

Creative Facilitator Brief: Einstein's Garden x Cardiff University

Project title:

Pandemonium Creative Development Workshops

Location:

Online and at Cardiff University (in-person)

When:

Cardiff University Mid-May 2026 (exact date TBC with each artist)

Fee:

£250/day for 3 days (preparation + one full workshop day + follow-up)

Travel and accommodation:

Covered separately (reasonable expenses)

About the opportunity

We are looking for five Welsh artists to work with five research teams from Cardiff University. Each team has been selected to present their work on the Pandemonium stage at Einstein's Garden (the science and nature area of Green Man Festival) in August 2026.

The researchers already have strong, creative ideas for engaging festival audiences. But they are not performers or experienced festival facilitators. That is where you come in.

Your role is not to perform at the festival. Instead, you will run a one-day creative workshop with one research team at Cardiff University in May 2026. The goal is to help them turn their idea into a festival-ready, engaging, performative, and fun experience - which they will then deliver themselves at Green Man.

Einstein's Garden

Einstein's Garden aims to be a crucible for curious minds. A place where art, science, and societal ideas collide in ways that are as playful as they are profound.

Our objective isn't just to share knowledge, but to ignite a deeper kind of understanding: one that cultivates hope.

On platforms like the radical megaphone of Pandemonium, the community-focused activities of Alchemy, and the hands-on creativity of Whimsy, we want to challenge fixed ideas, inspire meaningful action, and empower people to see their role in shaping a better future. Ultimately, we're not just programming a festival area, we're growing a community that believes in thinking differently, together.

What is Pandemonium

Pandemonium is one of three main stages in Einstein's Garden at Green Man Festival. While our other stages (Alchemy and Whimsy) focus on different aspects of the programme, Pandemonium is specifically designed to provoke, challenge, and inspire.

Pandemonium is a challenge and solution stage tackling the biggest obstacles to address for society to have a future. Here, science collides with culture. Research meets lived experience. Complex ideas are made tangible, emotional, funny, unsettling, and hopeful.

Inspired by Milton's *Paradise Lost*, Pandemonium is not a lecture theatre, a conference panel, or a talking shop. It is a space for bold ideas to be tested in public - through play, participation, performance, provocation, and imagination.

What Pandemonium stage is looking for

- Why does this matter to people RIGHT NOW?
- What conventional wisdom are you challenging?
- How will this be presented in a way that's distinctly NOT a lecture?
- What will audiences feel when they leave? We want audiences to FEEL something, not just know something
- How does this fit the festival context?
- A space for **bold ideas that unsettle and electrify**
- We're looking for content that brings both **shock and hope**
- Not about conventional lectures - it's about **disrupting comfortable thinking**
- Challenges fixed ideas and conventional wisdom, much like Einstein challenged classical physics

What Pandemonium stage is not looking for

- Traditional university lectures

- Slide-heavy presentations
- Purely data-driven talks
- Safe, conventional approaches
- Relevance and relatability - Topics without a clear "why does this matter NOW" angle

What you will do

Before the workshop (paid preparation):

- Read a short project summary from your paired research team
- Have a video call with the lead researcher to understand their idea, their strengths, and their questions

During the workshop (one full day at Cardiff University, in person):

- Facilitate a playful, practical session with 2–4 researchers
- Help them think through: tone, audience interaction, timing, physical setup, energy, and how to make their content work in a loud, busy festival environment
- Use whatever methods suit your practice - games, improvisation, storytelling, movement, object play, role-play, devising exercises, etc.
- Leave the team with a clearer, more confident plan for their festival delivery.

After the workshop (paid follow-up):

- One Feedback call or email summary (within one week of the workshop)

You do not need to attend the festival. You do not need to perform. You do not need to provide materials or build anything. Your job is to facilitate creative thinking and build the researchers' confidence.

Who we are looking for

We are open to different kinds of artists, as long as you have experience facilitating creative workshops with non-artists. You might be a:

- Theatre or performance maker
- Applied or community artist
- Socially-engaged artist
- Storyteller or spoken word artist
- Participatory artist
- Game designer or LARP facilitator

You do not need a background in science. You do need to be comfortable working with people who are new to performance and festival delivery.

Essential:

- Welsh artist
- Experience facilitating workshops with adults
- Ability to work playfully and adapt in the moment
- Reliable, professional, and kind

Desirable:

- Experience working in festival or outdoor settings
 - Welsh language skills (not essential, but welcomed)
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The five projects (brief overview)

You will be paired with one of these five research teams. You do not need to choose - we will match artists to projects based on fit.

Project	Theme
The Mutable Maze	Cancer research as an interactive RPG
Greetings from Creepy Futures	Speculative / creepy technology
Tasty Plastics	Edible, biodegradable algae plastic
Is the world small after all?	Six degrees of separation / misinformation game show
Peace Engineering	Engineering for social justice

We will share a full project summary with selected artists before the workshop.

How the selection and pairing will work

1. Expression of interest - send us a short message telling us:
 - Your name
 - A brief summary of your creative facilitation experience

- Any particular project(s) you feel drawn to (optional)
 - 2. Selection - we will choose five artists based on experience, fit, and availability
 - 3. Pairing - we will match each artist with one research team, considering your interests and the project's needs
 - 4. Introduction - we will arrange a short video call between you and your paired research team before the workshop
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Timeline

When	What
April 2026	Call-out open
End of April 2026	Artists selected and paired
Mid-May 2026	Workshop day at Cardiff University (exact date TBC)
June 2026	Follow-up call

To apply

Send a short email to Lukus@greenman.net with:

- Your name
- A few lines about your creative facilitation experience (no long CV needed)
- (Optional) Any of the five projects you feel especially drawn to

Questions? Email us at the same address.

Why we are doing this

The researchers have brilliant ideas. They know the science. But turning research into a fun, engaging, festival-ready experience is a creative skill, and that is your expertise. This is a genuine collaboration, not a brief to write or a performance to deliver. We want the researchers to leave your workshop feeling excited, prepared, and more playful.