

Workshop: Exploring Algorithmic Fairy Tales

Objective

The objective of this study is to examine the interplay between fairy tales and algorithmic elements, with a particular focus on the fairy tale "Snow White." By using this tale as a case study, we aim to understand how algorithms impact narratives and personal experiences.

Our investigation will delve into the influence of algorithms on users within the realm of fairy tales. We will explore the algorithmic processes at work within the fairy tale context and consider the ethical implications associated with algorithm development.

Participants will have the opportunity to explore how algorithms shape their choices, decisions, and experiences within the narrative of "Snow White." Moreover, they will examine the ethical dimensions pertaining to algorithm design, including transparency, fairness, privacy, and user autonomy.

Duration: 30 mins

Workshop Outline

Introduction (2 minutes)

- Introduction - a brief explanation of the workshop objectives and the connection between fairy tales and algorithms
- Outline of the activities within the workshop

Introducing "Snow White" and Algorithmic Elements (3 minutes)

- Introduce the fairy tale "Snow White" as the focal point for the workshop
- Assign roles
 - Consider alternative perspectives:** Encourage a diverse range of perspectives by assigning participants to roles that they might not naturally identify with.
 - Rotate roles** (depending on the dynamics of the session)

Body Storming Exercise: "Cinderella with Algorithmic Twist" (15 minutes)

Act 1 (5 min):

- **Snow White's Escape:** The evil queen orders the huntsman to take Snow White into the forest and kill her. This creates a moment of intense danger for Snow White as she must find a way to escape and survive on her own.

Act 2 (5 min):

- **Snow White meets and lives with the dwarfs:** After escaping from the evil queen, Snow White stumbles upon the cottage of the seven dwarfs. This marks a turning point in the story as Snow White finds companionship and a place to live. The audience witnesses the blossoming friendship between Snow White and the dwarfs.

Act 3 (5 min):

- **The Poisoned Apple:** The evil queen's plan to poison Snow White with an apple presents a significant moment of heightened pressure. Snow White takes a bite of the poisoned apple, and her life hangs in the balance. The audience anxiously awaits a resolution, hoping for someone to save her before it's too late.

Debrief and Reflection (5 minutes)

- Reflect on the body-storming experience and the insights gained from embodying the characters and algorithmic elements
- Discuss the implications of algorithmic influence on narratives, personal experiences, and ethical considerations
- Explore the parallels between algorithmic processes and narrative structures in fairy tales

Wrap-up and Closing (2 minutes)

- Summarise the key learnings from the workshop
- Thank participants for their engagement and participation

Actors/ Roles

Algorithm

"Superpower" of being invisible and capable of physically and verbally intervening in the actions of other roles. Cannot kill - after all you want someone your wicket story.

Snow White

Kind, gentle, and pure-hearted nature. She is compassionate towards all creatures, including animals, and possesses a nurturing spirit. Despite facing adversity, Snow White maintains her innocence and displays unwavering optimism

Evil Queen

Cunning and manipulative character, driven and blinded by a desire to be the fairest in the land and cannot tolerate anyone surpassing her in beauty

Dwarf Grumpy

Known for his gruff and grouchy behaviour, initially appears to be less friendly, but he does have a soft side beneath his tough exterior

Dwarf Happy

The friendliest and most cheerful. He is characterised by his constant smile and joyful behaviour. Creates a warm and welcoming atmosphere.

Prince

Kind-hearted, brave, and noble. He is drawn to Snow White's beauty and is captivated by her gentle nature

Hunter

Conflicted character, torn between his loyalty to the evil queen and his own moral compass. Compassion overcomes

Key Objects

Magic Mirror

The evil queen owns a magic mirror that she consults to know who is the fairest in the land. The mirror plays a pivotal role in the queen's jealousy and Snow White's subsequent escape.

Poisoned Apple

The evil queen uses a poisoned apple as a means to harm Snow White. When Snow White takes a bite, she falls into a deep sleep, and the spell can only be broken by true love's kiss.

Cottage

Snow White stumbles upon a small cottage in the forest, which belongs to the seven dwarfs. The cottage serves as a refuge for Snow White, where she finds shelter and safety.

Dwarfs' Mining Tools

The seven dwarfs work in a mine, and their mining tools, such as pickaxes and shovels, are prominently featured in the story. These tools represent their occupation and their industrious nature.

Materials Needed

- Workshop handouts
- Large open space for participants to move and act out scenes
- Timer
- Camera

The Story of Snow White

The wicked Queen consults her magic mirror, which reveals Snow White's beauty surpassing her own.

Fearing Snow White's growing popularity, the Queen orders a huntsman to kill her, but he spares her life.

Lost in the forest, Snow White finds a quaint cottage where seven dwarfs live. They welcome her and she becomes their caretaker.

Meanwhile, the Queen, disguised as an old hag, tempts Snow White with a poisoned apple, causing her to fall into a deep sleep. The dwarfs, mourning her apparent death, place her in a glass coffin until a prince arrives and awakens her with true love's kiss.

The Prince's true love's kiss awakens Snow White from her slumber in the glass coffin.

The Queen meets her fitting end, and Snow White and the prince live happily ever after.