



From the Cabinets, Cupboards, Cases and Closets Series, *Brought/Left Behind* #856 by Linda Stein (2015). Wood, metal, fabric, and mixed media. Open 47"x30"x16"

**TUESDAY July 12, 2016**

**2:00 ~ 5:00 PM**

Location: Stein Gallery/Studio

Workshop: [Environment](#) & [Community](#) Encounters

## Creating Interactive Stories on Becoming a Brave Upstander

*Agency* is a foundational concept of interactivity and the currency of game design. Create an interactive story game of the 4 Bs with the possibility of becoming a brave upstander.

There is never a single story about any place or people. In this encounter, select one of the *Cabinets, Cupboards, Cases, and Closets* sculptures to imagine a life story situated in a community of people. With collage, drawing, and painting, create a series of artworks of people in action that includes an element of the selected art in their action. Display the series together and discuss the work with others. Return to looking at the selected sculpture and reinterpret the piece from the perspectives gained from the process of this encounter.

The *Cabinets, Cupboards, Cases, and Closets* sculpture in the H2F2 exhibition are wooden and metal environments that

Stein revisions into life stories. They are filled and overflowing with complex life narratives, through interwoven cultural artifacts. These works spark encounters about hiding, leaving things behind, fleeing, diaspora, losing and finding identity, and more. One curricular encounter with the sculpture begins by focusing on elements within *Cabinets, Cupboards, Cases, and Closets* to inspire stories of becoming an upstander. The next aspect involves the creation of an interactive story game using [Twine](#) or [Inklewriter](#), which are open-source tools for sharing, nonlinear stories, including the possibility of becoming a brave upstander.

### ACTIVITY OVERVIEW:

1. Play the Upstander game, and the Twine and Inklewriter examples.
2. Brainstorm.
3. Storyboard from collages, drawings, paintings.
4. Feedback.
5. Create an interactive story.

### Definitions of the 4 Bs:

- **Bully:** A person who targets another, often supported by a group, to intimidate (such as with hurtful rumors using social media) or act aggressively toward another with threats or violent actions.
- **Bullied:** A person who is the victim of bullying and may suffer depression, social withdrawal, physical injury, addiction, self-harm, and even suicide.
- **Bystander:** A person who is knowledgeable about unjust acts, such as bullying, and does nothing to prevent the injustice.
- **Brave Upstander:** A brave upstander joins with others, or stands alone, to protect others from violent circumstances in everyday experiences, such as bullying, or actively engages in promoting the well-being of others to balance inequalities or oppression.

### RESOURCES:

- [Twine](#) is an open-source tool for telling interactive, nonlinear stories. [Download](#). Example: [Coming Out Simulator](#), by Nicky Case, 2014.
- [Inklewriter](#). Example: [STEMinist in the Making](#), by Veronica Hicks, 2013.
- [Click here to access \*Bea the Upstander\* game](#) by John Rapaccioli, 2016.