

Creating Value in Event Education (AEME 2019)

**Death & Experience Design: a
case study of trans-disciplinary
teaching & learning**

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Moth

*wellness: a '21st century secular belief system ...
fundamentally directed at avoiding death anxiety...[by]
convincing oneself that the right regimen of diet and
exercise will keep you perpetually young or ...
perpetually alive'*

Soloman, cited in McGroarty 96: 2019

'the poem is not the critic's own or the author's. it is detached from the author at birth and goes about the world beyond his power to intend about it or to control it. The poem belongs to the public'

Wimsatt & Beardsley 1946



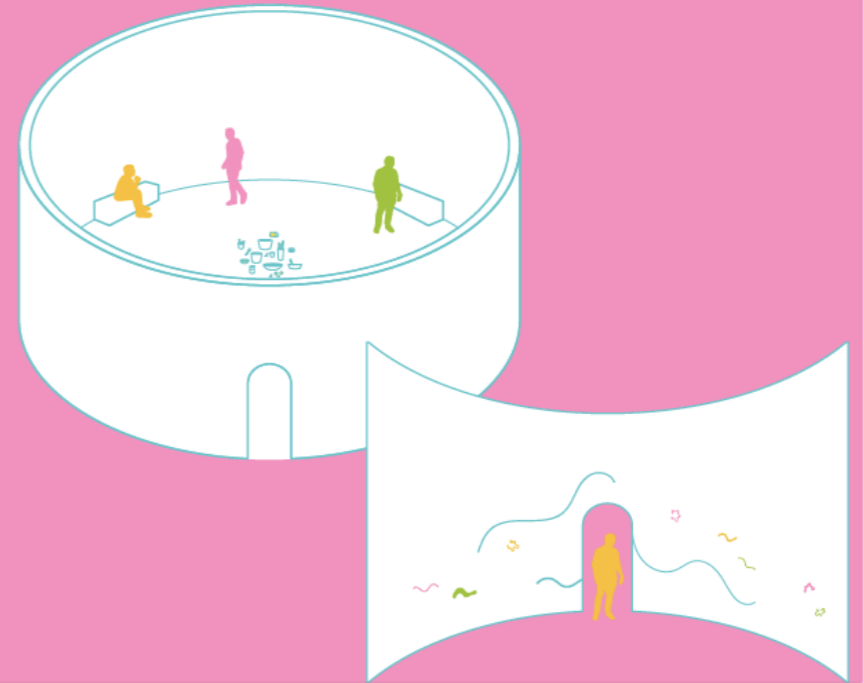
Venue

The event takes place in a round white room with a high ceiling and natural style lighting, which make the room feel open and airy, despite there being no windows. The absence of windows causes guests to lose track of time, just as children do when playing. The room's shape encourages inclusion and collaboration, and the white walls are a never-ending canvas upon which guests are invited to create their own enchanted worlds.

The absence of time, curved 'blank canvas', and unusual presentation of food create a liminal space, which may feel uncomfortable at first. However, liminal spaces are unsettling by nature, as they are places in which transformation occurs...

A subtle soundscape featuring unintelligible conversations between creatives in a design studio prevents silence and creates a more relaxed mood. Similarly, abstract illustrations act as prompts for guests' creations and plot the transition from reality to the liminal space.

The venue facilitates a shared experience, helping individuals to rediscover their childhood imagination and relearn how to play.

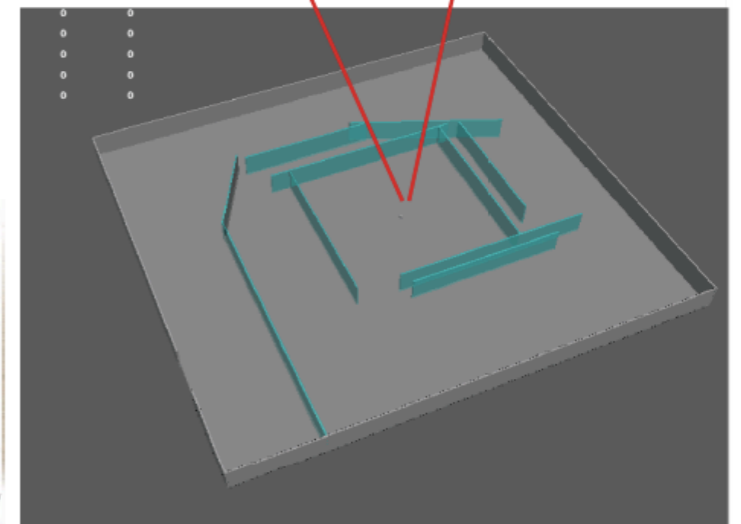


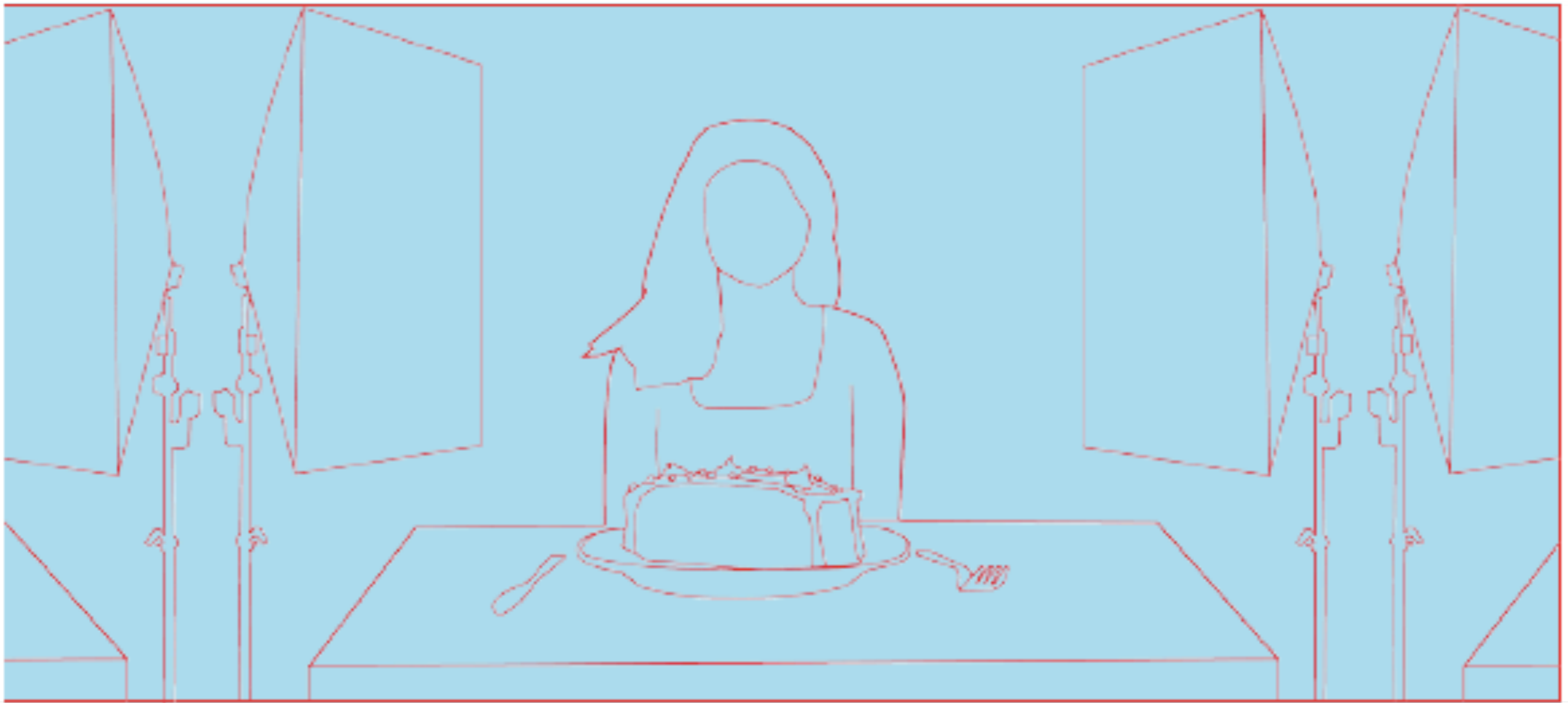
VENUE

square room, you will enter being faced with glass panels in you exactly 20 foot from the centre of the room, which you can righ but due to the glass is slightly magnified and distorted. see that at the centre point is in fact the meal on a podium. For ach the meal however you go on a journey around the room these glass panels. You can see through each, however from le of the room you experience a different visual perspective as], becoming different points of micro and macro. Allowing perence the different fluctuations of sight loss as part of the al journey.

demonstrated here the meal as a plate of blueberries, one of : that helps improve your eye sight.

ore throughout the event sound therapy music will be playing centre point, getting louder as you reach the meal. It is to your eyes for overall healing them resulting in improving sight regardless of any of the conditions.





The event would be designed for a single person; so it would avoid pictures taken with someone in the background.

Each table will have its own studio lights which the mourner can adjust.

Death of Mess

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