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# BOHO INTERACTIVE

Projects, Workshops and Commissions

The background of the image is a blurred photograph of a child's play area. In the foreground, there is a green play mat with various wooden toys. On the left, there are several wooden blocks of different colors (yellow, blue, brown) stacked together. In the center, there is a red plastic cup with a wooden stick sticking out of it. To the right of the cup, there are several wooden chess pieces, including a white king and a black queen. The background is out of focus, showing a child's hands and some colorful objects on the floor.

# Boho Interactive

Boho is a collective of Australian artists and game designers.

We create interactive performances and games exploring concepts from systems science, complexity theory, resilience thinking, game theory and network theory.

We work with scientists and research institutions including Australia's CSIRO, University College London, the Stockholm Resilience Centre and the Earth Observatory Singapore.

Boho presents games, workshops and performances for businesses, conferences, museums, festivals and theatres.

Since forming in 2006, we have presented works across Australia, the United Kingdom, Sweden, Singapore and China.

Boho company members are Michael Bailey, David Finnigan and Jack Lloyd, and the creative team includes David Shaw, Nikki Kennedy, Nathan Harrison and Rachel Roberts.



*Nathan Harrison, Rachel Roberts, David Finnigan, David Shaw and Nikki Kennedy.*

# Science

**Our work has explored and illustrated concepts from fields including:**

- Complex Systems science
- Climate and Sustainability
- Resilience thinking
- Epidemiology
- Game Theory
- Earth sciences and disaster management
- Network Theory



## **How do we work with scientists?**

We are not scientists - we are artists - which we think gives us an advantage in being able to translate concepts to a non-science audience. But we require that all of our work is created in close collaboration with experts from the field.

It's crucial that our work is always entertaining, accessible, and scientifically rigorous. Typically our projects are developed over months spent in residence at research institutions. We work on-site, doing our own research and development, and regularly meeting with expert consultants to test and discuss ideas and drafts.

The development of these works often takes place over multiple years, which means we can be sure the work is rich, informed and based on cutting edge research.

## **Who have we worked with?**

We have collaborated with the following research institutions: University College London's Environment Institute (UK) The Stockholm Resilience Centre (Sweden) Earth Observatory Singapore at Nanyang Technological University (Singapore) CSIRO (Australia) The Australian Academy of Science (Australia).

*"This could be used in so many ways to help people understand the complexity of sustainability and ecological thinking."*

Audience member

*"The interactivity made it so fun that I didn't realise how much I was learning...this session was the best introduction to systems we've had!"*

Audience member

# Best Festival Ever

## HOW TO MANAGE A DISASTER



**12 - 30**

Fun team building



**2 hours**

Game play and discussion



**Outcomes**

Enhances team work and communication



**Benefits**

Understanding and managing complex systems

Best Festival Ever is an interactive performance that enhances teamwork and communication, building skills in understanding and managing complex systems.

Using hands-on boardgame mechanisms, participants plan and manage their own music festival. Working together, the audience take control all the way from programming the bands to producing the final concert.

Developed with research scientists from University College London, the Stockholm Resilience Centre and CSIRO, the show explores concepts from Systems Science and Resilience Thinking.

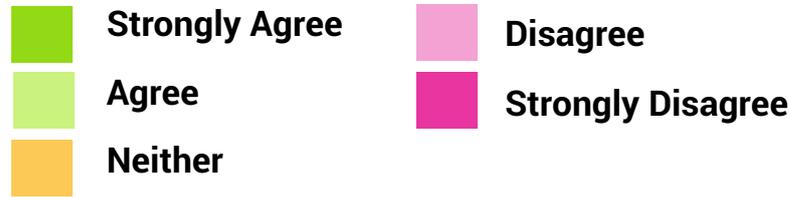
Appropriate for policy-makers, businesses, conferences, management teams, community leaders, arts and festival audiences.

*"The ideal mix of a learning experience and team-building - absolutely unique in its approach, and a brilliant alternative to standard corporate away day sessions."*  
Julie Dodd, Zone Creative UK

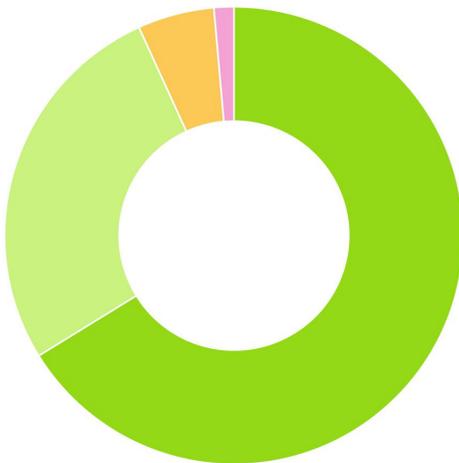
*"Boho's work builds well-crafted, entertaining metaphors, bringing concepts to life for audiences from all walks of life. We sorely need this kind of experience."*  
Dr Nicky Grigg, CSIRO

# Audience Statistics

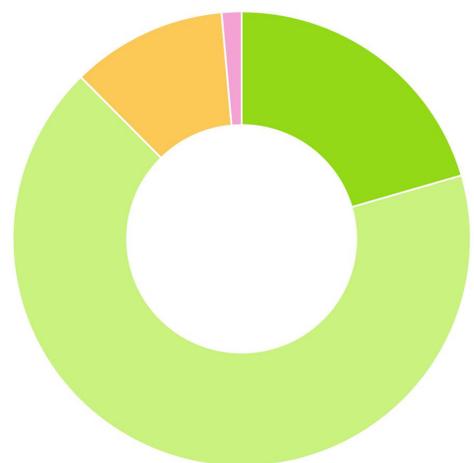
Working with the London Science Museum's audience research team, we produced an audience survey that was completed by 109 attendees - more than a third of our 270 participants.



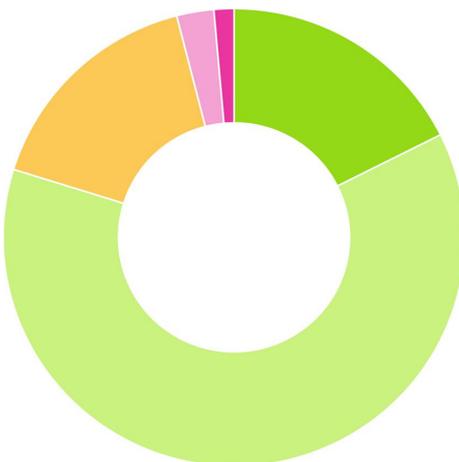
I found the show fun and engaging



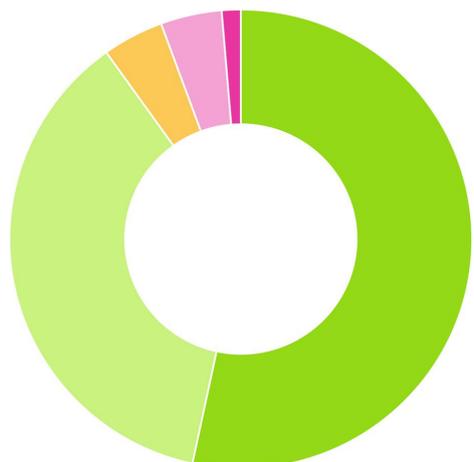
I now have a better understanding of what a complex system is



The show contained ideas that are useful to me in everyday life



I am likely to recommend the show to other people



*"I both enjoyed and learned from this joyful refreshment on systems theory, and the simulation game stretching participants creativity and team spirit"*

Audience member

*"The show gave real insights into what usually might be considered difficult and hard topics such as systems thinking and resilience."*

Audience member

# Democratic Nature, Sweden

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Flaten is a nature reserve and lake in the suburban area of Skarpnäck, in Stockholm, Sweden. This beautiful lake area is home to Democratic Nature, a unique project that brings together partners from science, theatre, education and government to look at the sustainability and governance of the area.

In 2016, Boho were company-in-residence at Flaten with partner Miljöverkstan, who deliver experience-based learning opportunities for school children and programs for newly arrived immigrants.

Boho developed a new participatory performance work, to be installed in the gallery space by Flaten lake. The game brings together participants to explore the different systems at play in the area - ecological systems, social systems and governance systems.

From a hands-on history of the region from the Ice Age, through to an exploration of Flaten's future, Democratic Nature is designed to facilitate conversations about the value of nature in Sweden's future.



# Grab The Kids And Run, Singapore

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In early 2018, Boho was in residence at the Earth Observatory of Singapore (EOS) to develop an interactive, in-person scenario game. Intended for exhibition to the general public, local government authorities, NGOs and the military at the ArtScience Museum.

This new game examines dynamics that impact how cities respond to imminent disaster threats.

Over the space of an hour, players make decisions and enact choices through a series of hands-on interactive mechanisms, drawing on tools and techniques from boardgaming and Boho's interactive Systems works.

This work supports the EOS mission to use research on earth systems to foster safer societies.



# Workshops

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Boho Interactive offers science-based workshops that help companies solve business problems.

Through hands-on gaming and interactive theatre, we help businesses engage with key principles from complexity theory and resilience thinking.

Boho use gaming, narrative scenarios and playful exercises to explore key concepts from complex systems science, and how they impact on your industry.

Participants develop their ability to work as a team, to respond creatively to challenges, and their decision-making procedures.

Participants will receive:

- An understanding of key concepts from complex systems science and resilience thinking
- A systems thinking primer
- A visual systems map of their own organisation identifying potential thresholds, tipping points, risks and opportunities
- These workshops have been developed in collaboration with research scientists from institutions such as University College London, the Stockholm Resilience Centre, the Earth Observatory Singapore and CSIRO (the Australian Commonwealth Scientific and Industrial Research Organisation).



# Menu of Games

Choose from one of our pre-existing game / workshop packages and we will work with you to customise it to your specific business challenges.



## Run A Bank

Players manage a small bank through a series of shocks: logistical, financial and reputational crises. This game examines the impact of climate change and extreme weather on international business.

*Time: 3 hours*



## Save Our School

Take charge of a challenging complex system: a high school. Can you keep the school running within a changing curriculum, a tiny budget, angry parents and misbehaving students? This game looks at the challenges of operating in the public sector and in service provision.

*Time: 3 hours*



## Systems Mapping Workshop

Using the tools of Resilience Assessments, participants map their own business as a system, and the broader ecology it is part of. Afterwards, participants will receive the visual systems map of their own organisation.

*Time: 1/2 day*



## Game Design Workshop

'If you want to understand complex systems, don't just play games - make games.' In this workshop, participants will learn the core principles of game design and use these principles to create playable game prototypes based on their own organisation.

*Time: 3 hours*



# Work With Us

We are always keen to hear from potential new partners and collaborators.

## Single Events

For one-off engagements you can choose from one of our existing workshops or performances. We are happy to talk about how we can customise it to your specific business, conference, festival or event.

## Consultancy

Members of the Boho team are available to consult on other projects. Speak to us if you need assistance with game design, communicating science principles, or managing a collaborative process.

## Commissions

If you are interested in having an original game created for your organisation, please get in touch. We can work with you to develop a bespoke game, based on your specific requirements. We will co-design the game with you, and then provide you a package of all the designed materials and rules you need to deliver it yourself from then on.

"Boho opened the eyes of our corporate clients to the possibilities in presenting concepts like resilience, complexity and systems thinking in a hands-on and participatory approach. As senior safety executives with sophisticated systems, *Best Festival Ever* gave them a new way to think about engagement with their executives and their workforce on matters like safety in design and emergency management. Sparking ongoing positive conversations between attendees, we highly recommend it."

*Alena Titterton, Partner, Occupational Health, Safety and Security, Clyde & Co*



