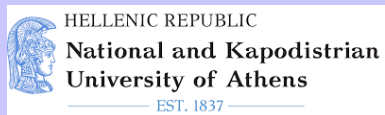


APPLIED AND ENVIRONMENTAL THEATRE 1ST SYMPOSIUM

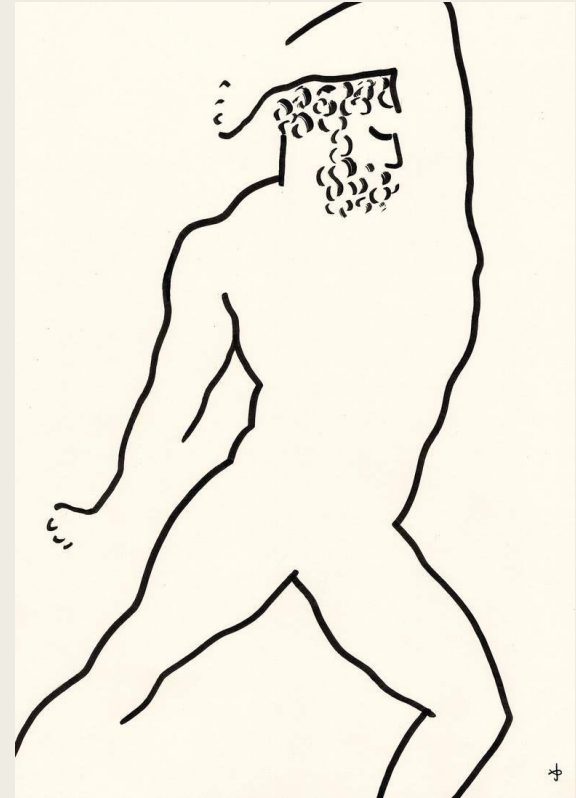
***COMMUNITY THEATRE AND ENVIRONMENTAL PRESSURES IN THE COASTAL
COMMUNITIES OF THE MEDITERRANEAN (THEATRE2SEA)
25-26 MAY 2026***



The Thirteenth Labor of Hercules:

Balancing Human Interests and the Natural Environment

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Full plan of environmental theatre

Title: The Thirteenth Labor of Hercules

Reference group: Civil Engineers

Central Question: What it's like to build by occupying virgin land?

Common Role: Blacksmiths

Roles of the Animator: Hercules, Animals
(bee, bird, bear)

Where: Blacksmith shop

When: Once



Storytelling

We are in a small isolated village, next to which there is a large beautiful forest. Between the village and the forest there is a large blacksmith shop. This blacksmith shop is famous and although it is located in this remote place, people visit it from all over the country, because the craftsmen who work there are the best in their kind.

Building space activities

1st Activity

We distribute large pieces of white cardboard and markers to the community. We divide them into groups of five and ask them to draw machines that they use in their blacksmith shop. Each drawing should include a possible country of origin for such a machine, as well as the purchase cost. In case they do not know what items one finds in a blacksmith shop or where their prices range, we encourage them to look it up.



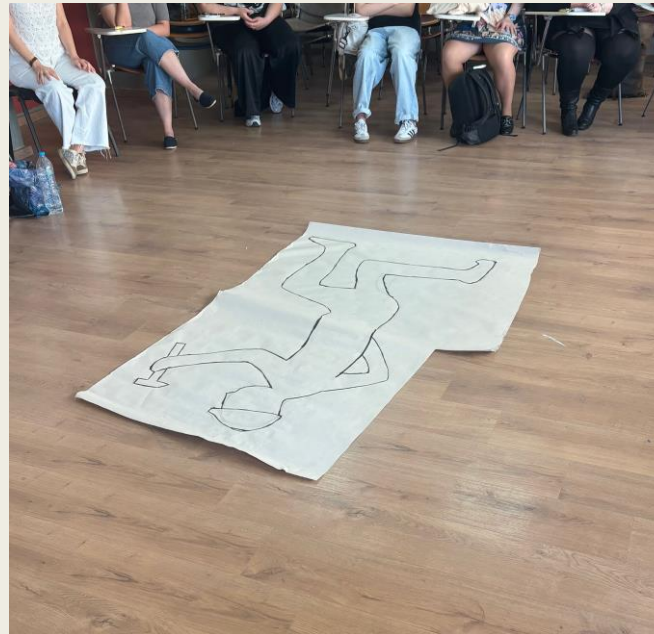
2nd Activity

We present a collection of metal objects of various kinds. (Fasteners, screws, nuts, keys, etc.). We ask a person to close their eyes, take an object in their hands and feel it. Then they share a thought/memory/emotion related to this object. Once they have finished the story, they pass the object to any other person they want. This is done for a series of objects. It is not necessary for all people to talk about all the objects.

Building role activities

1st Activity

Outline: We draw the outline of a person doing a job related to blacksmithing on the ground, wall or a board. We distribute post-its to the community and ask them on one piece of paper to write down thoughts, feelings, and anxieties that a blacksmith might have in his daily life regarding his work, and on another piece of paper to write down what society might think about him and his profession. We stick the post-its that concern their own thoughts inside the outline, while those of society outside.



2nd Activity

We divide the people into groups of five and assign them to create a small silent kinesiological improvisation entitled “a day in the life of a blacksmith”. Depending on the number of groups we have divided, we also give each group a subtitle with a different time of day. That is, one group should create an improvisation for the mornings, or another for the afternoons, afternoons of a blacksmith, and so on.

Storytelling (Point of view A)

Hello! I am Hercules. I came here because I need your help. I know you are the best Blacksmiths and only you can help me. They asked me to do a 13th labor from Olympus. They asked me to come to the village right next door because they absolutely need me to open a road. Crazy work and difficult to do it alone, but I absolutely need tools. Can you make me a tool to open this road?

I have money to give you. I am sure that this road will help you supply other cities and other villages. Because you are the best, people will come here from all over the country, you will become famous, etc.



Action, Point of view A

Hercules:

They asked me from Olympus to do a 13th labor. I am here to help the village.

Point of view A

Assimilation 1st Activity

Machine:

We invite the community to imagine a machine that will be used to pave the road & to bring it to life with their bodies. People enter the scene one after another making a repetitive mechanical movement and a sound (as if they were a part of this machine). Each person who enters tries to complete a part in this machine, taking into account the previous ones, until all the people have been involved in this machine.



Point of view A

Assimilation 2nd Activity

Advertising campaign:

Community members take on the role of advertisers in an advertising company. Their goal is to make a video and write several slogans that will be part of the municipality's advertising campaign for the implementation of this project.

Storytelling (Point of view B)

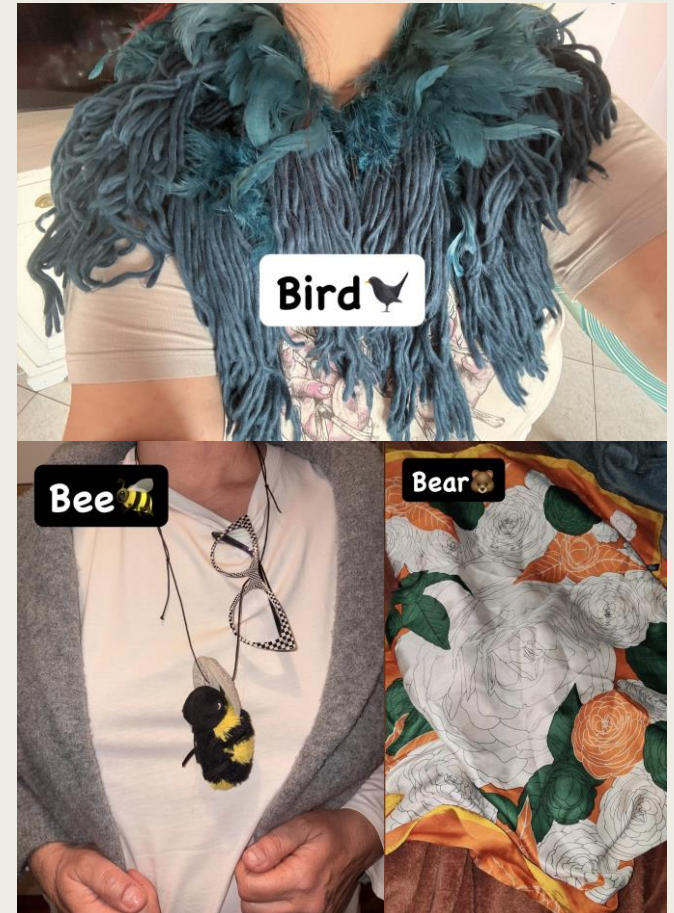
Hello blacksmiths. We come from the forest. In the last few days something very strange has been happening in the forest. A huge, strong guy has come and is uprooting the trees. He has destroyed many bird nests. He has destroyed the beehives. He is sleeping in a cave that is the bear's nest. Our life has been ruined.

We didn't know what was happening until an ant passing by caught him drunkenly chatting. And he was saying that he was tired, this is not life, and that he would come to you to make him a tool that would help him complete his work.

But its work is destructive. Many of our nests have already been destroyed and at this rate more will be destroyed.

Bees can't pollinate the flowers. We won't have honey.

The whole landscape is being destroyed



Action, Point of view B

The animals (Bee, Bird, Bear):

They are destroying the forest, our home to build a road.

Point of view B

Assimilation 1st Activity

Forum theatre:

The Animator instructs them to step into the roles of Hercules and the Animals

Point of view B

Assimilation 2nd Activity

Think fast:

We have a collection of items that one would find in a house (e.g. photos, food, books, etc.) spread out in the space. We tell them that they must leave the house and can take up to two items with them.



Action - announcement of decision

The Animator gives the instruction. They enter the Blacksmith shop in character and make the decision.

Reflection

After several years we pass outside the village and see a sign, please fix the sign: what does it say?

*If the development is negative, we use the word DESERTED

Instructions: the Animator instructs the students to “write the sign says”

Materials

Chains, Tools, Photo frames, Teddy bears, Jewelry, Dog leash, Keys, Bag, Wallet, Piggy bank, Booklets, ID cards, Water, Food, Religious icons, Calendar, Musical instrument, Medicines, Computer, Telephone, Clothes, CD, Book, accessories represent Hercules (burlap fabric) and the 3 animals, paper (of measure), post-it, markers,

Thanks for watching

