CIRCLES LEAD BY THE ACTOR/FACILITATORS. STORY THEMES MAY INCLUDE: RELATIONSHIPS TO TECHNOLOGY AND SOCIAL MEDIA; A TIME WHERE YOU HAD TO MAKE A BIG ETHICAL DECISION, LIKE MARJAN.

### Audience Types:

Readers: Engage with other's responses to lobby questions; Critical Reviewers: Will appreciate endorsement by MGH, Peace Institute, and Emerson Engagement Lab; Casual Talkers: Will engage with story circles; Technology-based processors: Will watch recording of Arthur Miller Lecture; Insight Seekers: Will engage with March For Our Lives representatives; Active Learners: Will engage with lobby display

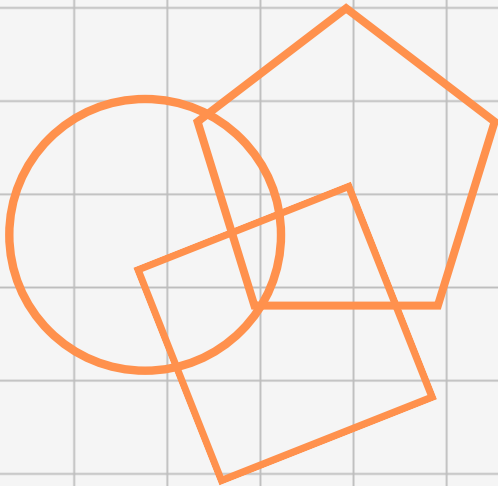
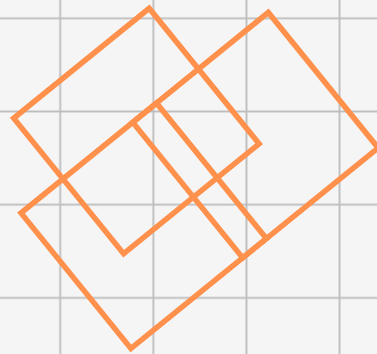




**Dream  
it**

**Make  
it**

**Share  
it**



## **CONTACT**

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