THE COMPLIMENTARY CONVERGENCE OF ZERO-SUM GAME WITH SOCIALLY ENGAGED ART!

CHAPTER ONE: THE HUNTER-GATHERER EPOCH DEFINED AS THE ORIGINAL AFFLUENT SOCIETY, FAST FORWARD 80,000 YEARS THROUGH THE PASTORAL; HORTICULTURAL; AGRICULTURAL; INDUSTRIAL; AND POST-INDUSTRIAL SOCIETIES; THE BIG THREE AWAITS PLANET EARTHS RESIDENTS; NUCLEAR WAR, TECHNOLOGICAL DISRUPTION, CLIMATE CHANGE; THE FINAL CHAPTER SURELY NOT. ZERO-SUM GAME: THE IDEOLOGY THAT FUNCTIONS ON A CONTEST FOR FINITE RESOURCES; WHATEVER ONE GAINS, ANOTHER MUST LOSE. THE FAILED ENVIRONMENTAL ACQUISITION CONTINUES TO LOOM LARGE DUE TO HUMAN MODIFICATIONS SUFFOCATING THE PLANETS ATMOSPHERE, IN TURN CLIMATE CATASTROPHE IS COMPLEMENTED BY CONTEMPORARY SOCIETIES INADEQUATE APPROACH TO THE WARNING. PROGRESS PROMPTLY AS THE GOVERNMENTAL FIELD TO AND FRO OVER ERADICATING THE 'CLIMATE POLICY' CREATION, ITS PURPOSE; THE SOLE SOCIETAL RESPONSE FOR A ZERO-SUM GAME ACTIVATION (QUICK PREVIEW; WE ALL LOSE IN THE EPISODIC CLIMAX). NEVERTHELESS, THE ACTORS IN THIS NARRATIVE PIVOTS ON A VOICE (SEE THE WORLD DIFFERENTLY); THE UNIFICATION OF A CONSCIOUS HUMAN MINDSET, BREAKING NEWS; THE BATTLE BETWEEN A FOSSIL-FUEL BASED ECONOMY VS RENEWABLE ENERGY HAS SOARED TO TIPPING POINT, WATCH THIS SPACE. THE CURRENT STATUS OF SUSTAINABLE CONSUMPTION AT A SUBORDINATE STATE, IN REPLY, THE MACRO LEVEL OF CLIMATE ACTION AND OVERCONSUMPTION OFFERING WIN-WIN SOLUTIONS. THE MOVEMENT HAS BEGUN, DO NOT FEAR OR DREAD, MERELY EMBRACE THE BENEFITS. THE MANTRA, TO OVERCOME THE MISPERCEPTION OF SUSTAINABILITY AS A HUMANITARIAN BURDEN, INSTEAD, THE GLOBAL OPPORTUNITY OBJECTIVE OUGHT TO RESCUE THE EARTHS ORGANS; OCEANS, LAND, MOUNTAINS. THE STORY IS OBLIGED TO STRENGTHEN THE UNDERSTANDING BY PINPOINTING A PROTECTIVE ADAPTION OF THE OVERCONSUMPTION PARADIGM; A SURREAL VENTURE SURELY! MITIGATING THE EMERGENCE OF FUTURE HARM, THIS REQUIRES IMMEDIATE ACTION, A SAVIOUR FOR BIODIVERSITY, ECOSYSTEMS, NATURAL RESOURCES ONGOING ASSAULT IS VITAL, JOB ALERT; APPLY INSIDE. THE RHETORIC IS FOUND IN THE ARTISTIC EXPLORATION, THE EVIDENT VOICE; RADICALISATION, ACTIVISM. VIA A SPOTLIGHT MECHANISM IN OCCURRENCE TO ZERO-SUM GAME, THE MISCHIEVOUS OUT OF CONTROL COMPLICATION HAS A RESOLVE; THE DARING JOURNEY OF THE ASPIRING SOCIALLY ENGAGED ARTIST. THE PLAYERS ACTIVITY COMING SOON; THE 'ZERO-SUM GAME' QUEST TO ADVENTURE: READ ON.

CHAPTER TWO: TO 'ENGAGE THE PLAYERS IN THE GAME', WITH THE APPLICATION OF SOCIAL ENGAGED ART PRACTICE? WITH IRELANDS OVER-CONSUMING WORKFORCE. SNAP BACK: PROCESS: PARTICIPATORY! EVENT: CONSUMERISM DIALOGUE! ENVIRONMENT: LOCALISED ON THE EMERALD ISLE! INDIVIDUALS PONDERING OVER THE ESSENTIAL RELATIONSHIP OF CONSUMPTION WITHIN THE NATURAL RESOURCES MATRIX. FLASHBACK: IRELAND RANKED WORST IN EU FOR PERFORMANCE ON CLIMATE ACTION. BUYING PRODUCTS, SERVICES, FOODS, CONSTANTLY SHOPPING, REPURCHASING, REPACKING, REFORMING, REJOINING, RECONSTRUCTING, APPRECIATING THE PLASTIC CUP, IT FILLS A PLASTIC STRAW FULL OF LIQUID TO FUNNEL CHEMICALS INTO BODIES, ATMOSPHERE, ANIMALS; TUT TUT...SHAME ON YOU HUMANITY, NEVERMIND, LETS MOVE ON. PLAYER ONE: A GROUP OF EDUCATORS: COVERED TOPICS: (OVER) CONSUMPTION, SOCIETY, GOVERNANCE, IRELANDS, THE WORLDS DESTROYED NATURAL RESOURCES. PLAYER TWO: A GROUP OF WORKFORCE LABOURERS; JOINING THE MOULD TO TALK ABOUT THE SOCIETAL OVERCONSUMPTION OF PRODUCTS, FOODS & SERVICES. THE MEANING: SOCIALLY ENGAGED ART: ART AT WORK IN AN OUT OF CONTROL OVER-CONSUMING HUMAN MONOPOLY GAME ADHERING MONEY, INSTITUTE, GOVERNMENT, BUSINESS; WANTS, DESIRES, NEEDS. ONLINE MOBILISATION THAT FORMS THE UNIQUE COMMUNITY AUDIENCE, THIS ROUND THE FACILITATOR IS NOT ARTIST, RATHER THE ORCHESTRA OF THE PRACTICE; STEP ONE. PLAYER THREE: IRISH VOLUNTEERS; CONVERSED ON CONSPICUOUS CONSUMPTION, DIGITAL INFLUENCERS, MATERIAL WASTE. PLAYER FOUR: DIGITAL WORKERS; COMMUNICATED ON TECHNOLOGICAL DISRUPTION, FOOD CONSUMPTION, PURCHASE IMPULSES, ECONOMICS. THE ARTIST WAS THE PARTICIPANTS, RELATIONSHIP, DIALOGUE, SPACE, CONTENT, TIME, PERFORMANCE; ASPIRING TO CREATE. PLAYER FOUR: THE AUDIENCE OF GLOBAL HEALTH ACTIVISTS: FOCUSING ON CLIMATE CHANGE ORDER, ENVIRONMENTAL HEALTH, HUMAN SCARCITY. PLAYER SIX: THE STUDENT HAS ITS TURN: GOVERNMENTS, FINANCIERS, TECHNOLOGICAL UTOPIANS TAKES TO THE STAGE: ROUND OF APPLAUSE PLEASE. FAKE WORLD REPLACING THE REAL WORLD; THE UNDER CONTROL ILLUSIONARY FACADE, WINK WINK NUDGE NUDGE, JUST A HYPER-NORMALISED VIBE. THE COMMON GOAL FOUNDED, ETHICALLY CONSUMING WITHOUT HURTING THE EARTHS LUNGS, HEART, MIND. ARE YOU WOKE? THIS THE UNCERTAINTY, THE CONVERSATION HAS BEG[illegible] CONSCIOUSLY AWARE OF THE REPERCUSSIONS, THE BODY AND SOUL OF EACH MEMBER HAS [illegible]HASE; CHANGE IS THEIR OWN CHOICE, MUST KEEP ASPRING TO INSPIRE BEFORE WE[illegible]E! READ ON; CONSUME A ART-EXPERIENCE.

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SALE NOW ON!

THE BIG IDEA

CHAPTER THREE: THE NEXT VENTURE: NEW GENRE OF PUBLIC ART MEETS ZERO-SUM GAME: WHATS IT ALL ABOUT? MERGING A COMMUNITY WITH CONSUMERISM IN A VISUAL EVENT: A SPECTACLE THAT CONFRONTS THE MATERIAL WORLD. IN THE SOCIAL TRANSACTION DETAIL, A SOCIETY COMMUNE WITH THE ZERO-SUM GAME PRODUCT; A MURAL COLLAGE, DISPLAYING IDEALS, CONFLICTS, COMPLEXITIES OF OVER-PURCHASED, OVERPRODUCED CONVENIENCE PRODUCTS; VESTIGES OF HUMANS: NEXT PAGE THE SOCIETY OF EARTHLY DESIRES, JUST A SNEAK PEAK.

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