Red Rope

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About our workshop

Good afternoon and welcome to our workshop - **Red rope**. As you know, the projects we study are different.

For example, some projects study the emotional connection between people and pets, some projects think about the parent-child relationship between people and artificial intelligence, and some projects think about the motherhood anxiety generated by cord blood hosting.

But we found a strong connection between the different projects, which is the **parent-child relationship**, so the next activities will also revolve around this topic.

We have connected four games in the form of threads. These games contain our thoughts on parent-child relationships and we hope to explore this topic with you.



OUTLINE

1:35- 1:40 Welcome & Intro

2:00- 2:10 Concept Intro

2:10- 2:40 Game: Confrontation & Conflict

2:40-3:10 Game: Reconciliation & Tolerance

Break Time 15mins

3:25- 3:45 Game:"Feed"

3:45- 4:10 Musucial Q&A

Ice breaker

Each of you will choose one end of the rope and hold on to it, promise never let go of the rope in your hand ,and untie this rope through your movement to find your teammate at the other end of the rope.

In the following other games, you will temporarily form a parentchild relationship.

Please see the color of the tape on the rope in your hands, and use this pattern to determine which side you belong to.



Parent side



Child side

Concept Introduction

In the following games, the rope will be given different meanings.

It represents the connection of blood relationship as well as the connection of emotional value and parent-child relationship.

Really important tips! There will be **two undercover agents**(卧底) in the children group, whose identities are digital baby and pet baby (just one digital baby and one pet baby).

Others gamers need to get hints in the next game to recognize who is the digital child and the pet child. Digital and pets please remember to hide your identity.

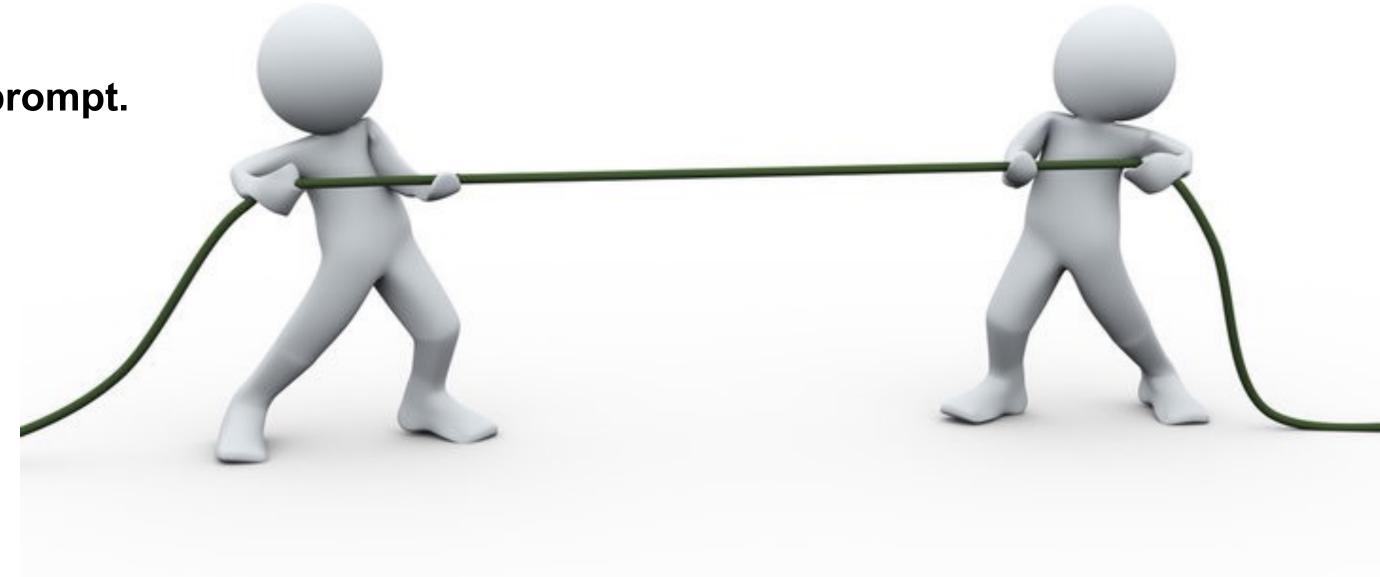
Pet baby

Digital baby

Confrontation & Conflict

When the game starts, the player who pulls the center point of the rope into his area wins.

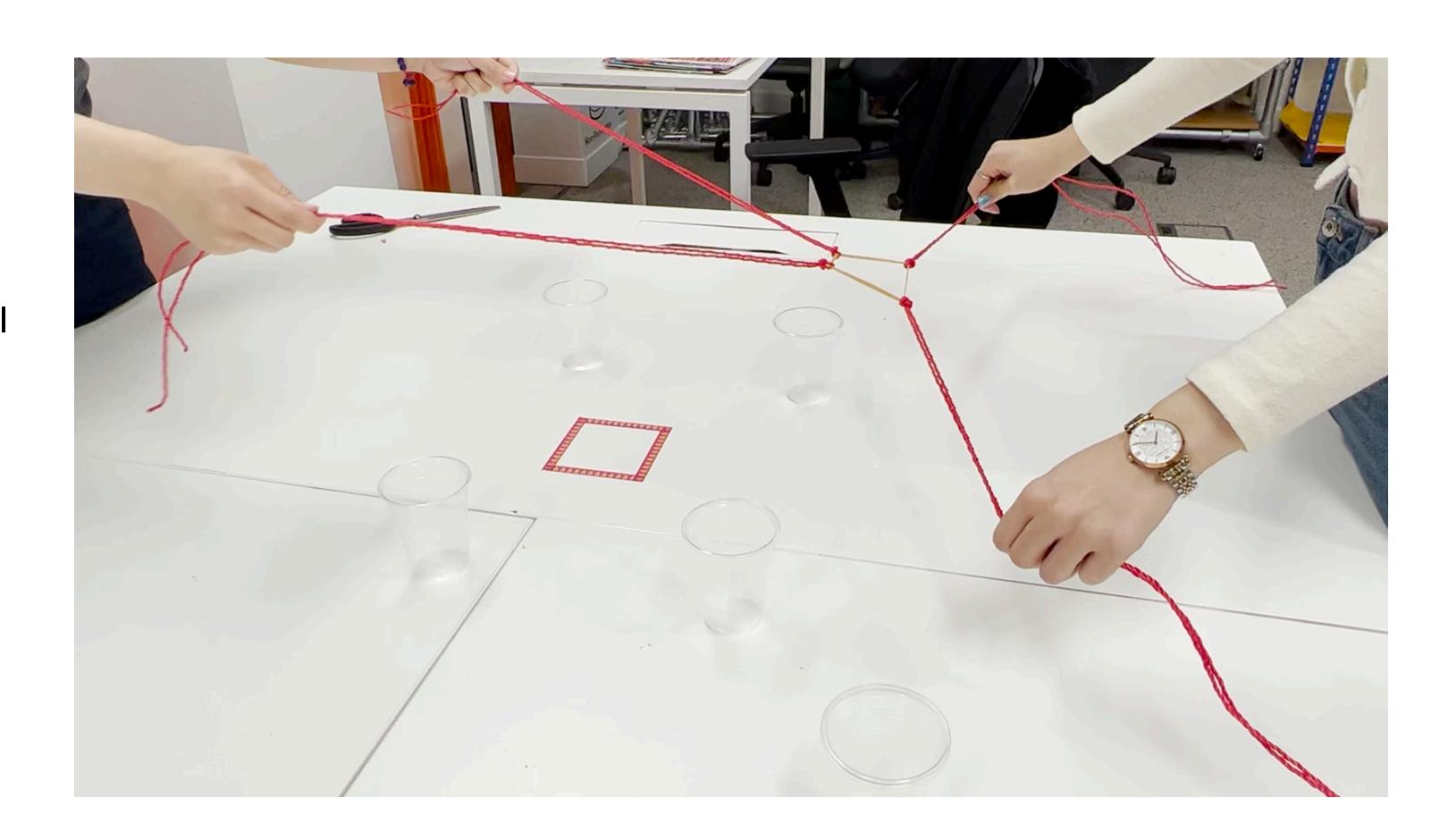
In this game, the winning side will get the information prompt.



Reconciliation & Tolerance

This game last for **five** minutes, you have **one** minute to experienc it.

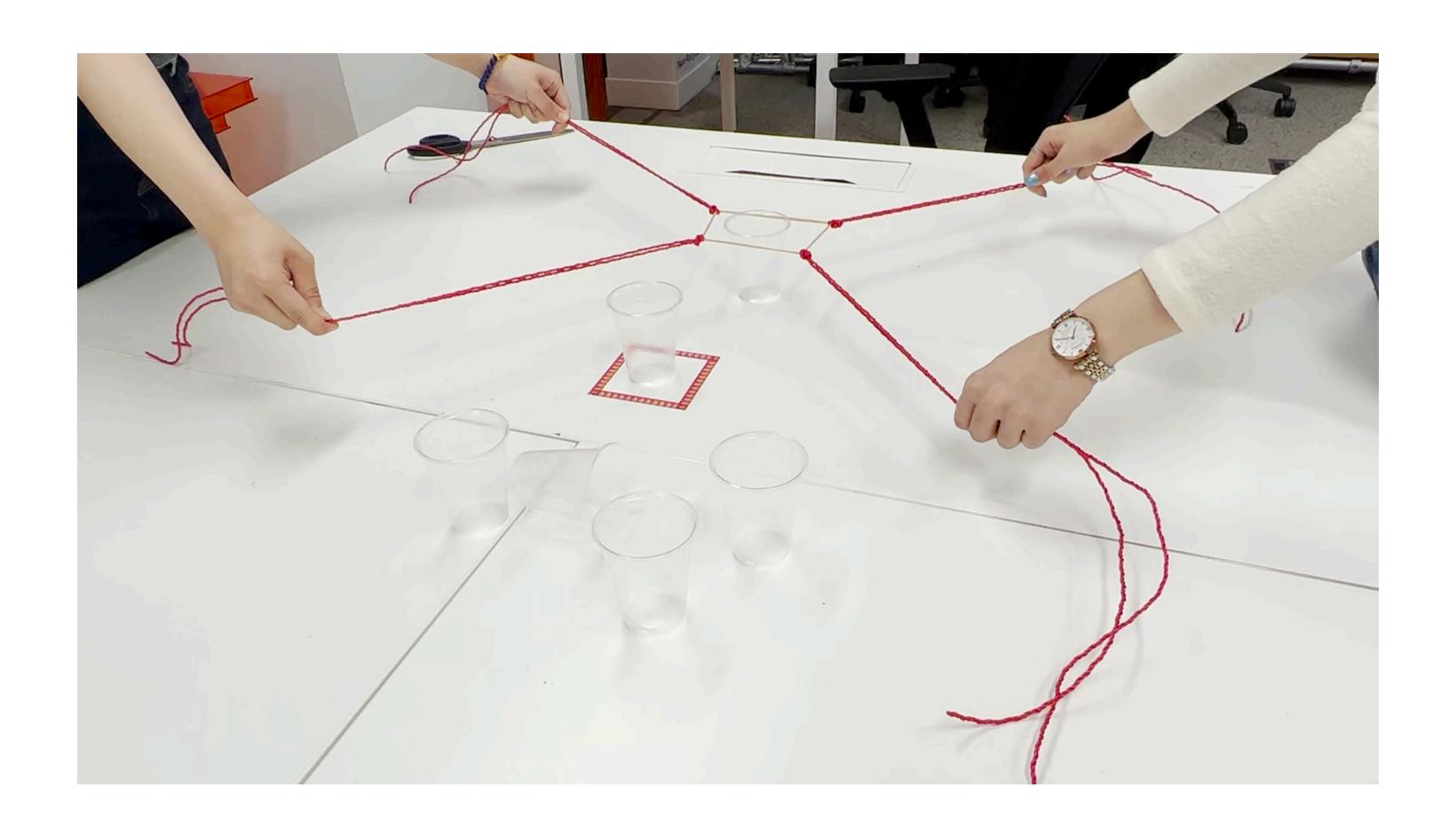
Both parties need to use the thread to pull the rubber band to grab the cup, and whoever grabs more will gain the advantage in the next game.



Reconciliation & Tolerance

If the cup falls, find a way to adjust and move it to the square area.

If the game is tied there will be a short overtime period.



Feed

Now! Identify the digital child and the pet child from children.

We will give scissors to the parent who connects with the digital baby and pet baby. You will have the right to cut the connection between your child (up to you). Children need to cooperate with their parents to get food within limits.

Tie the rope around the waist. During the game, the child must sit on the chair and cannot stand up. Parents put as many types of food as possible in their child's cup.



Feed

Parents of pet baby and digital baby have the option of cutting the red rope.

Children are **not** allowed to **leave the seat**, you can help parent get food by moving your upper body.

Parents put the food into a cup.





Q&A

Follow the music and pass the ball to the next person, whoever has the ball when the music stops answers the question

- 1. What do you think of the "red rope" in games?
- 2. Does the **parent-child relationship** necessarily require the **childbirth** and **blood relationship**?
- 3. Do **Ai and pets** have the power to equal care and love as children? What **rights** will they have in the future?
- 4. Do you have **underlying anxiety** about your future parenthood responsibilities? Why do you feel anxious about that?
- 5. Describe your experience during the workshop briefly. Do you have any suggestions for our workshop?



We thank everyone for your participation and have a wonderful day!