

UNESCO OBSERVATORY MULTI DISCIPLINARY eJOURNAL IN THE ARTS

TRANSNATIONAL TOMORROWS TODAY VOLUME 8, ISSUE 1, 2022

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ABOUT THE e-JOURNAL

The UNESCO Observatory refereed e-journal promotes multi-disciplinary research in the Arts and Education and arose out of a recognised need for knowledge sharing in the field. The publication of diverse arts and cultural experiences within a multi-disciplinary context informs the development of future initiatives in this expanding field. There are many instances where the arts work successfully in collaboration with formerly non-traditional partners such as the sciences and health care, and this peer-reviewed journal aims to publish examples of excellence.

Valuable contributions from international researchers are providing evidence of the impact of the arts on individuals, groups and organisations across all sectors of society. The UNESCO Observatory refereed e-journal is a clearing house of research which can be used to support advocacy processes; to improve practice; influence policy making, and benefit the integration of the arts in formal and non-formal educational systems across communities, regions and countries.

INTERLUDES

ART CARD GAME: ACTIVATING APPRECIATION OF TRANSNATIONAL RELATIONSHIPS THROUGH PLAY

A GROUP EXHIBITION

AUTHORS

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Figure 1. What are the cards saying to you? (digital painting, photography, pencil, dimensions: 20.11 x 16.1 cm).

KEYWORDS

art cards, SDG #4, play, visual languages

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CONCEPT

Four different people, with four different backgrounds, different artistic practices, and different languages, meet to discuss equity in education.

Specifically, our entry point for discussions is Target 4.7 of the UNESCO Sustainability Development Goals, Goal #4: By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and non-violence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.

HOW TO PLAY

In response to the SDGs, we play a game with cards. We exchange images and words, and then our words become images. We create sixteen cards evoking four concepts: fluid, entangled, caring, and equilibrium. Each word reflects aspects of our approaches to teaching and learning.

In the process of meeting and creating an art card game with four possible versions, the adventure activates innovative thinking, collaborative partnership, transnational knowledge, adaptability as a habit of mind, immersive practices, and responsive inquiry. There is an undeniable creative stimulation using the art cards as a game.

In the course of the card game, the player (viewer) expresses their opinion on the cards we made and associates them with four concepts, gradually clarifying their understanding of the concepts in the process of playing.

The game uses visual cards to show the maker's idea of a concept. The player (viewer) can feel different people's ideas of the same concept through the cards. This act of playful engagement can expand the definition of the four concepts beyond their literal meaning and stimulate an inclusive feeling of a diverse world.

WHAT ARE THE CARDS SAYING TO YOU?

We activate these words through embodied processes of movement, situated play, drawing, painting and photography. What results are unique expressions of ourselves and our environments which we share and reinterpret through play. The diversity of the images on each card speaks to the subjective process of linguistic interpretation. Our shared language acts as a catalyst for the development of a visual language which evades didacticism while transcending language barriers. We invite you to play along with us.

What are the cards saying to you?

BIBLIOGRAPHY

United Nations. (n.d.). Goal 4: Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all. Department of Economic and Social Affairs. Retrieved 6 November 2021 from https://sdgs.un.org/goals/goal4