

TOOL

OBJECT THEATRE AND SANDBOXING

How is the tool linked to Entrepreneurship PBL?

The Object Theatre (OT) method relates to all elements of the Entrepreneurship PBL model, although with the greatest contribution to 'Exploration of assumptions', 'Experiments', and 'Value creation for others/learning for students', and can be a tool for communication between the project team and its partners, including the supervisor.

What is the tool?

OT is a dialogue-based and tactile approach to adding new perspectives to situations and seeing opportunities for action in challenges. The name 'Object Theatre' refers to the use in the method of small narrative figures that are placed within a framework with sand (Sandboxing) or on a large sheet of cardboard.

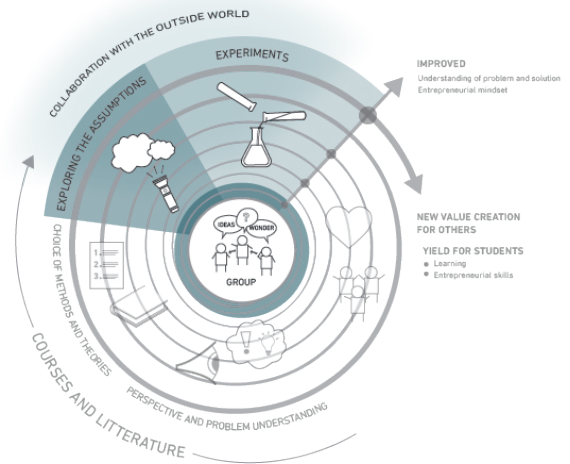
What can be achieved by using 'Object Theatre and Sandboxing'?

The method provides a communication platform which enables new reflections through the use of the chains of association evoked by different selected figures around a given issue, task or theme. Against this background — and through the joint investigative dialogue — participants create a reframing of the issue, including a new narrative and a renewed clarity thereof. The risk of misunderstandings is minimised significantly when the group creates this overview together.

As a communication platform, it supports the students in the group work and in the case work as regards bringing the different perspectives and ideas to light, so they can be shared, recognised, talked about, developed further, etc.

How is it used?

Through selection and placement of figures on sheets or on the sandbox table, a miniature 'scenography' of the complex circumstances — the terrain — which the given problem is set in is created. Therefore, the layout is also referred to as a 'terrain table', which an operational unit sets up for a quick and clear overview of the circumstances they must navigate. Anything the group deems relevant is included.



The process is controlled through six phases and via six guidelines:

The six phases:

Phase 1: Introduce the method, sandbox work table/sheet and figures

Silent phases

Phase 2: Choose figures — take your time

Phase 3: Start placing artefacts in the sandbox, e.g.:

- Everyone silently places 'their' artefacts in the sandbox
- One starts by creating the sandbox wordlessly, the others add/change.
- They each make their own suggestions in

turn.

The dialogue begins

Phase 4: Talk about the layout — use the grammar of the idiom as a guide

Phase 5: The terrain table is finished and retained as photos/note sheets

Phase 6: Further processing on boards

The six guidelines:

- Switch off the 'brain' and let the figures choose you, or let your hand/eye choose.
- Also applies to the placement in the sandbox
- Do not — at first — analyse the meaning
- Accept the premises of the idiom — narrate in relation to the figures
- Progress slowly, slow the pace, linger, ask, examine more closely: 'What else could it be?'
- Listen to your gut feeling, it will tell you when the configuration is 'finished'

Sources

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