

# WORLD FACTORY

A game in which **you** have to decide what it means to win.

## CREDITS

DIRECTION/DESIGN Zoë Svendsen & Simon Daw  
GAME Zoë Svendsen, Simon Daw, Brian Walters, Kate O'Connor, Lucy Wray & Hilary Seaward  
COLLABORATORS IN CHINA Zhao Chuan, Wu Meng & Grass Stage  
LIGHTING DESIGN Guy Hoare  
SOUND DESIGN Matthias Kispert  
PERFORMERS Lucy Ellinson, Heather Lai, Jennifer Lim & Jamie Martin  
PRODUCTION MANAGER Mike Ager  
TECHNICAL STAGE MANAGER Nick Slater  
STAGE MANAGER Katy Farlie  
ASSOCIATE DIRECTION Kate O'Connor & Lucy Wray  
RELIGHTING TECHNICIAN: Chris Swain  
ADDITIONAL COMPOSITION David Paul Jones  
SOFTWARE DEVELOPMENT Dan Williams  
RESEARCH CONSULTANT Mark Sumner  
EDITORIAL ASSISTANT David Isaacs  
VIDEO PROGRAMMER Lanz  
CHOREOGRAPHIC CONSULTANT Vicki Manderson  
COSTUME SUPERVISOR Holly Henshaw  
PR Natalie Reiss  
METIS ADMINISTRATOR Alison Cooke

PRODUCED BY Artsadmin

Shortlisted for the Berlin Theatertreffen Stückemarkt 2016

The tour of *World Factory* is subsidised by public funding through an Arts Council England National Lottery grant in addition to financial support from University of Cambridge Cambridge Humanities Research Grant and ESRC Impact Acceleration Account funds, Cambridge Festival of Ideas, Cambridge Junction, Attenborough Centre for the Creative Arts Brighton and HOME Manchester. The original production of *World Factory* was created and produced by METIS in co-production with the New Wolsey Theatre, Young Vic and Company of Angels and first performed at the New Wolsey Theatre and Young Vic in 2015.

**METIS** is a Cambridge-based performing arts company/network that creates interdisciplinary performance projects created through rigorous research. A fascination with maps, space, technology, travel and history drives our work in a range of media. [metisarts.co.uk](http://metisarts.co.uk)

**Artsadmin** are producing the UK tour of World Factory by METIS. Artsadmin is a unique producing and presenting organisation for contemporary artists working in theatre, dance, live art, visual arts and mixed media. The organisation offers a wide range of artist- development services including a free advisory service and mentoring schemes as well as a bursary scheme. [artsadmin.co.uk](http://artsadmin.co.uk)

## RESEARCH

*World Factory* was conceived and created as performance research. It is featured in: Dark Mountain Issue 8: Techne; Performance Research: On Game Structures; Contemporary Theatre Review: Interventions (October 2015); & Exeunt magazine.

**THE SHIRT** *World Factory* was researched by having a shirt manufactured in a Chinese factory. Part research method, part art object, The Shirt is a specifically designed consumer item, manufactured in a Chinese factory, which uses bespoke digital technology to make visible all the people and processes behind its production. The Shirt has barcodes on it, and when you put your smartphone over the barcode, using a bespoke app, it will trigger digital content that reveals the very people and processes involved in making the actual shirt in your hands. The shirt can be purchased online through METIS or at the Box Office tonight.

**THE DIGITAL QUILT** Further research was undertaken using a method of 'research-in-public', consulting with experts from across the global textile industry, through informal conversation events in galleries and cafés. Online, we developed the 'digital quilt', which links the game fictions with real-world events: at the end of each performance, audiences receive receipts detailing the decisions they made with links to the online research. See [digitalquilt.info](http://digitalquilt.info)

**THEFUSIONWORKS** The Shirt app and the Digital Quilt were created with Cambridge-based design and software innovators, TheFusionWorks.

**SIGN UP** If you are interested in hearing more about METIS and their work please sign up to their newsletter: [metisarts.co.uk/contact](http://metisarts.co.uk/contact)

## EDUCATION

**THE PATTERN** *World Factory: The Pattern* is an educational resource pack created by METIS during the research process for the show. Aimed at KS3-GCSE it provides an exciting opportunity to explore the global textile industry focusing particularly on the relationship between China and the UK. It provides resources for the teaching of the National Curriculum across a range of subjects including Geography, History, Business Studies and Design Technology. Its tools bring the topic of globalisation to life for students of a wide range of abilities, developed with direct input from teachers, education professionals and students. [metisarts.co.uk/the-pattern](http://metisarts.co.uk/the-pattern)

## THANKS

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