In Spring 2018, the IML-575 World Building and Narrative Design class will interrogate the convergence of migration, urban space, and the tools we might deploy for provoking change.

We will question the status quo, use fiction as a powerful engine for extrapolating forward, and make demands on historical and present narratives to provoke disruption threaded to the future. We will ask ‘what if, and why not’ of the near-future world we construct, in a powerful collaboration between the diverse skills of each student in the class and the domain expertise we invite into our world. We will begin to build tangible outcomes in the real world while we construct the tools that enable these outcomes and set the stage for evolution.
In essence, our mission is to understand, and then improve, the complex systems we all inhabit. We will use a systems thinking approach to recognize the connectedness and consequences of our actions from the local to the global. Our primary tool will be the World Building methodology, which has been leveraged for tackling challenges ranging from: breaking down the boundaries between technology and storytelling (*The Leviathan*); designing more efficient scientific collaborations (*The World in a Single Cell*); conceptualizing planet earth as a shared vehicle with finite and regenerative resources meant to last for eternity (*Spaceship Earth 2050*); preventing inequality in a future where essential resources are privatized and commodified (*Dry City*), and many more.

Our setting will be a volatile intersection in a near future meta-city, a street corner as microcosm to reflect the culture, energy, politics and infrastructure of the world we create from deep research and storytelling.

IML-575 is open to graduate students from across the school, in the arts and sciences. You will be asked to provide a biography and a statement of your interest in narrative and the future, and the skills you imagine to be your most valuable asset as part of this tangible future group.

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