TEACHER INFORMATION PACK

MOD. General

MOD. is for young people.

MOD. is a place to be and be inspired.

MOD. is a futuristic Museum of Discovery.

MOD. showcases research in interactive and immersive ways to inspire young adults to continue to explore science throughout their lifetime.

Opening Hours:

Closed Mondays

12pm-6pm Tuesday – Thursday

12pm-8pm Friday

10am-4pm Weekends and Public Holidays

For more information regarding School and Group Visits please visit our website:

https://mod.org.au/visit/group-bookings/

Exhibition: HEDONISM

Key Dates: 25 May 2019 – 3 November 2019

The MOD. Exhibition for Kudlila 2019, HEDONISM, will invite visitors to ponder 'pleasure for life'.

Hedonism is a 6-month exhibition and program that aims to re-evaluate the meaning of Hedonism. We want our audience to expand their understanding of what pleasure is and means, how it can be sustained and balanced against its cost.

How can we design for sustainable pleasure?

MOD. IS A FUTURISTIC MUSEUM OF DISCOVERY, A PLACE TO BE AND BE INSPIRED.

EXHIBITS:

1. HEDONOMETER

FOYER – Light Sculpture

Provocation – Can we predict when Australia is happy?

The Hedonometer sculpture hanging in the foyer changes colour based on people's online expressions, capitalizing on data-rich social media, and measuring how people present themselves to the outside world. It measures the mood of social media.

This version of the Hedonometer uses Twitter, with tweets geo-located to Australia, as a source. The sculpture samples the data captured by the hedonometer algorithm, created by a world-wide collaboration of mathematicians and computer scientists, the Computational Story Lab, including Lewis Mitchell from the University of Adelaide.

2. SYMBIOSVILLE

UNIVERSAL GALLERY – Game

Symbiosville is an interactive game inspired by "The Sims", where you control a character who explores the world and has interactions that lead to changes in the diversity of the microbiome.

The game will allow visitors to achieve a basic understanding of the human microbiome through playful interaction with digital characters and their virtual world. Visitors will explore the connections between everyday activities, behaviours, and events and the impact these have on one's health in relation to microbiome diversity, immune system responses, and pathogens.

Visitors will achieve a greater understanding of the human microbiome system, while also learning the positive impact certain diets and activities can have on their microbiome, whether that's the bugs living on our skin or inside our gut.

The game was designed as a collaboration between MOD. and Queensland University of Technology (QUT) with input from several microbiome researchers in South Australia.

3. BIOPHILIC FANTASIES

STREET GALLERY – Artwork that is an immersive structure

PROVOCATION - Does nature need to be natural?

This is an artwork by American artist Ani Liu commissioned for MOD. Visitors can walk among a structure that is comprised of real and simulated aspects of nature (plants, sounds, scents). Ani's goal is for the visitor to feel the positive effects of a biophilic encounter by the end of the experience, while questioning one's own relationship to real vs simulated experiences.

Ani is a research-based artist working at the intersection of art and science. Her work examines the reciprocal relationships between science, technology and their influence on human subjectivity, culture, and identity. She is a graduate of the MIT Media Lab, and continually seeks to discover the unexpected, through playful experimentation, intuition, and speculative storytelling. Her studio is based in New York City.

Biophilia is the concept that our interactions in nature can be pleasurable and provide mental and physiological benefits. Biophilia is an active area of research in South Australia. Delene Weber and Morgan Schebella from UniSA work on understanding the benefits we derive from green space and how we can engage the wider community in more sustainable practices.

4. CONNECT FOR

LECTURE GALLERY – Data Visualisation

PROVOCATION – How can we maximise everyday pleasures?

This exhibit visualises data from four different research areas looking at the importance of social connection for lifelong pleasure. The goal of this exhibit is to question how we can foster sustainable pleasure through social connections:

- In the workplace – by examining what are the factors that lead to socially supportive, psychologically healthy workplaces (feeling listened to, supported, with people you can trust)

  Maureen Dollard, Australian Workplace Health Barometer UniSA

- Through social media – balancing the benefits of being connected to friends versus the negative effects of bullying, harassment and lack of sleep associated with using social media a lot at night.

  Stephanie Centofanti, Youth Resilience Survey, UniSA

- Through re-engaging with language for Aboriginal communities

  Leda Sivak, Barngarla Language Project, SAHMRI

- Can we measure happiness through social media?

  Hedonometer project, Lewis Mitchell, University of Adelaide

5. PLEASURE ARCADE 5000

ARCADE GALLERY - Speculative Future Experience Machines

PROVOCATION – Can you design for pleasure?

This is a speculative future pleasure arcade, comprised of various types of "experience machines", a collection of artworks from South Australian artists.   The idea of an *"experience machine"* is one that you could plug into that perfectly feeds in to your neurobiology and physiology and can deliver to you any desired pleasurable experience.

**The exhibit is presented as a speculative future pleasure arcade, comprised of various types of experience machines. The gallery explores some adult themes and is recommended for age 13+ (but is not restricted for any visitors).

Artworks:

Reward Booths - **Kale Phillipson and Joshua Bernardi:** Do we find rewards satisfying, even if we haven't earned them?

The concept is a collection of three immersive reward booths. Taking insight from Nir Eyal's 'Hooked', the booths provide the user with pleasurable experience in the form of psychological rewards.

Each booth offers one of three reward subsets:

- o Social reward, providing the user with compliments.
- o Tribal reward providing digital isolation and safety, and
- o Personal reward, providing the user with feelings of mastery.

Magic Mountain – Jess Taylor: How can we act ethically in virtual worlds?

Magic Mountain is a new virtual reality environment created for MOD. Magic Mountain is comprised of digital scans of the artist's own body, scaled to enormous sizes. Using a virtual reality headset, visitors to this digital world will be able to explore a vast expanse of flesh, traversing the artists body at will. (note this artwork contains nudity).

Scene Thru – Orlando Mee: In a world made only of surfaces, of appearances, can anything substantial really exist?

The VR experience Scene Thru first places the viewer in a hyper colour world of pure visual spectacle. Then, the spectacle begins to fall apart before the viewer's eyes, revealing itself to be nothing more than an illusion.

It is this experience of revelation, rather than the entrancing visual spectacle which preceded it, that this Experience Machine wants to provoke. Exploring that tension between believing in and being immersed in virtual worlds and the revelation that they're simulations.

QueerZone – Danny Jarratt: Whose pleasure are we catering to or excluding when creating simulations of what we expect others to find pleasurable?

It's My Pleasure (recommendation engines)- Owen Churches, Rosina Possingham: how are recommendation algorithms constraining our choices when they provide such easy shortcuts to pleasure?

Nature Pod – Stuart Candy: What if you could reap the health benefits of spending time in *nature*—for productivity, creativity, and stress relief—without even leaving your workplace?

6. TRAINING GROUND

GOULD GALLERY – Featuring Cascade – An interaction flip dot sculpture

PROVOCATION – Exercise isn't always instantly gratifying - what if it could be?

The exhibit is centred around the central tower structure containing flip dot panels, which make up a low-resolution display. As visitors approach the structure, movement sensing cameras will detect movement and the flip dots will change pattern, responding to their movements, encouraging visitors to move more in the space.

Like the cascade of endorphins washing over the brain once you've done exercise, we are tying users' physical movement to the immediately pleasing chain reaction akin to a towering mass of dominoes falling over. This central tower is a barometer of effort that can be triggered from all angles, dominating the space of the room and allowing for the spectatorship of exergaming.

7. F.A.B.L.E.

FUTURES GALLERY – Interactive puzzle game to highlight the concepts of consent in healthy relationships

PROVOCATION – How do you navigate relationships?

The exhibit is an interactive game that takes visitors through a series of interactions where the visitor is a space explorer sent to forge connection with an alien ship. The visitor completes a series of tasks at the direction of the alien, modelling the principles of consent.

Consent is INFORMED
Consent is ACTIVELY GIVEN
Consent is REVOCABLE

Consent is FREELY GIVEN

This is not a game about 'GETTING CONSENT'. This is a game about 'RECOGNISING WHETHER OR NOT YOU'VE RECEIVED VALID CONSENT' and acting appropriately. The goal of the exhibit is to encourage visitors to reflect on the importance of consent for lifelong pleasure in our personal relationships.

The game is using a metaphor to explore the concepts of consent and is suitable for any age player. It does not explicitly talk about sexual relationships (although the interactions are certainly playful metaphors).