

TASK 3 // MEDIA / ARCHITECTURE / PERFORMANCE

Criteria:

Group

These performances play on the role of space as a place for people.

In Alan Wexler's "Coffee Seeks its Own Level" performance, the core idea is group dynamics. Here, all the actors taking part in the performance need to coordinate themselves in order to not spill the coffee. Another similar project is "Conversation Bubble 2008" by Ana Rewakowicz, in which the participants are immobilized in an inflated structure and are forced to interact with each other. What is peculiar is that the performance ends only when all 5 participants agree.

Candy Chang's projects are also very effective: they show how public space could be if only citizens would be given the chance to speak their voice. In the project "Before I die", she gives the chance to express what one would like to do before his/her death. It's both effective for the person writing it, and for the other people reading it, it helps build up empathy and a sense of community.

Rearrangement

Projects which play with elements of everyday life, rearranging them in such way that our traditional surroundings are altered.

In Yukihiro Taguchi's "Moment - Performatives Spazieren", we observe how wooden floor boards "take a walk" around the city and then go back to their original place, making the viewer perhaps wonder whether there is a hidden life in our everyday inanimate surroundings. Another example is Alan Wexler's "Two Too Large Tables". Here, one can see a table - a basic, everyday object - being built in an unconventional way. This makes us think about how these objects shape our actions, and what would our habits be, if basic everyday objects would be built in a different way.

Projections

These are projects in which space is transformed through the use of projections: space is altered by adding another element to it.

This is the case of Rafael Lonzano Hemmer's project, for example "Sandbox". Here, the use of immersive projection makes the user experience a totally new conception of space. The same is happening with Timo Arnall's "Immateriell: Light Painting", in which he describes something which is invisible with human eye (WiFi network) by the use of a projection. In Maxim de Nijs "Run Motherfucker Run", the viewer in a room can experience a completely different spatial experience though the use of a screen.

Criteria/Works I find important

The criteria I find most important are *group* and *rearrangement*.

The works I personally find more interesting, especially in an urban scene, are the ones which talk about people in relation to each other.

I am particularly fond of the project "The Social Life of Small Urban Spaces" by William H. Whyte, in which everyday life and dynamics are described with a completely different perspective. We live in cities, but we sometimes forget that cities per definition have many different inhabitants and I find it very important to be reminded of that. In that sense, I find Candy Chang's projects very interesting, because they are successful only somewhere where people can contribute to it. I find this human necessity extremely meaningful, especially in the times we are living in, which lead to an increasing individualism.

I also very much enjoy the projects from the criteria *rearrangement*. I find it extremely poetic to give life or a different meaning to our everyday life, to “go outside ourselves” as director Bernardo Bertolucci would say. It’s nice to see how, even if technology is progressing, a simple project with basic tools can be as effective and it can have the same impact. Alan Wexler’s works are a perfect example: we can really see how something simple can be powerful and I think people can relate to it more easily.