
BRACHLAND - ENSEMBLE
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HUMANOTOP
TOMORROW IS NOW
An interactive future area

HUMANOTOP – tomorrow is now!

An interactive future area. In cooperation with RWTH Aachen University and Münster University of Applied Sciences, the Brachland-Ensemble is creating an interactive future area which, based on scientific data, enables the audience to rethink the future of their city.

Based on the stage version, two further versions were developed: the interactive audio walk in public space „Humanotop 2.0“ and the discussion format „Humano-Talk“.

WORLD PREMIERE
June 17, 2022

CONCEPT, DIRECTOR
Dominik Breuer

WITH
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DRAMATURGY
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SCIENTIFIC CONSULTING
Prof. Dr.-Ing. Achim Kampker (RWTH Aachen), Morgane de Toeuf (Université Libre de Bruxelles, Armin Küchler (M.A.) FH Münster

PRODUCTION
Julia Opitz

STAGE AND COSTUME DESIGN
Maria Pfeiffer

SOUND DESIGN
Jan Pfitzer

AUDIENCE DEVELOPMENT
Peer Stark

PLAYING TIME
2:15h (Humanotop),
1:45h (Humanotop 2.0)

IN COOPERATION WITH
Theater Aachen, RWTH Aachen, Bürgerstiftung Lebensraum Aachen, Kulturamt Solingen, Demokratiewerkstatt /Nell-Breuning-Haus Stolberg, FH Münster, Baukultur NRW, Institut für Demokratiepädagogik Eupen (Belgium), Stadtretter e.V., ISG-Solingen-Ohligs and Bundesverband Soziokultur.

FUNDING
Supported by the Ministry of Culture and Science of the State of North Rhine-Westphalia, NRW Landesbüro Freie Darstellende Künste, Bundeszentrale für politische Bildung, Fonds Soziokultur, RKP - Regionales Kultur Programm NRW, Fonds Darstellende Künste

We are facing the greatest challenges in the history of mankind. And for the first time in human history, we have the means and opportunities to successfully overcome them.

Klaus Heidel / Werkstatt Ökonomie

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www.brachland-ensemble.de

ABOUT THE PROJECT

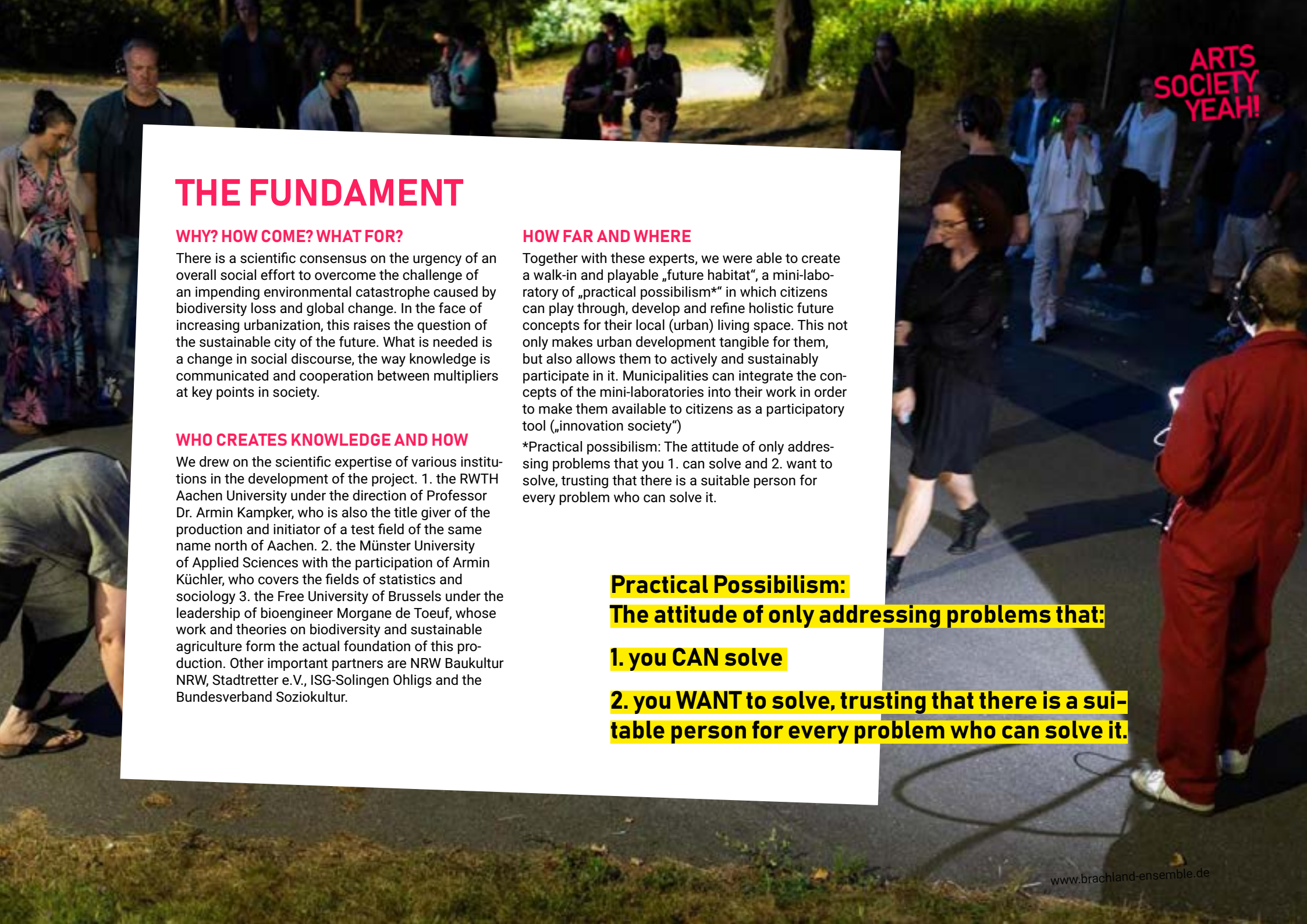
A little mind game: It's 5 past twelve. Despite all the social and ecological challenges, mankind has managed to turn the tide and get the system back on track. How could they have done it?

Scientists from the future are racking their brains over this question in a laboratory. But to find the answers, they need the active support of other experts.

In the science fiction-like setting of HUMANOTOP, the audience and the performers work together to create a picture of the future through scenic experiments and dialogues, interactive game situations and an audio walk that allows them to take a fresh look at their city. Who were we, who are we, who will we be?

What we can do is change our thought patterns, word by word, consciously and consistently, and stick to them until we see results in the way we do things and the consequences of them.

Tsitsi Dangarembga



THE FUNDAMENT

WHY? HOW COME? WHAT FOR?

There is a scientific consensus on the urgency of an overall social effort to overcome the challenge of an impending environmental catastrophe caused by biodiversity loss and global change. In the face of increasing urbanization, this raises the question of the sustainable city of the future. What is needed is a change in social discourse, the way knowledge is communicated and cooperation between multipliers at key points in society.

WHO CREATES KNOWLEDGE AND HOW

We drew on the scientific expertise of various institutions in the development of the project. 1. the RWTH Aachen University under the direction of Professor Dr. Armin Kampker, who is also the title giver of the production and initiator of a test field of the same name north of Aachen. 2. the Münster University of Applied Sciences with the participation of Armin Küchler, who covers the fields of statistics and sociology 3. the Free University of Brussels under the leadership of bioengineer Morgane de Toeuf, whose work and theories on biodiversity and sustainable agriculture form the actual foundation of this production. Other important partners are NRW Baukultur NRW, Stadtretter e.V., ISG-Solingen Ohligs and the Bundesverband Soziokultur.

HOW FAR AND WHERE

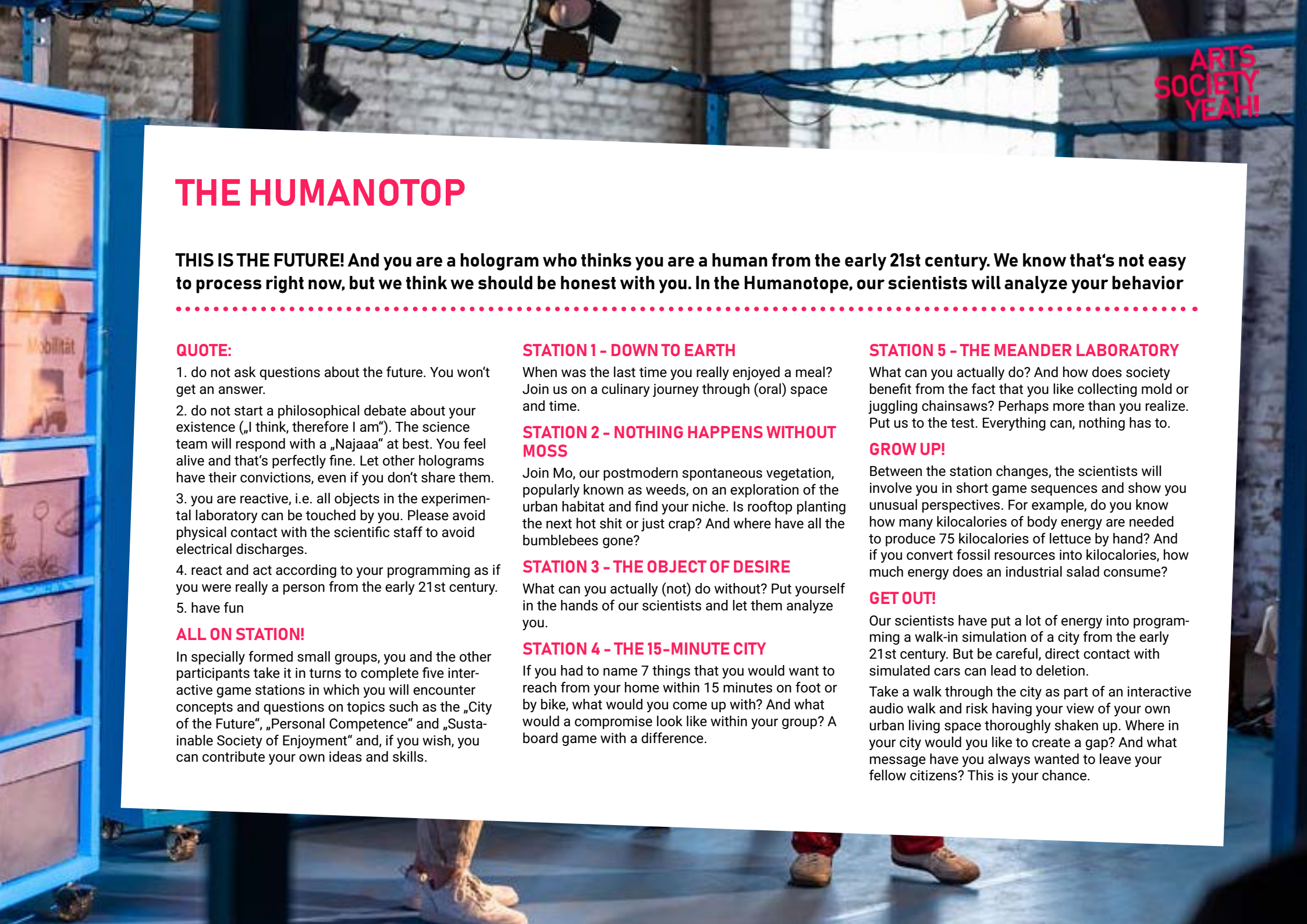
Together with these experts, we were able to create a walk-in and playable „future habitat“, a mini-laboratory of „practical possibilism*“ in which citizens can play through, develop and refine holistic future concepts for their local (urban) living space. This not only makes urban development tangible for them, but also allows them to actively and sustainably participate in it. Municipalities can integrate the concepts of the mini-laboratories into their work in order to make them available to citizens as a participatory tool („innovation society“)

*Practical possibilism: The attitude of only addressing problems that you 1. can solve and 2. want to solve, trusting that there is a suitable person for every problem who can solve it.

Practical Possibilism:
The attitude of only addressing problems that:

1. you CAN solve

2. you WANT to solve, trusting that there is a suitable person for every problem who can solve it.



THE HUMANOTOP

THIS IS THE FUTURE! And you are a hologram who thinks you are a human from the early 21st century. We know that's not easy to process right now, but we think we should be honest with you. In the Humanotope, our scientists will analyze your behavior

QUOTE:

1. do not ask questions about the future. You won't get an answer.

2. do not start a philosophical debate about your existence („I think, therefore I am"). The science team will respond with a „Najaaa" at best. You feel alive and that's perfectly fine. Let other holograms have their convictions, even if you don't share them.

3. you are reactive, i.e. all objects in the experimental laboratory can be touched by you. Please avoid physical contact with the scientific staff to avoid electrical discharges.

4. react and act according to your programming as if you were really a person from the early 21st century.

5. have fun

ALL ON STATION!

In specially formed small groups, you and the other participants take it in turns to complete five interactive game stations in which you will encounter concepts and questions on topics such as the „City of the Future", „Personal Competence" and „Sustainable Society of Enjoyment" and, if you wish, you can contribute your own ideas and skills.

STATION 1 - DOWN TO EARTH

When was the last time you really enjoyed a meal? Join us on a culinary journey through (oral) space and time.

STATION 2 - NOTHING HAPPENS WITHOUT MOSS

Join Mo, our postmodern spontaneous vegetation, popularly known as weeds, on an exploration of the urban habitat and find your niche. Is rooftop planting the next hot shit or just crap? And where have all the bumblebees gone?

STATION 3 - THE OBJECT OF DESIRE

What can you actually (not) do without? Put yourself in the hands of our scientists and let them analyze you.

STATION 4 - THE 15-MINUTE CITY

If you had to name 7 things that you would want to reach from your home within 15 minutes on foot or by bike, what would you come up with? And what would a compromise look like within your group? A board game with a difference.

STATION 5 - THE MEANDER LABORATORY

What can you actually do? And how does society benefit from the fact that you like collecting mold or juggling chainsaws? Perhaps more than you realize. Put us to the test. Everything can, nothing has to.

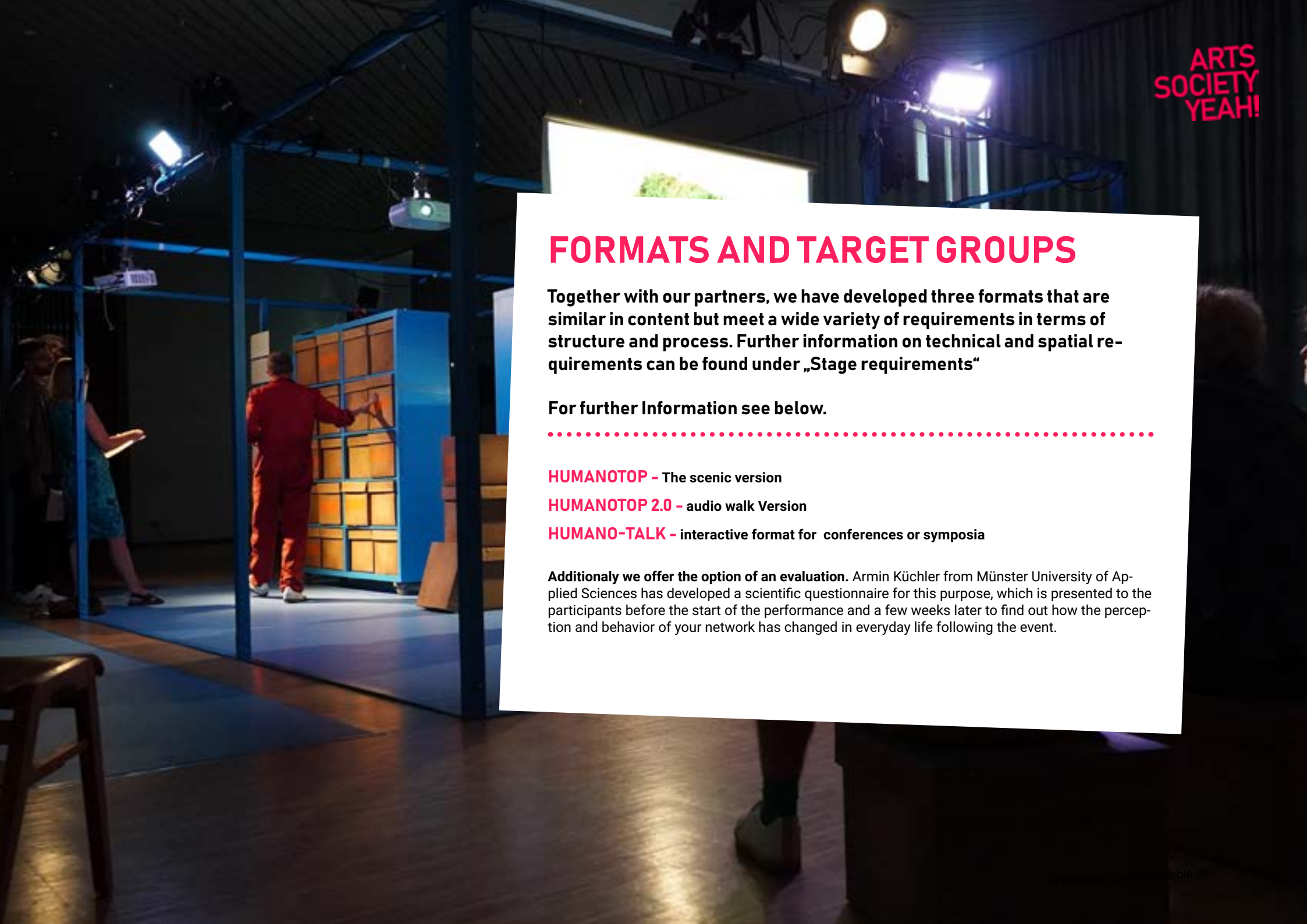
GROW UP!

Between the station changes, the scientists will involve you in short game sequences and show you unusual perspectives. For example, do you know how many kilocalories of body energy are needed to produce 75 kilocalories of lettuce by hand? And if you convert fossil resources into kilocalories, how much energy does an industrial salad consume?

GET OUT!

Our scientists have put a lot of energy into programming a walk-in simulation of a city from the early 21st century. But be careful, direct contact with simulated cars can lead to deletion.

Take a walk through the city as part of an interactive audio walk and risk having your view of your own urban living space thoroughly shaken up. Where in your city would you like to create a gap? And what message have you always wanted to leave your fellow citizens? This is your chance.



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FORMATS AND TARGET GROUPS

Together with our partners, we have developed three formats that are similar in content but meet a wide variety of requirements in terms of structure and process. Further information on technical and spatial requirements can be found under „Stage requirements“

For further Information see below.

HUMANOTOP – The scenic version

HUMANOTOP 2.0 – audio walk Version

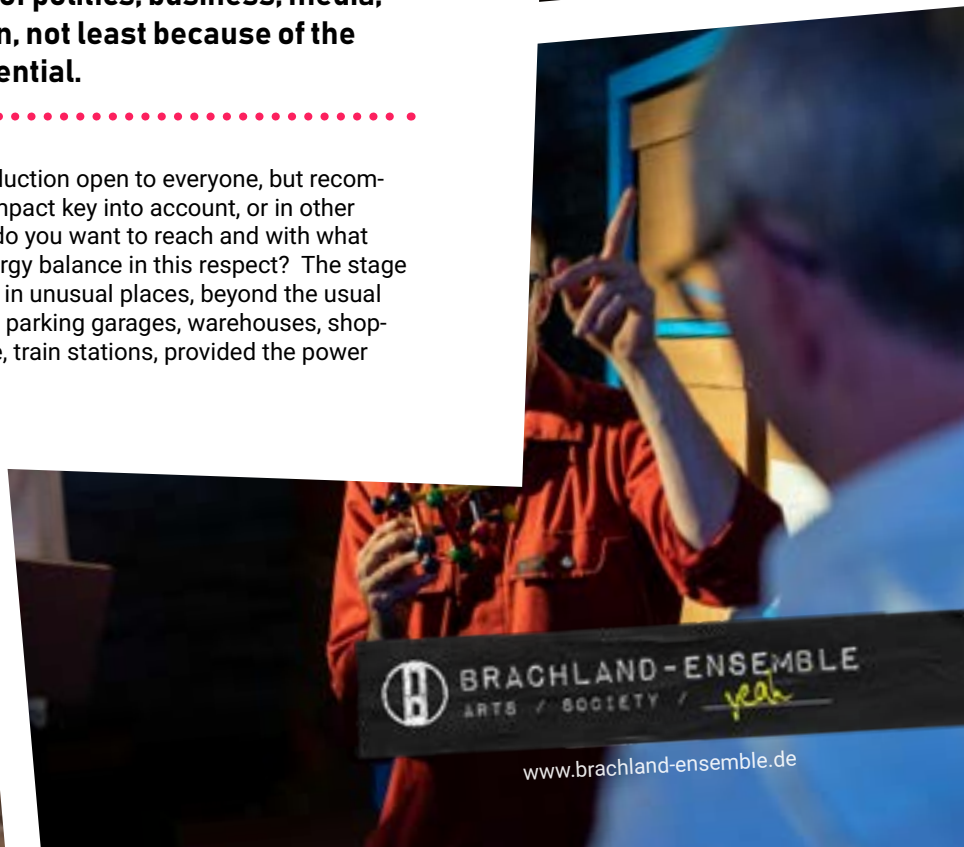
HUMANO-TALK – interactive format for conferences or symposia

Additionaly we offer the option of an evaluation. Armin Küchler from Münster University of Applied Sciences has developed a scientific questionnaire for this purpose, which is presented to the participants before the start of the performance and a few weeks later to find out how the perception and behavior of your network has changed in everyday life following the event.

HUMANOTOP SCENIC VERSION

The scenic version offers space for up to a maximum of 60 people and is aimed primarily at multipliers from the fields of politics, business, media, science and education, not least because of the great networking potential.

Of course, we keep the production open to everyone, but recommend taking the so-called impact key into account, or in other words: who and how many do you want to reach and with what goal and what is a good energy balance in this respect? The stage set-up allows performances in unusual places, beyond the usual theater and event halls, be it parking garages, warehouses, shopping arcades or, for example, train stations, provided the power supply is available.



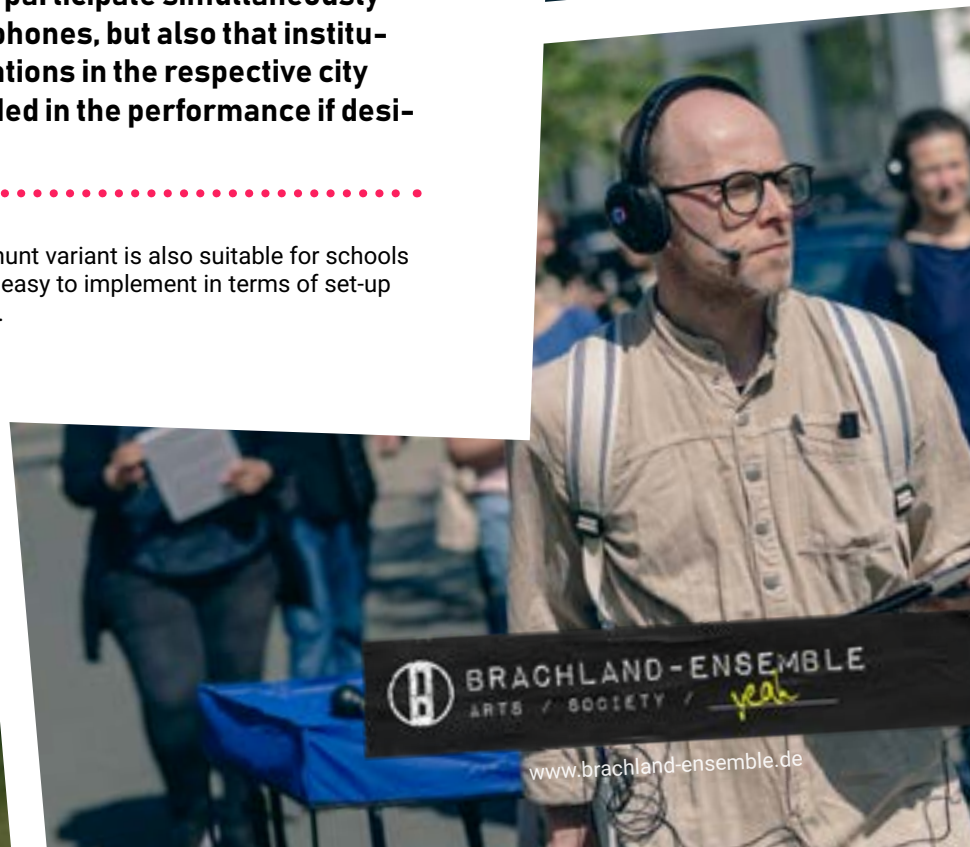
It‘s not just about what we use to propel container ships, but that we propel fewer container ships.

Morgane de Toeuf, bio-engineer

HUMANOTOP 2.0 AUDIOWALK

This audio walk variant takes place exclusively in public spaces. The attraction here is not only that up to 160 citizens can participate simultaneously using wireless headphones, but also that institutions, stores and locations in the respective city can be actively included in the performance if desired.

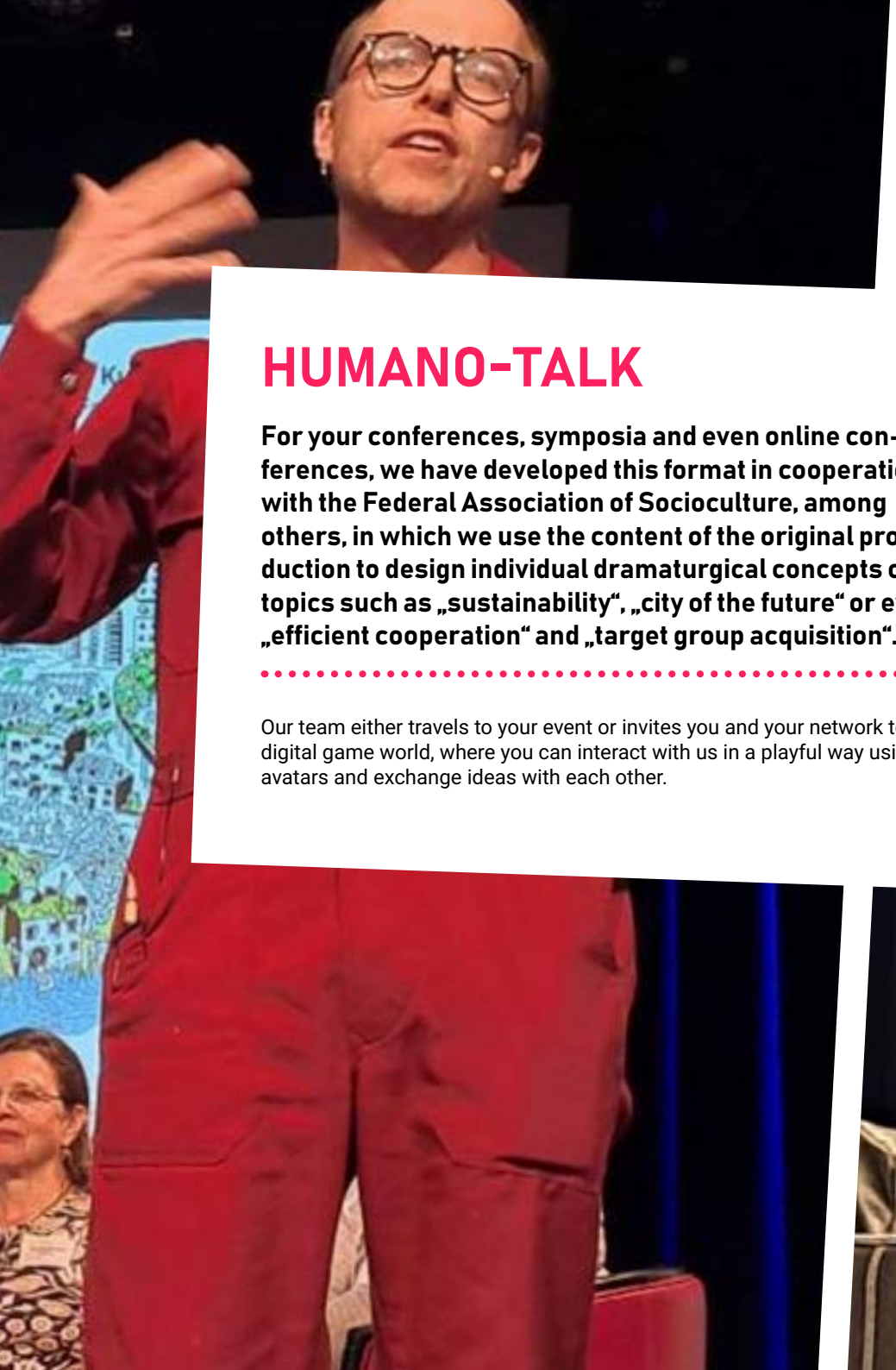
This interactive scavenger hunt variant is also suitable for schools and universities and is very easy to implement in terms of set-up and technical requirements.



HUMANO-TALK

For your conferences, symposia and even online conferences, we have developed this format in cooperation with the Federal Association of Socioculture, among others, in which we use the content of the original production to design individual dramaturgical concepts on topics such as „sustainability“, „city of the future“ or even „efficient cooperation“ and „target group acquisition“.

Our team either travels to your event or invites you and your network to our digital game world, where you can interact with us in a playful way using avatars and exchange ideas with each other.

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You can‘t plan architecture. You can‘t know 100% how the people living there will use, reuse or even change the building.“

Volkmar Kettnaker, sociologist and architect – Stockholm

We are happy to develop individually tailored research and performance concepts. Further productions under: www.brachland-ensemble.de

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