

# A CASE FOR PLAY: ROHINGYA REFUGEE EXPERIENCE

as told to RAY LC, with ANIKA ULLAH and FABEHA MONIR

NEON  
RE@CT  
2019





COLUMBIA UNIVERSITY



DO NYC



Project for Peace



ARS ELECTRONICA

# A CASE FOR PLAY

PLAN FOR  
TODAY

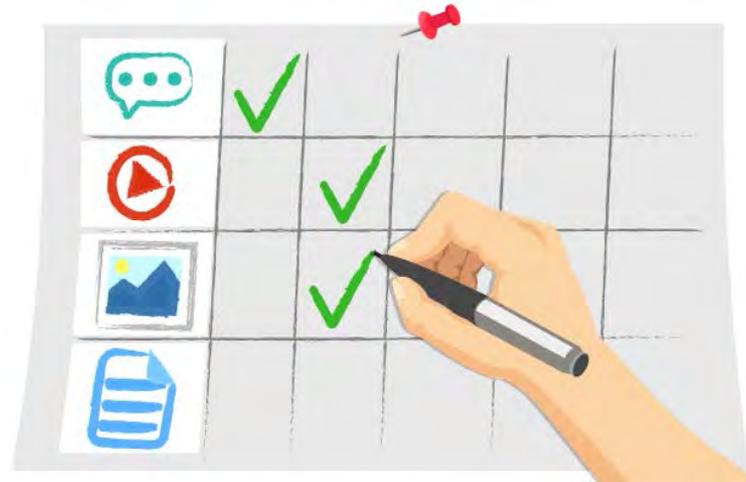
Storytelling as influence

Case for play as storytelling

Journey to Rohingya

Movement and interaction

Empowerment through storytelling



# STORIES TELL US ABOUT THE PEOPLE WHO TELL THEM



“taught me how to swim by throwing in water”

“have to take risks to create a business”

# STORIES TELL US ABOUT THE PEOPLE WHO TELL THEM



“taught me how to swim by throwing in water”

“never trust authority, fight for your rights”

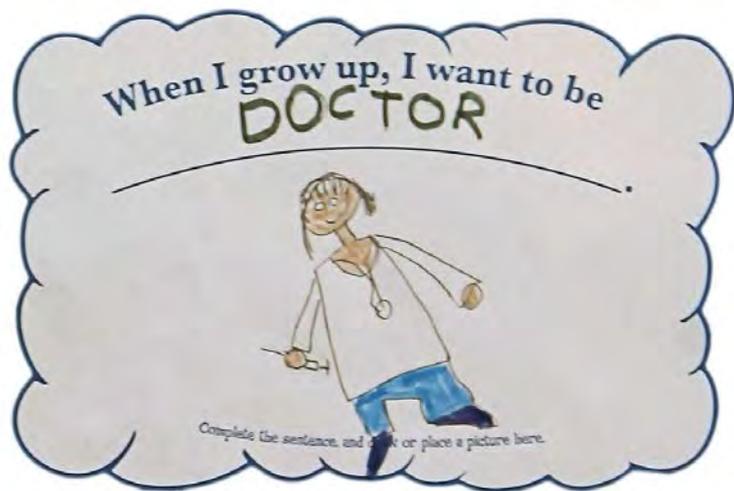
# WE EDIT STORIES FOR PURPOSE

stories under our influence



# OUR STORIES COMMIT US TO PURPOSE

stories influence us



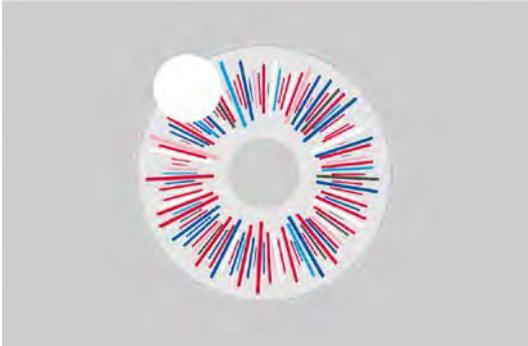
# WE COMMUNICATE USING STORIES



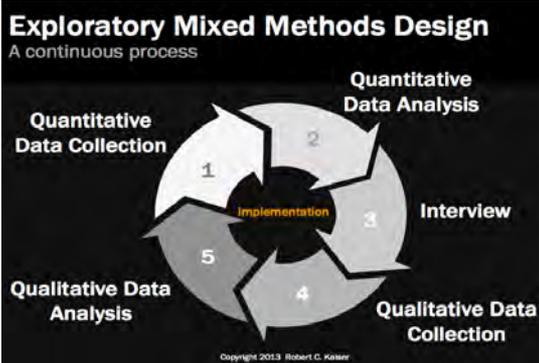
transcendental idealism



semantics



transdisciplinary



mixed methods



grants/fellowships/pitches



art

WHEN YOU STEP INTO THE CAMP, IT'S NO LONGER A CAMP



# PLAY: PERSPECTIVES FROM DIVERSE MODES OF STORYTELLING



## DOCUMENTARY

Narrates the loss of child on the way from Myanmar, memory in Ramadan



## VR EXPERIENCE

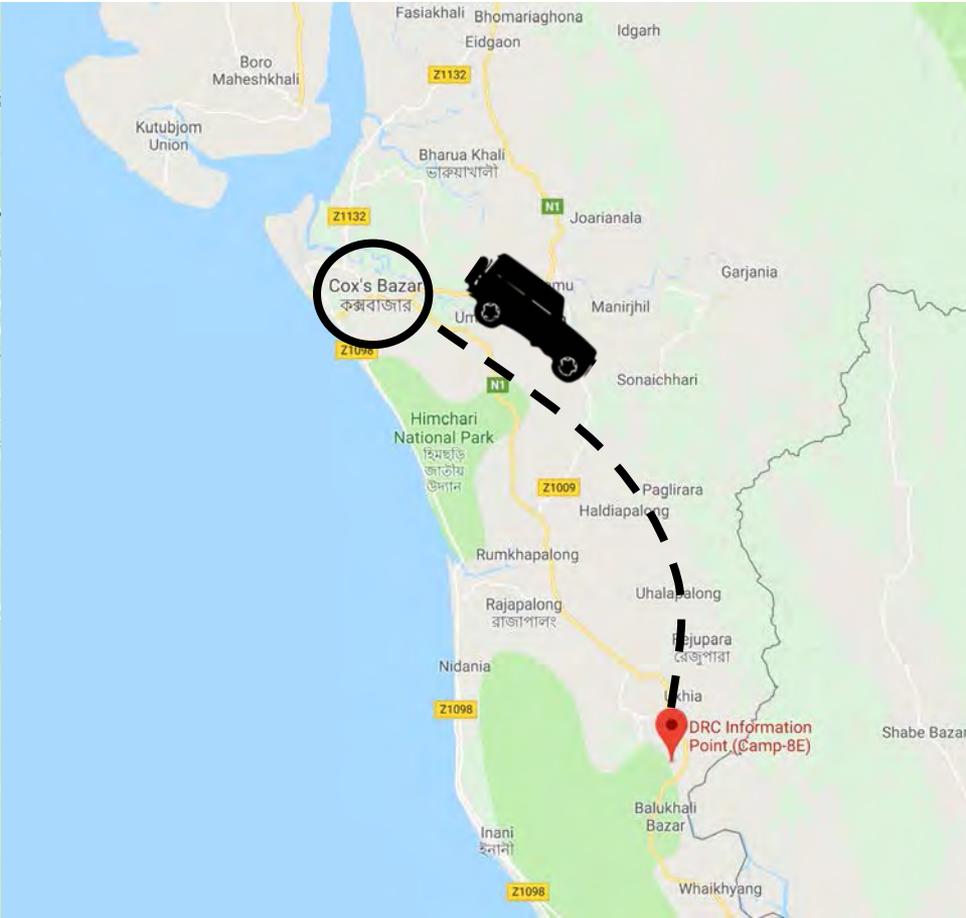
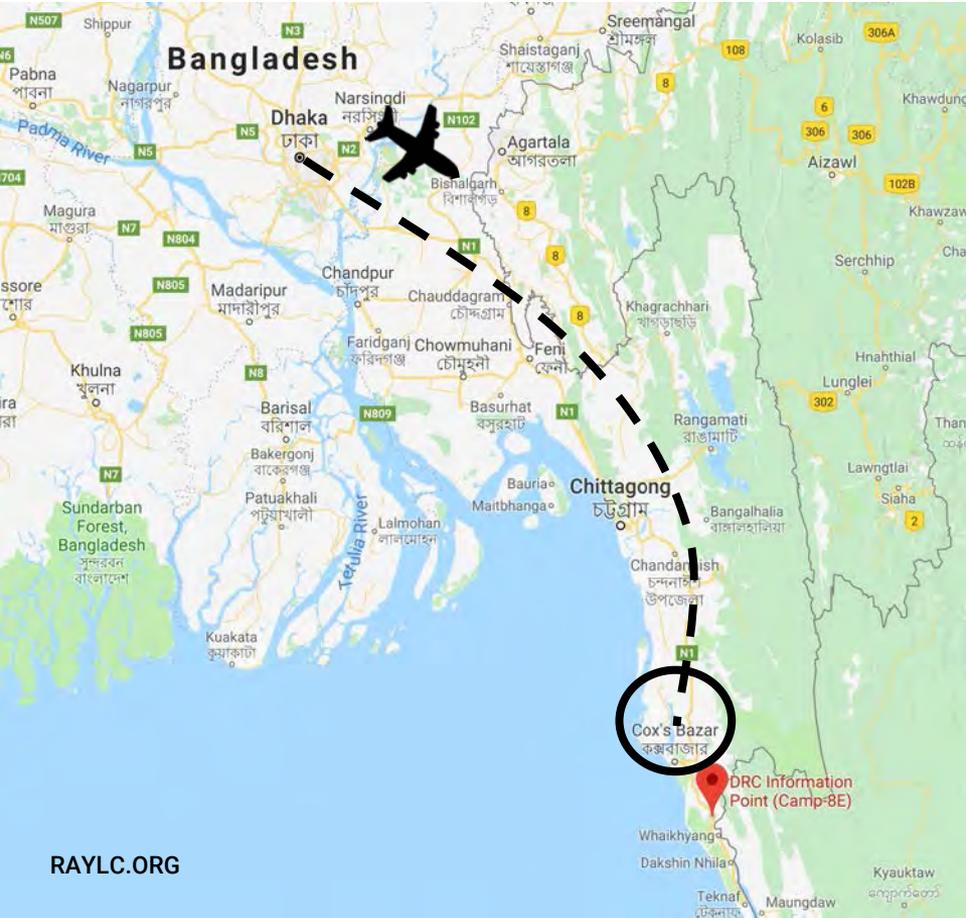
Rohingya child takes you around the camps in daily life activities



## EMPOWERMENT

Teaching refugees how to use phone and 360 camera to record and express

# JOURNEY TO ROHINGYA



# JOURNEY TO ROHINGYA



# FACES OF ROHINGYA



# FACES OF ROHINGYA



# PLAY: UNBIASED WITH CHILDREN OF ROHINGYA





# PLAYFUL TECHNOLOGIES FOR JOURNALISTIC STORYTELLING



# REFUGEE EXPERIENCE: VR

static

agenda

hidden director/creator – objective?

sad – according to whom?

2D like movie

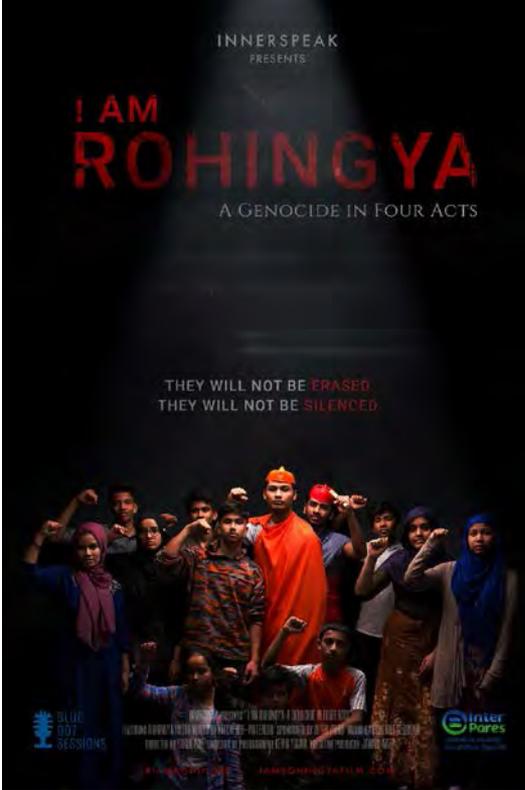
western music/sensibility

frequently dubbed

aesthetics



# REFUGEE EXPERIENCE: DIVERSE PERSPECTIVES



# A NEW LANGUAGE FOR A NEW MEDIUM

movement – perspective change

show the auteur - subjective

surprising sound – VR power in invisible

use their own voice and sound

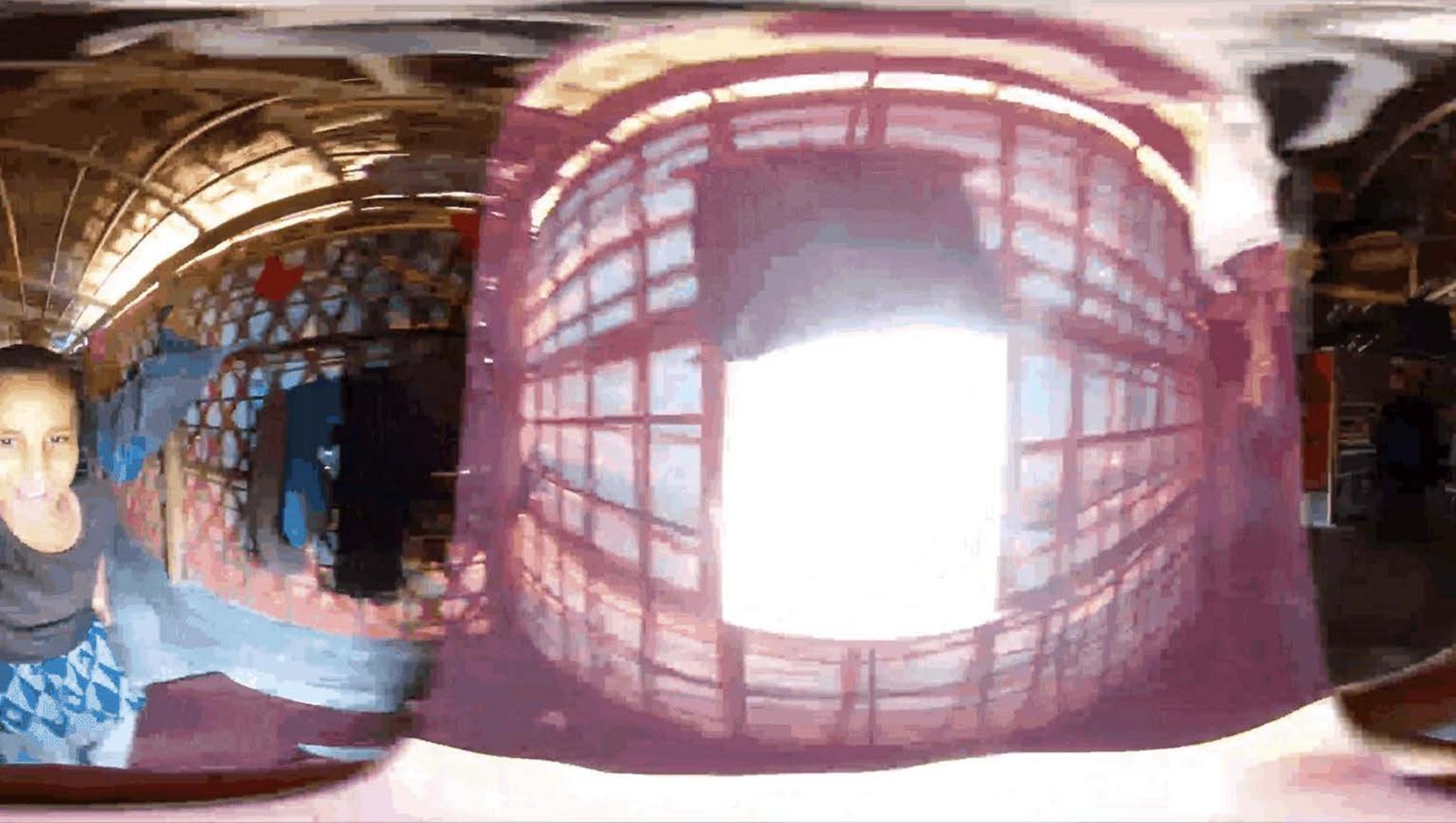
subtitle the viewer not the scene

expressive language over rendering









# WHAT WE LEARNED

frame narratives, not agendas

multiple projects, fuller story

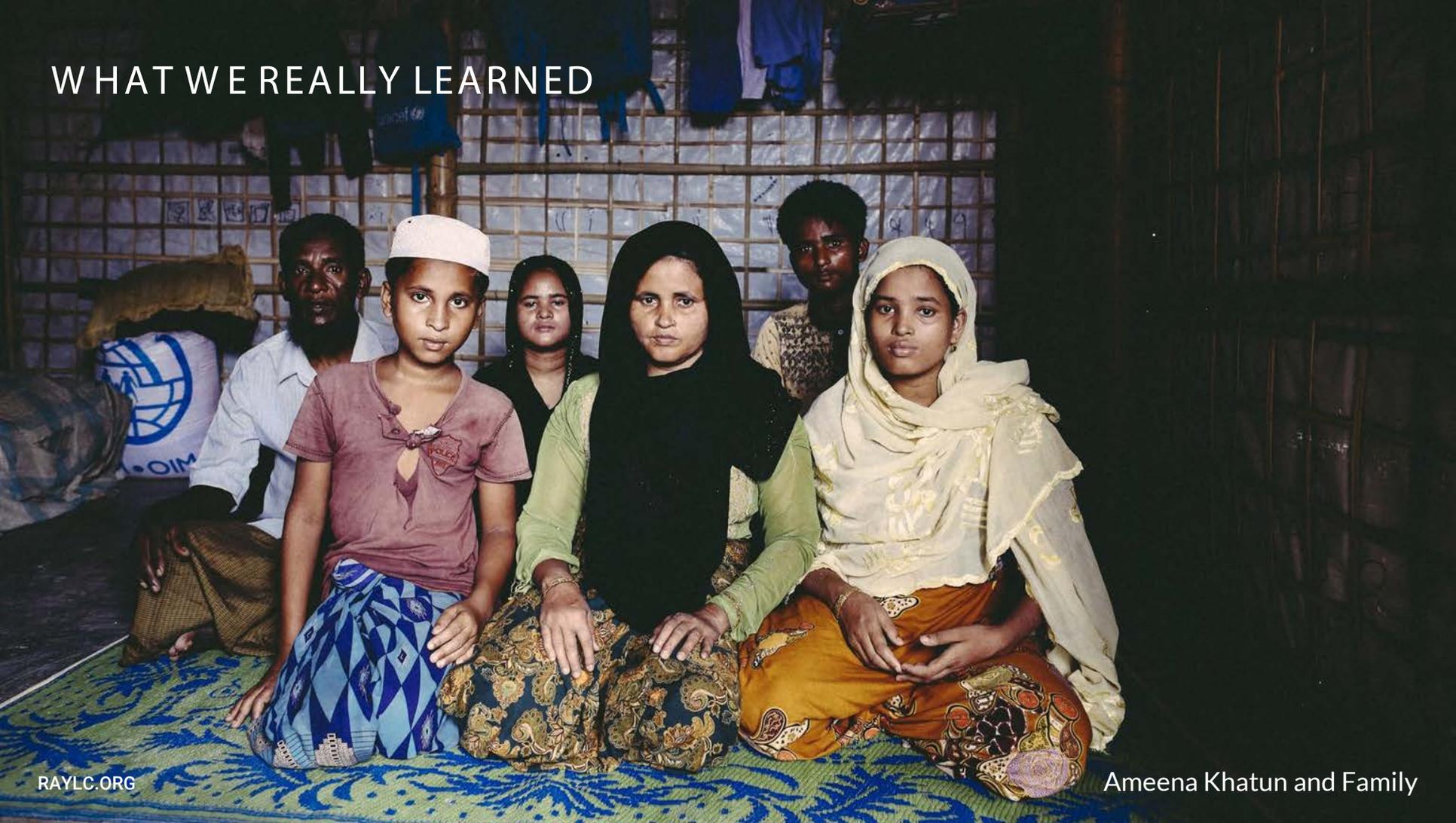
communication by coop action

immersive film language based on:

MOVEMENT  
INTERACTION  
EXPRESSION



# WHAT WE REALLY LEARNED



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