

CAN MEEPLE ESCAPE THE NEUROPHORIA?

# ACTIVITY SHEET

6 FEB - 24 APR 2026

# FAMILY ACTIVITIES

On the second Saturday of every month, drop by any time between 12:00 and 15:00 for an exciting hands-on experience. Perfect for ages 6-12, these workshops are a beginner-friendly introduction into different creative technologies.

Workshops will be held in Studio/Lab, a space on FACT's third floor made especially for artists (of all ages!) to make and play.

Sat 14 Feb

Sat 15 Mar

Sat 11 Apr

# SCHOOLS & YOUTH GROUPS

Are you interested in a free tour of our exhibitions? Or having a member of our team come to your school or youth group to deliver a free workshop?

If you're a teacher or educator interested in art and creative technology, get in touch. We offer free exhibition tours and workshops that can be tailored to all ages and abilities.

To arrange your visit, a workshop or to ask us a question, please email [learning@fact.co.uk](mailto:learning@fact.co.uk)

# CAN MEEPLE ESCAPE THE NEUROPHORIA?

*Can Meeple Escape the Neurophoria?* is an exhibition that wants us to think about intelligent technologies, such as Artificial Intelligence (AI).

Instead of asking what AI might do to people, it asks how people and technology can live alongside each other.



Visit a spa run by Lola and play a game where your choices change what happens. *Life Forever* asks us to think about what we value and how our choices affect the future.



What happens when you choose to help the jellyfish or make money?

## Coffee Machine



Say hello to a coffee machine that listens and responds back to you. *Coffee Machine* asks us to think about the roles of machines and humans. What happens if objects in our everyday lives start to act like they can think?



Can you be kind to encourage the coffee machine to give you a drink?

## Life on FACT



Move the camera to see and hear the gallery come to life like a nature documentary. What you see and hear becomes part of the artwork. *Life on FACT* asks us to think about how the stories we are told change how we see the world around us.



What do you see and hear when you move the camera around?

## CripShip



Enter a role-playing game made from experiences of disability. In the game, you work together to explore problems created by AI and try to make things fairer. *CripShip* asks us to think about teamwork, care, and how different ways of thinking can help build a better world.



What do you think is important to have in a fair world?