

# changing destination

CONSCIOUS DINNER PARTY



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*Changing Destination is an artistic research project combating climate breakdown and highlighting the issues of environmental refugees. The objective is to translate scientific reports into a medium with digestible information. Making the experience entertaining, while involving people in a narrative towards long term solutions against climate breakdown. The project is divided into two parts, the 'Conscious Dinner Party' series and 'The Game' that won't entertain. The dinner series revolves around discussions involving people in the project. It is set up to raise funds for the development of the game. This game makes one person's ecological footprint visible. It also shows its players that the lifestyle they live might not have an impact on their environment but will influence somebody else's environment.*

This part of the project came forth from my natural urge to have an open conversation or discussion with people about what I believe in. That is the basis of all the projects I make. Combining this with food, the biggest environmental polluting industry, therefore made sense.

### Context

A 'Conscious Dinner Party' dinner consists out of three parts: a three course sustainable, local and seasonal dinner, educational discussion and an experiment that is related the second part of Changing Destination, 'The Game' that won't entertain. The 'Conscious Dinner Party' series is also responsible for generating at least twenty percent of the funds for 'The Game' that won't entertain. The series consists of five dinners with a dinner held every one to two months. I first started at home with just

my friends and will grow to a larger scale by involving businesses and restaurants to attract a larger audience every month.

### Discussion

During the dinner there will be two rounds of discussion. Each round is about the two documents delivered two weeks before the dinner. Together with these two documents a dinner party attendee also gets a character assigned with whose opinion they must discuss. There are five different characters that are loosely based on a combination of real people:

- 1) Greenpeace activist;
- 2) Left-wing politician;
- 3) Scientist;
- 4) Lobbyist for major oil company;
- 5) Right-wing voter.





Every discussion group consists of a maximum of five to six people. They are given 20 minutes each round. The first round to discuss in the viewpoint of their given character, the second in their own opinion. The evening ends with a full stomach and an option to pledge to one challenge to make the attendee's life more sustainable for a month. The different challenges are:

- 1) Only eating meat for two meals a week or less;
- 2) Only eating dairy products for two meals a week or less. In this challenge you don't eat meat at all;
- 3) Not using plastic straws;
- 4) Ditch all single use plastics;
- 5) Use only means of transport with little to no impact on the environment.

Through the Facebook event and Instagram account the attendees are kept motivated and are asked to update on their chosen challenge.

### Experiment

At every dinner in the series one element of 'The Game' that won't entertain will be tested with the attendees. These elements are developed into three different experiments. For every experiment an user test is put in place to get constructive feedback and points of improvements. The different experiments are:

- 1) Pledging to a challenge. What motivates people to pledge and what do they need to keep motivated and complete the challenge?

2) Ready-to-play prototype of 'The Game' that won't entertain. Do the game mechanics work even without the high-fidelity technology?

3) Social experiment. What is the shock effect that motivates people to take action in long-term solutions?

