

additional programming options

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Patrick Blenkarn, Milton Lim, Laurel Green, and the whole asses.masses team are passionate about making connections with and being in dialogue with local communities. The following are workshops and talks that can be offered as part of the festival/venue programming. We are also happy to create a customized program in conversation with you and your communities.

Title: Artist Talk / Masterclass

Designed by: N/A

Description: We've given many versions of an artist talk about our collaborations. In these talks we hold in-depth discussions around three of our artistic projects (*culturecapital* (2018-), *asses.masses* (2019-), and *FARCE* (2021-), as well as their relationship to our national archiving initiative, videocan. These talks focus on the ways in which we use games to change traditional theatre aesthetics and temporalities and invite new modes of social political discourse.

Length: 1hr - 3hrs

Space/venue requirements: conference/presentation space; with projection and sound capabilities

Fee: \$500 CAD (+GST)

Title: Serious Play: A Radical Game-a-thon

Designed by: Patrick Blenkarn and Milton Lim

Description: Join *asses.masses* creators Patrick Blenkarn and Milton Lim for a session of game making. The public is invited to come learn the basics of game design and create concepts for provocative games with political potential. There are no technical requirements nor previous knowledge required to participate. Over the course of the workshop, participants will be generating ideas together and playing out early prototypes with analogue tools like pen, paper, and our collective creativity.

Length: 4 hours

Space/venue requirements: scalable conference/presentation space with 4-6 people per table; ideally round tables; with projection and sound capabilities

Material requirements: scrap paper, post-it notes, pens, dice, notepads.

Fee: \$600 CAD (+GST)

Title: Democracy and Performance

Designed by: Patrick Blenkarn and Milton Lim

Description: Do our practices and systems within the Canadian performing arts sector support or hinder a strong democracy? Join Patrick Blenkarn and Milton Lim, in a dialogue about the intersections of democracy and theatre. With reference to their own collaborations and those of others working within the domains of participation and interactivity, the artists will lead the group through a conversation about the forms, technologies, stories, and processes that might foster new forms of democratic practices within the performing arts and our society at large.

Length: 60-90min

Space/venue requirements: conference/presentation space; with projection and sound capabilities

Material requirements (optional): broadsheet paper, pens/markers

Fee: \$400 CAD (+GST)

Title: Democracies to Come: Making Immersive and Interactive Performances

Designed by: Patrick Blenkarn, Milton Lim, and David Mesiha

*Expanded version of "Democracy and Performance."
Ideal for working artists or art students.*

Beginning with a collectively created manifesto for democratic performance, participants in this workshop will rapid prototype concepts for new immersive and interactive experiences that might actually foster stronger democracies in our society. Using our manifesto to guide our new aesthetics, we'll imagine new works that explore, deconstruct, and make visceral the structures of our world—and pitch them to each other at the end.

Length: 3-4 hours

Space/venue requirements: conference/presentation space; with projection and sound capabilities; clean walls for mounting broadsheets is ideal but not imperative

Material requirements: broadsheet paper, pens/markers

Fee: \$600 CAD (+GST)

Title: Cooperative Play for The Gameful Revolution

Designed by: Milton Lim and Laurel Green

Description: Join the core artists behind the video game for the stage, asses.masses, for a masterclass on critical games and interdisciplinary performance creation. How do games shape the future of storytelling? How do the ways we play together impact how we live, work, and build communities? What is our crucial role as designers?

We will share insights from their solo and shared projects—live experiences across a variety of mediums designed to provoke active decision-making, hold space for conflict, and inspire collective leadership. Participants will gain practical frameworks and play out ideas through hands-on prototyping. Together, we will design critical systems, foster collaborative storytelling, and scaffold emergent roleplay.

This workshop highlights how framing the politics of participation can provocatively (and playfully) challenge traditions of spectatorship and artist-audience relations towards social transformation.

All are welcome! No previous game design or performance creation experience is required to fully participate.

Length: 3 hours

Space/venue requirements: conference/presentation space; with projection and sound capabilities

Material requirements: broadsheet paper, pens/markers, access to a collection of games (TBD)

Fee: \$600 CAD (+GST)

NOTE:

- GST is a Canadian tax

CUSTOM:

Feel free to pick some of the keywords below and we can tune our conversations and activities accordingly:

- Games + Theatre
- Social Practice / Relationship Aesthetics
- Game Design
- Technology in Live Performance
- International Touring
- Independent Producing
- Translation
- Interactive Technology
- Immersive Media
- Politics

WORKSHOPS AND TALKS:

2026

- May 24: Artist Talk, Kadir Has University, Istanbul
- May 14: Artist Talk, Creative Coding, Utrecht
- May 13: [Serious Play: A Super Radical Game-a-thon](#), HKU, Utrecht
- Apr 23: Artist talk, Clark University, Boston

- April 4: Artist Talk, M-Cult, Helsinki
- Mar 20: Artist Talk, Broadway Cinema, Nottingham
- Feb 20: Artist Talk, Northeastern University x EXCITE GAME Speaker Series, Boston
- Feb 19: Artist Talk, Emerson University, Boston
- Jan 23: [Cooperative Play for the Gameful Revolution](#), Sydney Festival Summer School, Sydney, Australia

2025

- Nov 14: Artist Talk, University of Victoria, Victoria
- Oct 24: Democracy, Performance, and Immersive Practices, Take Me Somewhere/Immersive Experiences Lab/University of Glasgow, Glasgow
- Oct 3: Artist Talk, NYU Skirball, New York City
- Sep 24-25: Master class, CAMPUS, Porto
- Sep 15: Interview, [Skirball Tapes: Patrick Blenkarn and Milton Lim](#), Skirball Tapes
- Sep 6: Designing Cooperative Play for The Gameful Revolution, Philadelphia Fringe, Philadelphia
- May 28: Artist Talk, PAMCUT
- April 10: Artist Talk, Battersea Arts Centre, London
- Feb 14: Master class, University of Michigan, Ann Arbor
- Feb 13: Artist Talk, ["Ya Herd? Theatre, Games, Democracy, and Donkeys"](#), Penny Stamps Distinguished Speaker Series, Ann Arbor
- Feb 12: Serious Play, UMS, Ann Arbor
- Feb 1: Serious Play, Mois Multi, Québec City
- Jan 13: Artist Talk, Kunstakademie, Münster

2024

- May 28: Artist Talk, ["Digital Puppetry"](#), [Festival TransAmériques](#), Montréal
- May 27: Artist Talk, [Eka shakuelem/Festival TransAmériques](#), Montréal
- May 17: Artist Talk, Pervasive Media Studio, Bristol
- Jan 30: Podcast Interview, ["Ass Power"](#), [Below The Radar](#), Vancouver
- Jan 30: Master class, School for the Contemporary Arts, SFU, Vancouver
- Jan 25: Artist Talk, "Democracy and Theatre", PuSh Industry Series, Vancouver
- Jan 21: [Serious Play: A Super Radical Game-a-thon](#), Vancouver Public Library, Vancouver

2023

- Sep 21: Master class, Toronto Metropolitan University, Toronto
- Sep 20: Master class, University of Toronto BMO Lab, Toronto
- Sep 8: Master class, Cátedra Bergman, UNAM, Mexico City