



The Great Success Machine

is a LARP (Live-Action-Role-Play) on neo-liberal professionalization workshops in art education institutions and the careers that they propose.

The Great Success Machine adapts the format of a career building workshop turned group therapy. Embarking on a journey through an artist career starting just after art education, the participants will develop an artist persona that finds itself looking ahead at a life filled with smaller and occasionally larger disappointments, compromises, and changes of circumstance. The role playing game thereby reflects on the question of what an art education can and should provide. What types of artists and creative minds does a neo-liberal paradigm of teaching art and design produce? How can artists under these circumstance develop a relevant and sustainable practice?

The LARP includes performative elements taken from Forum Theater, Psychodrama, table top RPGs, and systemic constellation therapy, as well as writing and drawing exercises.

Factsheet:

Commitment time: 6-8 Hours

Number of participants: max. 20

Skill level: Performing experience is a plus but not needed, LARP experience is not needed, experience of being in an art or design education is helpful

What to bring: Comfortable clothes to move around in