

# All Hands on Deck

*National Ocean Exploration Forum 2018*

*MIT Media Lab*

## Goals

- Rebrand the ocean to be open, inclusive, awesome, optimistic, playful, and fun
- Imagine creative new ways to make the ocean so pervasive in modern culture that everyone has a positive association with the sea
- Empower an open, inclusive global community of ocean explorers - allow everyone to see themselves (and be!) an explorer

## Themes

Throughout the Forum, we will address the following in their relation to the goals:

- **PLAY** | Sports, recreation, toys, games
- **SHARE/TELL** | TV, film, books, comics
- **IMMERSE** | Museum, aquarium, theme parks, VR/AR
- **CREATE** | Arts, music, dance, fashion, crafts, food
- **EXPLORE** | Empowering explorers
- **CONNECT** | Social, in person, remote, digital

## Activities

**Speakers and panel discussions** | Panelists will have ~5-7 minutes to speak about a given topic, followed by a moderated discussion.

**Workshops** | There will be two workshop sessions per day focusing on the themes of the day with ~10-12 workshops per session.

**Demos** | A selection of demos will be available during lunch on Days 1 & 2. These demos will showcase work by Media Lab researchers related to the topics of each day.

**Live programming** | Given the incredible talent that will be in attendance at the Forum, we plan to live stream all plenary sessions and conduct live interviews online during workshops.

**Public activities** | On Day 3, partner venues will host ocean-related activities in the greater Boston area, including workshops, lectures, live interactions, movies, and outdoor activities.

## Sponsors & Partners

**Confirmed Sponsors** | NOAA Office of Ocean Exploration & Research, MIT Media Lab

**Confirmed Partners** | New England Aquarium, MIT Museum, MIT Sea Grant, National Marine Sanctuary Foundation

# Draft Agenda

## Day 1: November 8

Welcome

Keynote

Plenary Panel 1 | Play

Plenary Panel 2 | Share/Tell

Plenary Panel 3 | Immerse

Lunch with Demos: Play, Share/Tell, Immerse

Workshop Session 1A | Play, Share/Tell, Immerse [ex. Screenwriting with Bad Robot]

Workshop Session 1B | Play, Share/Tell, Immerse

Plenary Workshop Report-outs

Reception/Dinner Location TBD

## Day 2: November 9

Welcome Day 2

Plenary Panel 4 | Create

Plenary Panel 5 | Explore

Plenary Panel 6 | Connect

Lunch with Demos: Create, Explore, Connect

Workshop Session 2A | Create, Explore, Connect [ex. Pop-up Exploration Lab]

Workshop Session 2B | Create, Explore, Connect

Plenary Workshop Report-outs

Closing Teen Panel

Closing Remarks

Reception @ MIT Museum

## Day 3: November 10

Activities at partner locations, for example:

- New England Aquarium IMAX Theater lectures (confirmed)
- MIT Museum
- Museum of Science
- Harvard Museum of Comparative Zoology
- Brattle Theater
- Community Boating
- Boston Harbor Islands
- Public Libraries
- Museum of Contemporary Art
- Boston Duck Tours