

Drawing from Arturo Escobar's concept of the **pluriverse** - "a world where many worlds fit" - and Yuk Hui's **cosmotechnics** - the technological practices as grounded in their situated cultural contexts - **DIS-PLAY** aims to provoke alternative ways of thinking and designing. How can we shape other worlds and learn from the diverse realities that currently coexist? How can we embrace other ways of knowing, practicing counter-realities, and devising ethical technologies?

In this seminar, students will engage in **transmedia projects** combining physical and digital storytelling, using tools like **Unreal Engine** to explore the role of technology in co-creating our world(s). Through theoretical inquiry and creative practice, we'll critically examine how technologies mediate and mold our social, political, and cultural landscapes.

How can spatial storytelling and virtual assemblages with emerging tech—like gaming engines—open new avenues for compelling narratives? How do we harness, bend, and subvert these tools to prototype and imagine alternative, feminist, post-human, and non-capitalist futures?

While the primary tool of the seminar will be **Unreal Engine**, the students will also explore a broader range of media - from performance, writing and making, to other simulation and animation softwares, generative AI tools and more. To join the course, **no prior knowledge of Unreal Engine, critical worldbuilding, speculative design or interdisciplinary inquiry is required.**

DIS-PLAY



DIS: **DIS-PLAY** challenges the idea that technology is neutral and posits that technologies are shaped by, and in turn shape, the contexts in which they are developed and used. With insights from guest speakers—designers, theorists, and media artists—the seminar will spark **critical discussion on the entanglement of technologies (emergent, established, and speculative) with the ways we we live in, conceive of, and imagine the world.** In particular, we will look into social media, videogames, XR and AI to interrogate their current and future material,

-PLAY: The seminar employs **speculative design and critical worldbuilding** as creative methods to construct counter-factual narratives and speculative worlds through **transmedia projects.** We will use Unreal Engine as a storytelling device and a site of critique. Through the series of hands-on workshops, we will create experimental representations, assemblages of digital objects and spaces, real-time simulations and animations to critically interrogate the role of emerging and existing technology in shaping the worlds. In particular, we will engage in **storytelling projects** following three entangled topics: **ecology, labor and embodiment.**