



GEM – Green Education in Media / Course 2023

Course Theme: Innovations for sustainable positive futures Co-creating desirable scenarios for the year 2050

As part of the GEM Erasmus+ Cooperation Partnership Project

This course aims to understand the current sustainability challenges related to climate change and our coexistence with nature. The aim is to deal with the uncertainty facing <u>planetary</u> <u>boundaries</u> - in relation to specific target groups and multipliers of individuals, organisations and societies.

ECTS: The amount of ECTS granted for this course is subject to the individual implementation of the partner universities.

02.05. – 30.05.2023 (tbc)	Preparatory Sessions with weekly online workshops		
02.05. 15:00 – 17:30 CET	Workshop 1: Unit Overview of challenges, goals, methods, process \rightarrow Research (tasks)		
09.05. 15:00 - 17:30 CET	Workshop 2: Intro into existing solutions in business and politics, definitions and programmes		
23.05. 15:00 - 17:30 CET	Workshop 3: Intro into Future Prototyping and Art For Futures Lab		
30.05. 15:00 - 17:30 CET	Workshop 4: Speculative Design and Design Sprint methods 3 horizons framework		
04.06. – 09.06.2023	Sustainable Futures Camp, Drahnsdorf (Germany) https://projektraum-drahnsdorf.de/		
04.06. Arrival 17:00 –	Getogether, Intro & Teambuilding Sessions		
05.06. 9:00 – 18:00	Start of Design Sprint + Nature Experiences and Explorations		
06.06. 9:00 – 18:00	Co-Creation, ideation, sketching, exploring the design options of concepts		
07.08. 9:00 – 18:00	Development of concepts		
08.06. 9:00 – 18:00	Development and testing of concepts/prototypes, End of Design Sprint		
19:00 –	Festival of group's creative interventions		
09.06. 9:00 – 12:00	Presentations of camp results / Afterwards Departure		
Summer 2023	Possibility to elaborate on prototypes (with experienced content creators)		
After Summer	Expert Feedback sessions (tbd)		





Sustainability as a positive vision to tackle climate change

Although millions of people around the world are demanding climate protection and sustainability, the speed of the necessary adaptation and mitigation is completely inadequate. Many people recognize that planetary boundaries, the climate and biodiversity crisis, the unregulated globalised financial system, and the increasingly unequal distribution of wealth that endangers peace as a whole poses existential problems for human societies. They are ready to question the world and critically reflect the way they have lived up to now, and search for solutions. At the same time, however, existing solutions seem partly unknown, unclear or contradictory or difficult to imagine. Climate change is proven to be the most urgent and consequential issue humankind has ever faced. How content producers address it in the next two decades might determine the kind of world current and future generations will live in. In the book "The Future We Choose" by Christiana Figueres and Tom Rivett-Carnac (they led negotiations for the UN's Paris Agreement of 2015) two possible scenarios for planet Earth are outlined. One describes what life on Earth will be like by 2050 if Paris climate targets will be failed. The other one refers to a carbon neutral, regenerative world, and how head-on optimism can fend off the occurring disasters.

Overview of module

In this module,9 partner organisations incl. about 40 students and 20 lecturers will join. We aim to focus on positive scenarios in order to reflect and change current lifestyles, normative values and contemporary culture of the Anthropocene. It is upon us as globalised, increasingly urban societies to envision and implement new ways of socio-ecological transformation and creative visions for social cohesion and well-being (quality of life for whom), as well as the health of the planet. Creativity and imagination as a common basis is the starting point for strategically considered communication processes and new media formats that can spark public discourse about sustainable visions.

Our major topic will focus on Green Transformation in Media and Arts.

Subtopics might include other topics, e.g. *Anthropocene Kitchen - How to organise food production and consumption for 9 bn people on planet Earth?* or *Food Trends based on Regenerative Farming facing climate change.*

As a result of this module, visions of ideal places are researched, envisioned and described. Appropriate media formats get conceptualised to transfer these ideas to accelerate green transformation forwards positive futures. These don't need to be solutions, but serve as visions or missions conveying intentions and values of the teams, in search of addressing issues causing climate change.

In the **first two preparatory workshops** (02.05/ 09.05.) participants will learn about challenges and international agreements to cope with the Anthropocenic issues. More research can be done individually. These findings will then be presented, too.





The **following two prep workshops** (23.05./ 30.05.) will give participants an overview of the Art For Futures Lab method and how positive futures can be envisioned. Attendees learn about Futures Literacy, and how to develop narratives of a 2050 scene based on future trends. To make it easy and simple, sustainable and regenerative futures can be envisioned based on already existing innovations that will be introduced.

Within a local group of 5 participants further research of local challenges and inspiring social initiatives, innovations or startups in local areas can be done.

In the **Sustainable Futures Camp (04.06. – 09.06.)** local groups from Croatia, Germany, Greece, Finland, Malta and Poland will get together in a rural one-week camp near Berlin. There we will have nature experiences and explorations and reconnect to indigenous wisdom. Furthermore, partakers will form groups of 4 people and ideate and accelerate their concepts to spread knowledge about positive futures supporting the convivial conversation and needed socio-ecological transformation.

On Friday morning every group is invited to present their concepts that can be further developed **over summer**.

After summer the prototypes and production plans can be discussed with specific science and media experts.

All participants in this module will get a briefing before the preparatory workshops are started.

About the location

The <u>Projektraum-Drahnsdorf</u> is a natural and inspiring place for projects, seminars, team retreats and celebrations. Based on the concept of creative action, the association understands that all creative activity takes place out of a field having inspiring effects on actions. The simultaneity of the past, the present and what is to come makes the place special: much of the old days has been preserved. In many rooms there is historical furniture in its original condition in order to preserve the original, rural atmosphere of this estate. But there is also convenience, modern technologies and methods that are needed today to find out what could be tomorrow.

A large linden tree and chestnut tree have stood in the garden since the founding years, which bear witness to the fact that it was once laid out like a park. In GDR times, a kindergarten with green niches was created. There are spacious lawns for parties on a total of 7000 square metres, as well as small booths for retreat and study.

Picture Gallery

Address: ProjektRaum Drahnsdorf, Dorfstraße 17, 15938 Drahnsdorf Route

As there are limited **Accommodation Options** we'd appreciate to mark your first till third choice. We try to have everyone in their favourite place, but we aim to distribute it equally between the partner organisations.*





Options*	1. choice	2. choice	3. choice
Option 1a (single tent)			
Option 1b (single tent, but no own tent available**)			
Option 1c (group tent)			
Option 2 (glamping tent for 2 persons)			
Option 3 (shared bedrooms for 2 or 3 people)			

* tents unlimited, capacities for bedrooms and glamping limited

**we aim to get tents from the German team, so probably no shipping needed.

Please check the **registration deadline** with the GEM contact person at your university.

Platform and Support

- 1-2 mentors are assigned for each team of up to 4 students;
- Miro for prep workshops;
- Communication platform tbd;
- Dedicated learning & research materials will be available online;
- Tutorial and support available for using Slack for team-internal communication;
- Prep workshops and camp sessions will be facilitated by an international teaching team.

Competencies taught in the Course

- Knowledge
 - Sustainability concepts, Sustainable Design;
 - Green Production;
 - Content creation based on positive future storytelling
- Skills
 - Rapid content & interface prototyping for (interactive) media formats;
 - Concept and project planning for (interactive) projects;
 - Pitching and reviewing a media concept;
 - Exploring the creative potential of new media technologies;
 - Future Skills
- Social Competencies
 - Building a transcultural team;
 - Working in an interdisciplinary team;
 - Creative processes and decision making;
 - Self-reliance and empowerment;
 - Self-organisation within teams
 - Futures Literacy





Tentative tasks of teams during course

- International Teambuilding and Leadership
- Research and ideate based on a briefing
- Concept Development
- Design Sprint Method
- How to prototype and test an (interactive) / participative media format

About GEM

GEM - Green Education in Media is an Erasmus+ Cooperation Partnership between nine international partners (2022 - 2025):

- Film University Babelsberg KONRAD WOLF, Germany (Project Lead)
- Tampere University, Finland
- Tampere University of Applied Sciences, Finland
- National and Kapodistrian University of Athens, Greece
- University of Malta, Malta
- Academy of Dramatic Art, University of Zagreb, Croatia
- Jagiellonian University in Kraków, Poland
- Lodz Film School, Poland
- Institute for Art and Innovation, Germany

Together they are working on:

- Environment and fight against climate change
- Supporting digital and green capabilities of the higher education sector
- Green skills
- Creating new, innovative or joint curricula or courses
- Digital content, technologies and practices

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