

A CASE FOR PLAY: ROHINGYA REFUGEE EXPERIENCE

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

NEON
RE@CT
2019





A CASE FOR PLAY

PLANFOR
TODAY

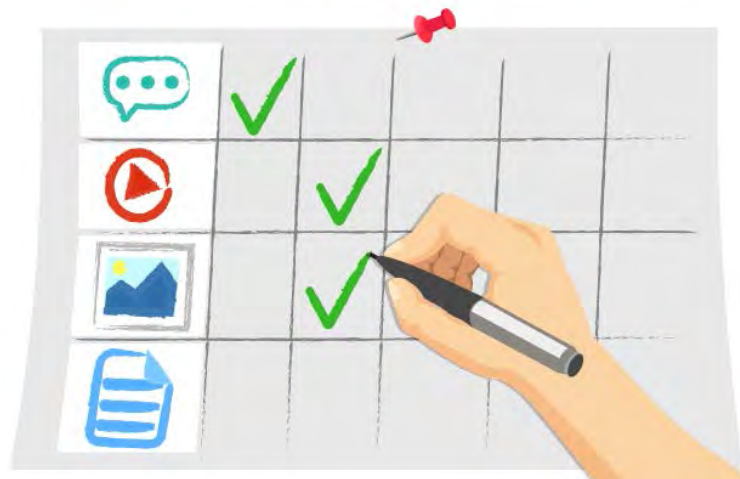
Storytelling as influence

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”

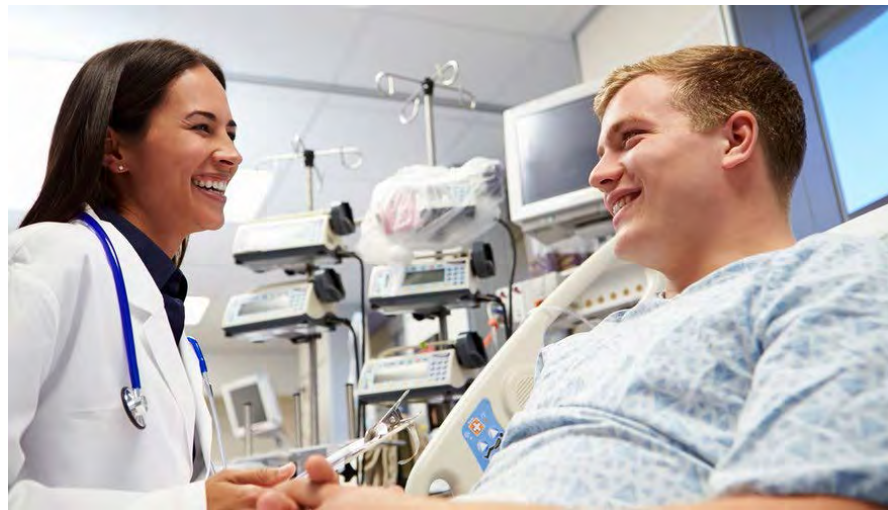
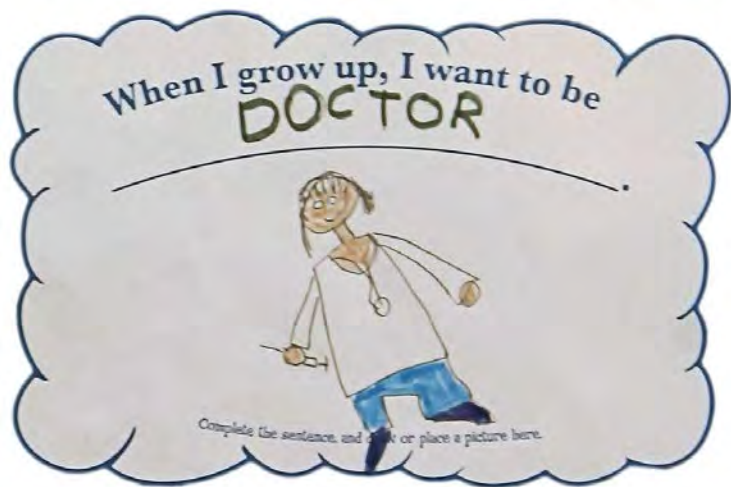
WE EDIT STORIES FOR PURPOSE

stories under our influence

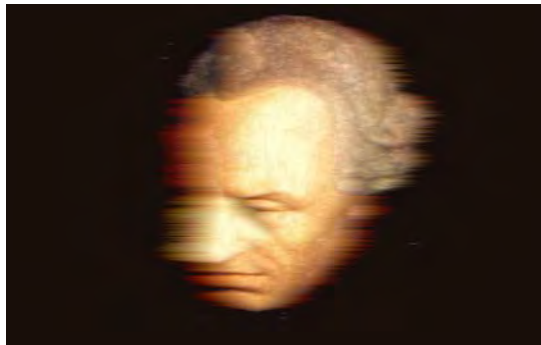


OUR STORIES COMMIT US TO PURPOSE

stories influence us



WE COMMUNICATE USING STORIES



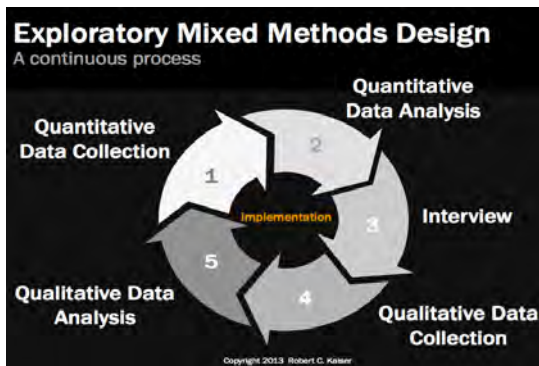
transcendental idealism



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

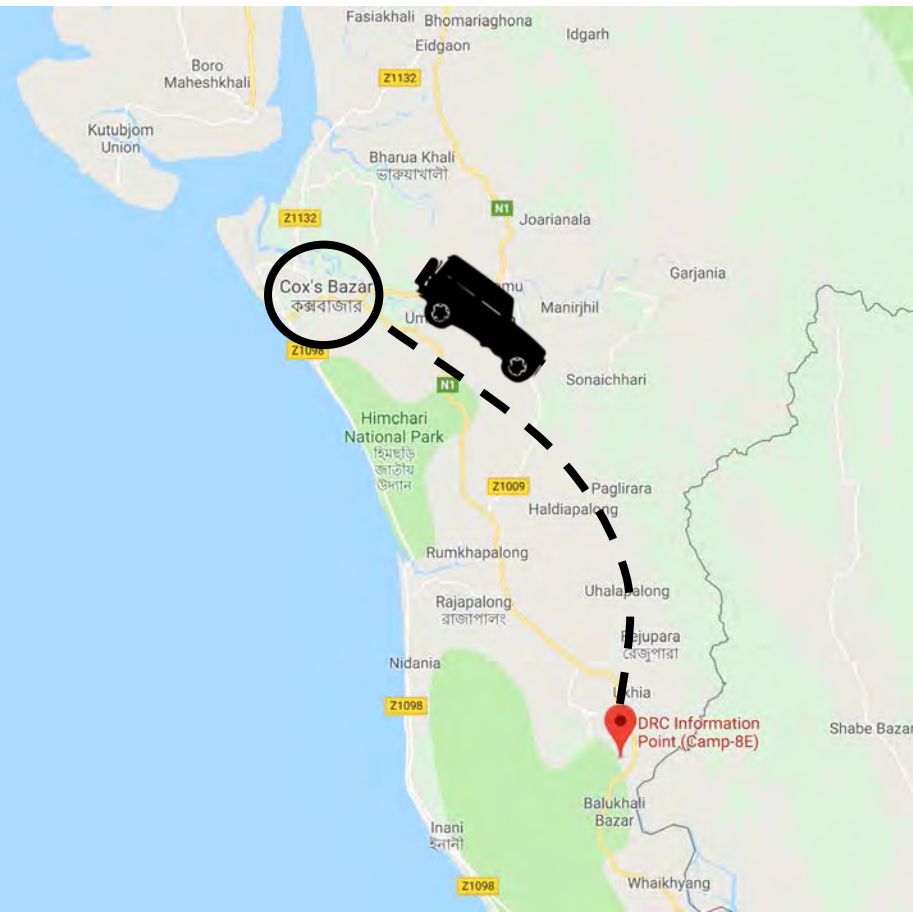
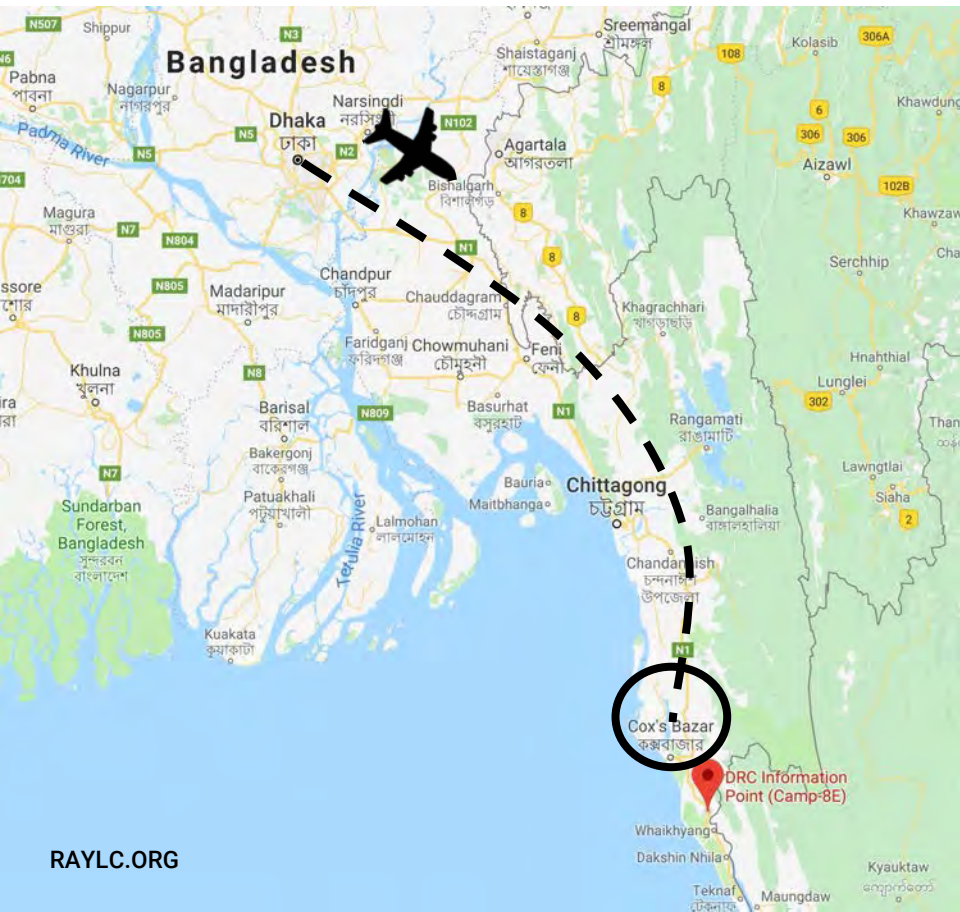
Rohingya child takes you around the camps in daily life activities



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



RAYLC.ORG



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

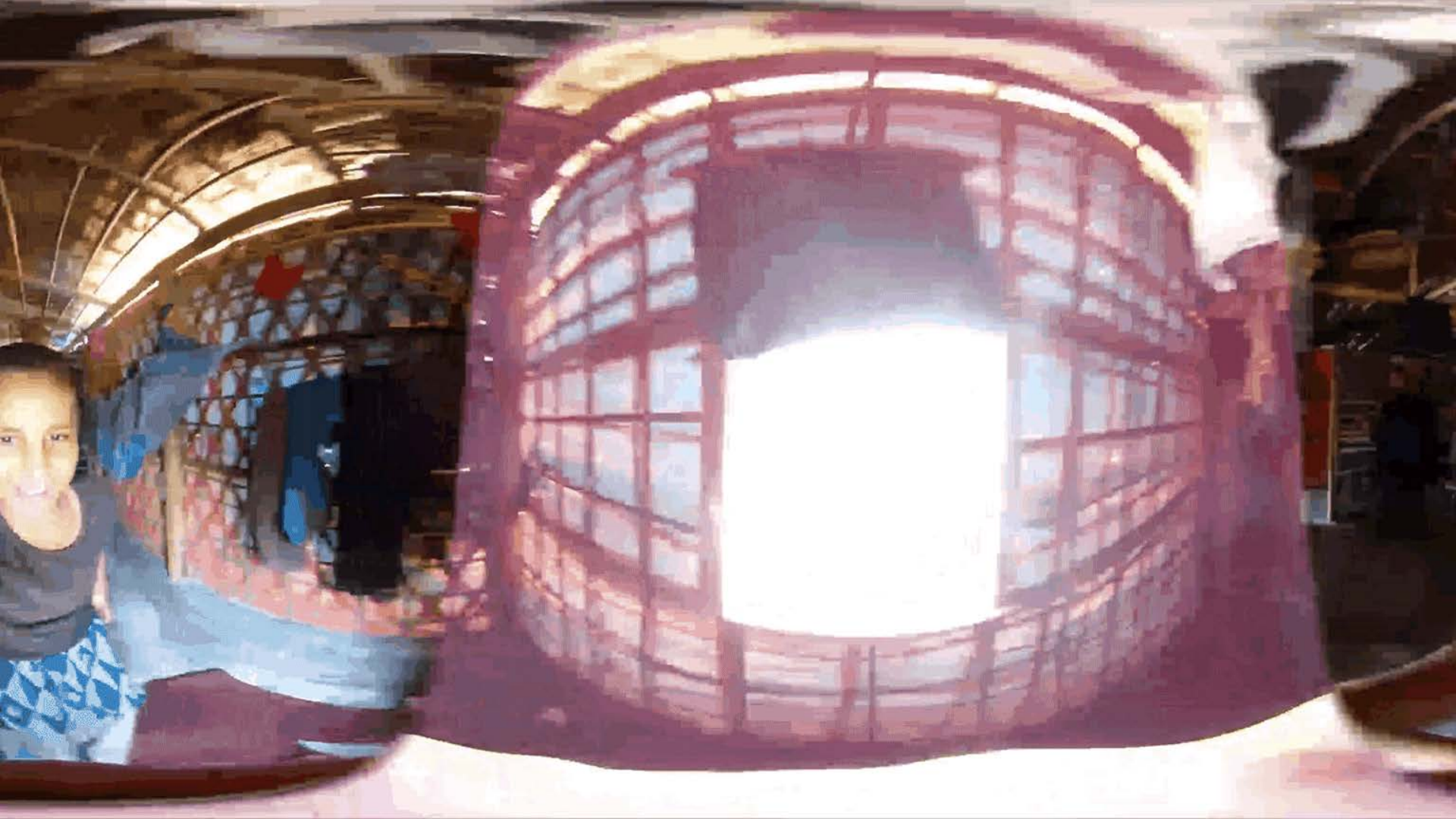
subtitle the viewer not the scene

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

