



iUNSETTLING! Exploring our Histories through Play

WITH LIB SPRY

iUnsettling! is a live, interactive, game that uses performance methodologies as a way to aid Canadian settlers and immigrants to examine their prejudices towards the First Nations, Métis and Inuit. !Unsettling! adapts techniques used in community arts, gameplaying, popular theatre, and social practice, to create a game that will lead participants to confront uncomfortable truths about the invisible structures of power that support "settler entitlement to mastery."

It is designed to be played by the non-Indigenous who have settled on this territory to explore our history and relationships with the original peoples and the land. Indigenous people are welcome but may find some of the material all too familiar and triggering.

The workshop will take place onsite at the Agnes Etherington Art Centre (on Queen's University Campus). There is space for 20 people to participate.

This will be a day long event that includes playing the game, time to reflect, a potluck, and group debrief/discussion.



Thursday, November 9th, 2023 - 10:30 am - 4:30 pm -In-Person Workshop

<u>Register Here</u>







Lib Spry, Theatre-Maker & Game Creator

Lib Spry has worked in theatre for over fifty years as a director, writer, producer, educator, performer, popular theatre work, dramaturg, and translator. She chooses to work in an equal mix of professional theatre, community arts and as a teacher as she believes they are mutually inclusive. She is a specialist in non-traditional theatre forms: popular theatre, community arts, site-specific theatre, theatre for young audiences, clown, bouffon, commedia dell' arte, and other forms of physical theatre.

https://www.libspry.com/





www.unsettlingthegame.ca