



VOICEMAILS FROM THE FUTURES

Event Script - 90 minutes

OVERVIEW

FutureCoast events are designed to give participants the full FutureCoast experience in a highly participatory 90 minute activity. The event begins 'in front of the curtain' during which participants immerse themselves in the fiction: they learn about the existence of voicemails from the future, (optionally) video chat with a FutureCoast character, (optionally) recover a chronofact, and listen to a voicemail from the future. The event continues 'behind the curtain,' when participants work together to script and record their own voicemails from the future.

ROLES

PRESENTER 1: Responsible for guiding the participants through the 'in front of the curtain' activities of geocaching and listening to voicemails.

PRESENTER 2: Assists Presenter 1 and acts as behind-the-scenes coordinator for the 'in front of the curtain' activities and guides participants through the 'behind the curtain' voicemail creation process.

PARTICIPANTS: Any group, young or old, that might be excited to think about what the future(s) might hold. We do ask that participants 13 and under have a parent or guardian present. The number of participants can be as small as 6 people and as large as 40 as long as your space can accommodate.

COASTER (optional): Schedule-allowing, one of the FutureCoast characters can video chat with the participants. Check out Sam's videos for a taste of what that might be like: [youtube.com/user/FutureCoastdotorg](https://www.youtube.com/user/FutureCoastdotorg). Please contact us to learn more about this option (welldoit@futurevoices.net)

LOCATION

The location should be suitable to seat the number of people participating. Additionally, it should also offer spaces that will allow your participants to break up into smaller groups to record voicemails such that there won't be too much noise from other groups.



VOICEMAILS FROM THE FUTURES

Event Script – 90 minutes

MATERIALS

- **Workshop PDF:** This can be presented as slideshow on a laptop/pad, or printed. See the sample created for the American Museum of Natural History in New York.
- **2 Found Voicemails:** these should be downloaded ahead of time from FutureCoast.org
- **Telephones:** at least 1 for every two participants. These may be participants' personal cell phones or could be land lines provided at the event location (or a combination of the above)
- (optional) **1 Chronofact** (this is only necessary if doing the geocaching portion of the event. Contact us at interact@futurevoices.net for more information)

JUST BEFORE THE WORKSHOP

Plan to have the PRESENTER 1 at the space to greet participants. They should be in-character, presenting the world of FutureCoast as real.

If you'll be geocaching a chronofact, PRESENTER 2 should plant the chronofact at this time. The location should be pre-planned. This will allow you to generate "chronofact locator maps" (see examples from the American Museum of Natural History) in advance of the event. The placement of the chronofact should be somewhere on-property or close-by. It should be placed in such a way that it is unlikely to be found by someone who isn't participating in the event. (Send an email to interact@futurevoices.net for more information about getting a chronofact for your event)

0:00-0:35 CHRONOFACT RECOVERY

When all of the participants are settled, PRESENTER 1 introduces the fiction of FutureCoast. Show an image of a chronofact and say:

This is a chronofact. We think it got here through some sort of glitch in the whatever system records voicemails in our future. We've figured out how to decode it back into audio. Do you want to hear what this one sounds like?

(Make the words your own. NOTE: Don't hoax anyone. Break character as necessary.)



VOICEMAILS FROM THE FUTURES

Event Script - 90 minutes

(Depending on availability, it may be possible to have an actor playing one of our characters, a COASTER, join the event through video chat and take on some of the in-story duties of PRESENTER 1)

Next, we act out a chronofall. PRESENTER 1 (or COASTER):

A chronofact is about to appear right in our area. We want to recover it as fast as possible.

PRESENTER 1 (act as if your phone has just received a text message):

Okay this is it! I got a map from the Coasters, the people at Future Coast. That means a chronofact has fallen right near here, and we have to recover it.

Organize into teams. Each team leaves one member here with me because we may get updates. The rest, go out and search for the chronofact! Text back when you find it, and bring it back here fast as you can!

Help the participants divide into recovery teams: each team leaves one member in the room to receive updates and relay them to the teams in the field. They stay in touch via cellphone.

PRESENTER 1 Pretend to continue to get text messages with updated maps from the Coasters, who have refined the drop zone. Show the maps to the team members who have stayed behind so they can work with their teams to refine their search. Cooperate with them in character any way they suggest. When the chronofact is found, or at 35 minutes-past, have the team members recall their teams.

PRESENTER 2 if the chronofact is not found, go recover it.

0:35-0:55 LISTEN TO VOICEMAILS

Still in character, Presenter 1 explains

if you send a photo of a chronofact to the Coasters, they will decode it – it's a voicemail, a message that somebody left for somebody else in one of the cloud of possible futures.

If the chronofact was found, use your cellphone to take a picture of the finders holding the chronofact (send it to us at interact@futurevoices.net – we love sharing the photos of the finders on the FutureCoast website, so let us know if anyone doesn't want their photo posted).



VOICEMAILS FROM THE FUTURES

Event Script – 90 minutes

Now we wait for the Coasters to decode it. This is exciting you guys!

While they're decoding that, let me tell you a little more about what we've gathered based on the chronofacts we've found so far. There isn't just one future. The chronofacts seem to come from the cloud of possible futures. Some futures seem more climate-changed, and in some people are dealing with climate change better than in others.

Presenter 1: act as if you've just gotten another message. Say:

Okay! The chronofact you found was decoded. Here's what it sounds like.

(Play the second voicemail)

It may seem at first like voicemails are kinda useless – even if they are from the future. But maybe we can still figure out things even from voicemails. Here's what I want you to do:

Split up into pairs. Go someplace quiet, then call the FutureCoast Hotline – here's the number.

(Show the slide with the hotline number)

When the robovoice answers, press 1, then choose 1 through 9. After you and your partner listen to a voicemail, compare notes about what kind of future it seems to come from.

Come back here at 0:55. All right then! Let's listen to some voicemails from the future.

Attendees pair up and listen to such voicemails together, and discuss what the content of each one implies about the future it comes from. Both presenters can circulate through the room to check-in and make sure everyone is able to access the voicemails.

0:55-1:25 MAKE VOICEMAILS

PRESENTER 2 takes over to breaks character from the fiction and explains what the Future Coast project is, leading to the attendee pairs looking at climate science references and expressing their own ideas about the future by composing, rehearsing, and recording voicemails at 321-7-FCOAST.

Presenter 2 says (again, make these words your own):



VOICEMAILS FROM THE FUTURES

Event Script – 90 minutes

Okay, so this isn't literally true. It's a fiction, part of a collaborative storybuilding game called FutureCoast. We're hoping you'll help us prepare by contributing your own ideas about the effects climate change may have, by creating your own voicemails from the future. Imagine if we're able to get thousands and thousands of voicemails – it will begin to create this really rich audio map of our possible futures. So we're looking to you to make some good ones. Plus it's fun to hear what people come up with and make your own.

(Show the hotline number)

What are your ideas about the future? Hopes? Fears? What's the voicemail that actually would happen in that future vision? The more real-sounding your voicemail is, the more powerful your vision becomes.

Rejoin with your partner, and together or separately script your voicemail. Rehearse with each other and critique your work for authenticity. Then call the Future Coast Hotline and record your voicemail. If you have time, make more than one.

(Show the resources area at the bottom of the website futurevoices.net)

To make a truly authentic voicemail, it helps to look at the forecasts climate scientists have made – they're actually crunching the numbers about temperature increases, sea level rise, weather extremes, ecosystem changes and so on. You've probably already seen articles about this. If you go to this URL you can see a dozen or so resources that Future Coast has put together for you.

All right then! Let's make some voicemails from the future. You can do your research, scripting and rehearsing here, but you may want to go someplace quiet when you call in to record the voicemail.

RECAP:

With your partner, make a voicemail. You want to make it sound like it's really from a possible future. You can help each other with your voicemails or work on one voicemail together. You can do research into climate science. Script them and rehearse them and then go someplace quiet to record them. You have about 20 minutes!



VOICEMAILS FROM THE FUTURES

Event Script - 90 minutes

1:25-1:30 DEBRIEF

PRESENTER 2 asks for volunteers to talk about the voicemail creation process. You may (optionally) be able to coordinate with us to receive a sampling of mp3s of the voicemails as they are created. Please contact us ahead of time at interact@futurevoices.net to see if this can be arranged.

Lead a discussion about voicemail creation and expression and debrief the group about their experience. Did it help them think about the changes ahead in their future? How? Why?

End with something like:

Thanks for helping us out with FutureCoast. Keep an eye on <http://futurecoast.org> to see these voicemails become part of the game. Everyone's invited to play the game, and you especially should check back in to see how people respond to and build upon the voicemails you created.

THANKS!

Thanks for considering hosting a FutureCoast event. The above script is based on workshops that we've run at places like the American Museum of Natural History in New York. Please feel free to modify it to suit your situation!

Let us know if you'd like to have an actor video chat at your event, would like any other assistance, or have any questions. You can always get ahold of us at interact@futurevoices.net