

Week	Focus	Goal	Action	Participants	Key Dates	Notes	
May 11-17	<b>B: Personal Objects, Camera Perspective &amp; Play</b>	Develop Play Lab B	Meet with Neal to develop ideas		tbd		
			Set up sign up genius				
			Schedule Play Lab Dates				
			Recruit participants				
			Set up Zoom meetings				
			Develop language for pre-play lab email				
			Update Play Lab Feedback survey				
May 18-24	<b>B: Personal Objects, Camera Perspective &amp; Play</b>	Run Play Lab B	Set up/Follow up Play lab email reminders				
			Play Lab facilitation				
			Debrief with Neal				
May 25-31	<b>C: Paper Elements &amp; Green Screen</b>	Develop Play Lab C	Meet with Neal to develop ideas				
			*Introduce buddy v. solo play in this next round	Set up sign up genius			
				Schedule Play Lab Dates			
				Recruit participants			
				Set up Zoom meetings			
				Develop language for pre-play lab email			
				Update Play Lab Feedback survey			
	Design Paper Elements						
June 1-7	<b>C: Paper Elements &amp; Green Screen</b>	Run Play Lab C	Set up/Follow up Play lab email reminders				
			Email Paper Elements with directions before lab				
			Play Lab facilitation				
			Debrief with Neal				
June 8-14	<b>D: Play with Subversion &amp; Secrets</b>	Develop Play Lab D	Meet with Neal to develop ideas				
			Identify moments of subversion within the "normal" lab structure	Set up sign up genius			
			embed secrets into 'lab structure'	Schedule Play Lab Dates			
				Recruit participants			
				Set up Zoom meetings			
				Develop language for pre-play lab email			
	Update Play Lab Feedback survey						
June 15-21	<b>D: Play with Subversion &amp; Secrets</b>	Run Play Lab D	Set up/Follow up Play lab email reminders				

			Play Lab facilitation			
			Debrief with Neal			
<b>June 22-28</b>	<b>E: Exploring Antagonist/Protagonist role with audience participants</b>	Develop outline of a prototype narrative structure with potential audience role options	Brainstorm with Neal			
			Plot point out narrative prototype			
			Scout locations			
			Initial filming *if possible*			
			Recruit participants (possibly performers?)			
<b>June 29-Aug 2</b>	[Kristina in Camp] - side hustle develop any footage for narrative if possible.					
		Possible Prototypes to develop:				
		Develop Marco Polo asynchronous group version to run with a test audience over a limited time span.				
		Develop Marco Polo asynchronous solo version to run with a test audience over a limited time span.				
		Develop Zoom synchronous group version to run with a test audience in 5 Workshop settings				
<b>Aug 3-9</b>	<b>Performance Prototypes</b>	Finalize Prototypes	Set up sign up genius			
		Set up performance groups and dates	Schedule Workshop Dates			
			Recruit participants			
			Set up Zoom meetings & MP groups			
			Develop language for pre-workshop email			
			Create Workshop Feedback survey			
<b>Aug 10-31</b>	<b>Performance Prototypes</b>	Prototype Workshops	Set up/Follow up Workshop email reminders			
			Workshop facilitation			
			Debrief with Neal			