

HE AULIHOI

TELLING MO'OLELO THROUGH VIDEO GAMES

A THREE WEEK INTENSIVE WORKSHOP

JULY 17 - AUGUST 4

@ HĀLAU 'ĪNANA



HOSTED BY
KEALAIWIKUAMO'O
AND CONCORDIA
UNIVERSITY
(MONTREAL)

IN SUPPORT OF
KANAEOKANA: THE
KULA HAWAII
NETWORK

PART OF A SERIES OF
WORKSHOPS ON MO'OLELO



HE AU HOU: TELLING MO'OLELO THROUGH VIDEO GAMES

Hawaiians have long embraced new technologies to tell our mo'olelo. When we began our move towards widespread alphabetic literacy in the 1820s, the wooden Ramage press that had come over with the missionaries was cutting edge technology. Today the digital realm is an 'āina many of us inhabit, and we have to ensure that our mo'olelo and worldview shape this virtual landscape. With the proliferation of easily accessible digital and social media, it is more important than ever that we are the ones telling our own stories. We want to empower our youth to be more than just consumers of these new technologies, but creators and builders as well.

Kealaiwikuamo'o, on behalf of *Kanaeokana: The Kula Hawai'i Network*, is partnering with *AbTeC: Aboriginal Territories in Cyberspace & Initiative to Indigenous Futures (IIF)* to put on He Au Hou: Telling Mo'olelo Through Video Games. This inaugural workshop brings together scholars, artists, technologists, and practitioners to plant seeds for the future, carving out space for Kānaka Maoli in the cyber world, and giving new mana to our mo'olelo.

Through He Au Hou, AbTeC + IIF will present a unique curriculum that begins with traditional storytelling and proceeds to teach participants how to tell a story in a very new way—through virtual environments and video games. With that foundation in place, the students then learn important skills for the production of video games and virtual environments, such as game design, art direction, 3D modeling and animation, sound, and computer programming. The workshops are taught by a mix of game-industry professionals, indigenous artists, and a core team of senior students from Concordia University in Montreal.

By the end of the workshops, the students will have created a playable video game based on a Hawaiian mo'olelo, which can be further developed and polished after the workshop. Besides the important training mentioned above, some participants will be invited to facilitate future workshops and projects, ensuring that we create generational abundance in this virtual 'āina the same way we do on our real-world 'āina, with *kaikua'ana* nurturing *kaikaina*, all for the benefit of the *lāhui*.

Aloha 'āina and the drive to perpetuate our mo'olelo are the *mai* criteria for workshop participants, so no technical experience is necessary. But students (must be 18-years old and over by July 17) who have backgrounds in the areas below, are especially encouraged to apply for the limited spaces.

- culturally grounded storytelling/writing/filmmaking
- graphic design/concept art
- 3d modeling/animation
- game/level design
- programming
- sound/music

When: July 17-Aug 4

Where: Hālau 'Īnana (2482 S Beretania St)

Application Link: <https://tinyurl.com/heauhou-videogames>

Questions: Kamaoli Kuwada, brkuwada@ksbe.edu

Video: AbTec + IIF/Skins, <https://vimeo.com/47593267>

He Au Hou is a series of workshops on creative writing and art for this new au, this new era, we live in, but also to push the au, the current, in new directions. Hawaiians have long assimilated new technologies into our cultural practice and used them in ways that served Hawaiian purposes. He Au Hou continues these traditions of innovation and excellence fostered in us by our *kūpuna*, giving voice to the younger generations to tell our mo'olelo in new ways.