

## **Introduction:**

Never before has the time been more ripe for a union of art, technology, science, and the power of community to awaken the human heart, build deep connection, and motivate spontaneous cooperation to meet the extreme challenges of our time.

With all the undeniable evidence of climate change's exponential environmental and social threats, it remains very hard for us, human beings, to viscerally FEEL the impacts of our collective actions, unless we ourselves are in crises. Our brains have an incredible ability to deny and avoid. This keeps us living an illusion of comfort while socio-economic-environmental crises are devastating and dividing communities abroad and neighbors in our backyards that we are "sheltered from." Addressing our capacity for denial and avoidance is a critical design challenge and is the crux for this concept proposal.

This concept proposal puts forth a set of integrated ideas to first and foremost wake people up to our global crises, create experiences of deep unity and human connection to spark what is possible, and develop a platform for cooperation between people and organizations that are working on the cutting edge of deep adaptation.

## **Element 1: Astonishing and Dramatic Experiential Education, Making the Invisible Visible and Felt, An Inventory of Current Realities**

With a team of designers, scientists, architects, artists, technologists, and builders, we will design a tool kit that enables any community anywhere in the world to construct a pop-up large geodesic dome structure that would serve as a pavilion. The toolkit will outfit the pavilion in a way that it becomes a powerful engine for displaying, visualizing, and communicating information about critical life support systems (agriculture, forests, water, psychology, etc.) it would also stream live, first person experiences of crises; footage captured by iPhones and GoPros... (think... a refugee on a life raft, a mid-western farmer walking through their flooded corn fields, a family in Yemen seeking shelter, etc). The pavilion would also be able to simulate what life would be like in 2030 ie: air pollution, water availability, extreme weather. This toolkit will be an important first step toward filling a vital educational and awakening need about the current realities of our planet.

## **Element 2: Somatic Group Processing, Participatory Theater, Community Performance**

The geodesic dome structure also serves as a space for community processing. People need places to process emotions (grief, anger, powerlessness, despair, motivation, courage, inspiration) once they viscerally feel the realities of our circumstances. A team of touring artists will visit each community that pop-ups into this movement. Through storytelling, theater, and performance this team of artists will help facilitate authentic relationship building, deep dialogue, co-learning, conflict transformation, and help weave a more generative and resilient web that enables self and collective transformation (*language from StoryBridge website* :)

## **Element 3: Researching and Mapping The Cutting Edge Deep Adaptation Projects, A Platform for Spontaneous Integrated Cooperation**

A team of inter/transdisciplinary researchers and analysts will identify and map the best and brightest deep adaptation projects taking place right now across all major life support verticals - emotional/psychological health/resilience, food/agriculture, energy, water, waste, and buildings/shelter. The same geodesic dome used for visualizing the "painful realities" can be used to visualize and communicate the "light" - adaptation and resilience projects. Once the deep adaptations initiatives are identified and mapped a platform will be developed to facilitate

spontaneous integrated cooperation among individuals, projects, and organizations thereby leveraging each participants ability to serve as effective agents of change.