

TITLE : YOU SHOULD BE SO LUCKY! Workshop for Feral 2023 (Cifas Brussels)

### 5pm-5.15 INTRODUCTION

A visioning game show **navigating and deconstructing** structures and **decision making processes**.

How do we as artists and citizens avoid having to climb into the **trojan horse** for a place at the table and represent ourselves in decisions that affect our lives?

Presented by the social media famous Hayley and Bill, it's a pub quiz meets monopoly style event.

YOU SHOULD BE SO LUCKY! is a show of **frivolity and fiscal dynamism** where the aim of the game is for you and your team to create a vision for and spend a cut of a fictional **arts and civic budget** for your respective communities. Public sculpture or Community Garden? Fireworks display or Kate Bush for a day? THE MONEY IS YOURS (terms and conditions apply, you didn't think this was going to be EASY did you?!!)

### HOUSE RULES :

**ONE SCRIBE** per table is appointed (the person who takes notes from discussion)

**ONE CHAIR** (to manage ppl who talk too much and ppl who need support to talk)

**1 MINUTE VENT** – recognise a thought that might be a vent and announce to the table that it is a **vent (let off steam)**– 1 minute timed to vent before the conversation is moved on/ppl respond

### ROUND ONE : CULTURAL PRIORITIES

#### 5.15 - 5.20

Hosts introduce first challenge > **WHAT PRIORITIES NEED TO BE REPRESENTED AS PART OF THE CULTURAL STRATEGY FOR THE CITY** : Groups discuss individual interests and set four priorities for their table.

ROUND TWO : We have declared a **climate emergency!** What if the **cultural sector** prioritised a response to global climate change? **Strategise** and begin your budget!

**5.25 – 5.40** : You have ONE year to spend your budget of 8 million on your priority > **GROUPS MUST RESPOND** and design a programme/event

**5.40 – CHALLENGE 1 – BUDGET IS HALVED** because the money needs to be rerouted and spent on the development of roads in the city.... Adjust your proposal.

**5.45 – CHALLENGE 2 – HALF** of your budget must be spent on **capital development** for your priority. Adjust your proposal.

**5.50 – ROUND3 : ACTIVE ROUND!** Title your proposal and create a **live sculpture** that physically communicates your idea. Hayley and Bill venture out and give V brief feedback on mic.

**6.05pm – ELEVATOR PITCH** – recruit a spokesperson in your group to pitch the idea in one minute.

### 6.10-6.25 – PITCHES

**6.15-6.30** - **FICTIONAL JUDGE FOR THE CITY'S PROPOSALS SHOWS UP AND DECIDED WHO WINS THE BUDGET.**