



Hunter MFA Open Studio

& Silent Auction

November 7 & 8, 2008

Friday, November 7: 6 – 10pm

Silent Auction: 6 – 9pm

Saturday, November 8: 2 – 6pm

Cash & Carry – credit cards accepted
Proceeds benefit the MFA Student Organization
<http://www.huntermfaso.org>

Hunter College MFA Building
450 West 41st Street (between 9th & 10th Avenues)
New York, NY 10036

Subway: A,C,E to Port Authority; N, R, 1, 2, 3, 7, S to Times Square

Nonprofit
Organization
US Postage
PAID
New York, N.Y.
Permit No. 8754

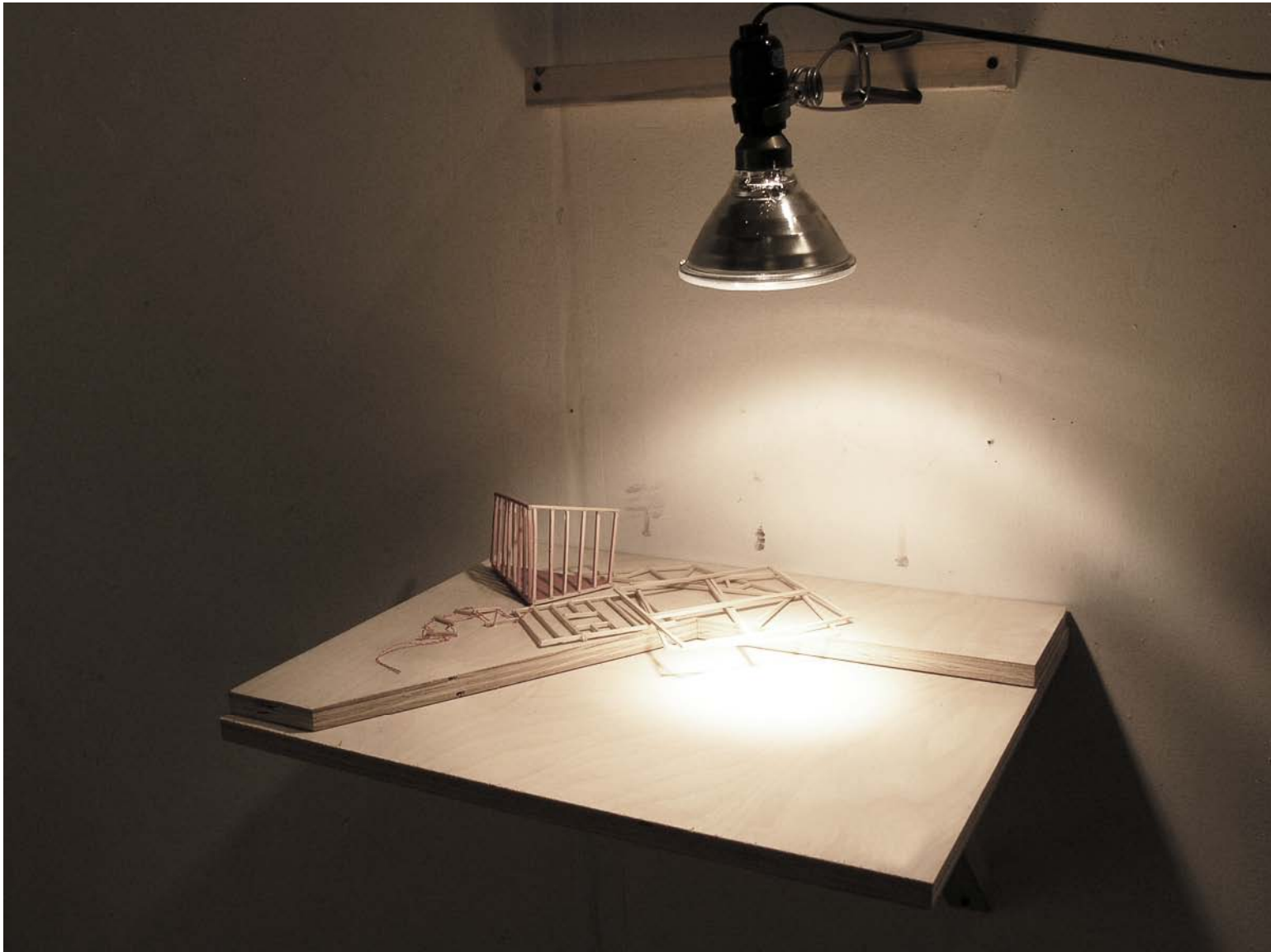
Take advantage of an event that will bring many people into contact with your work, i.e exhibition, open studio event, or other public events that supply you with presumably willing participants.



Create welcoming atmosphere.



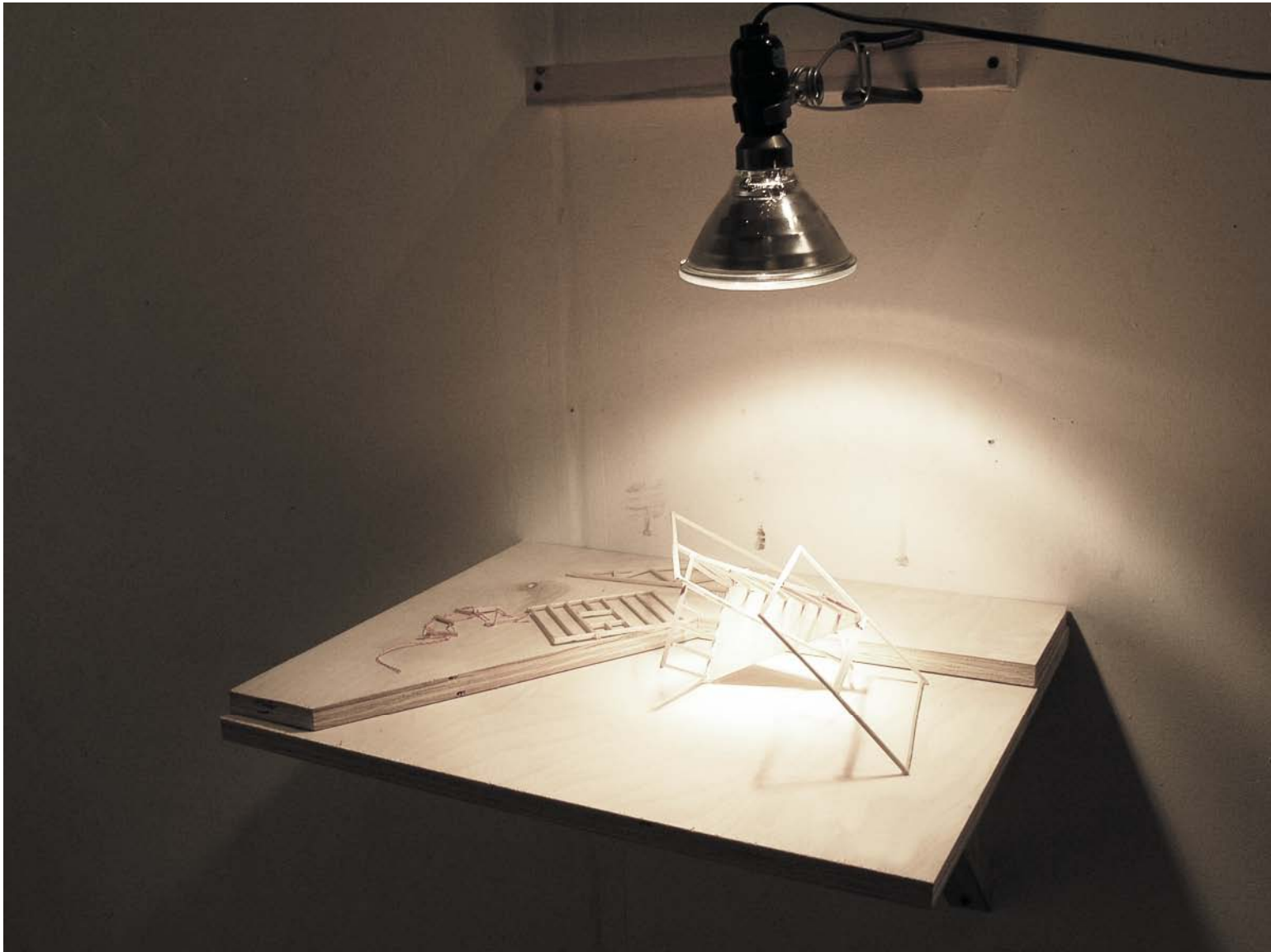
Forgive yourself for this transparent desire to have others execute your work or help answer confusing questions for you about your work. Is it OK to make objects? To be a crowd pleaser? Can I be self-serving and altruistic at the same time?



Set up a scenario that you think may be appealing to others that is directly related to what YOU are interested in.

-Architectural shadow puppets from elements of old sculptures

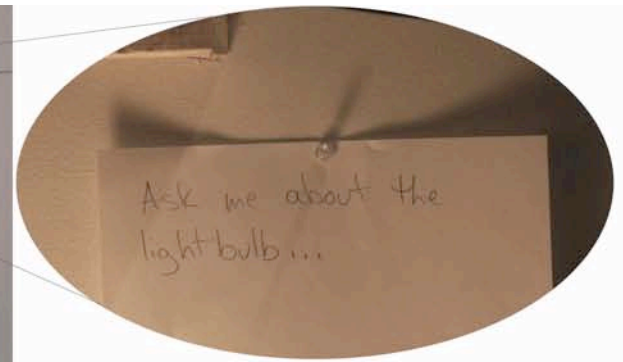
[Wait for interactions]



Try to entice participants by setting up an example of how to interact.
[Wait for interactions]



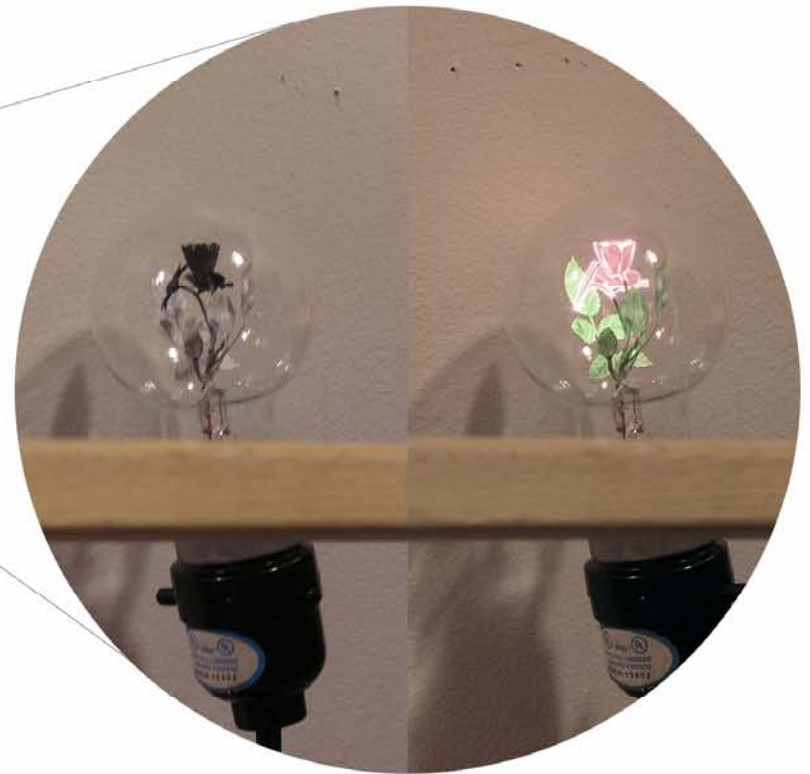
Add objects you think imply interaction, such as toys, again choosing objects that YOU find appealing:
-From my miniature collection, made by me and others: dollhouse paintings, ceiling fan, light bulb, and miniaturized MA thesis, Neopolitan nativity scene miniatures, Appalachian folk art, dollhouse furniture
[Wait for interactions]



Add vague instructions, being careful to imply invitation not requirement:

Stenciled wording "play me," reference to Alice in Wonderland and personal experience with slang about being romantically deceived.

[Wait for interactions]



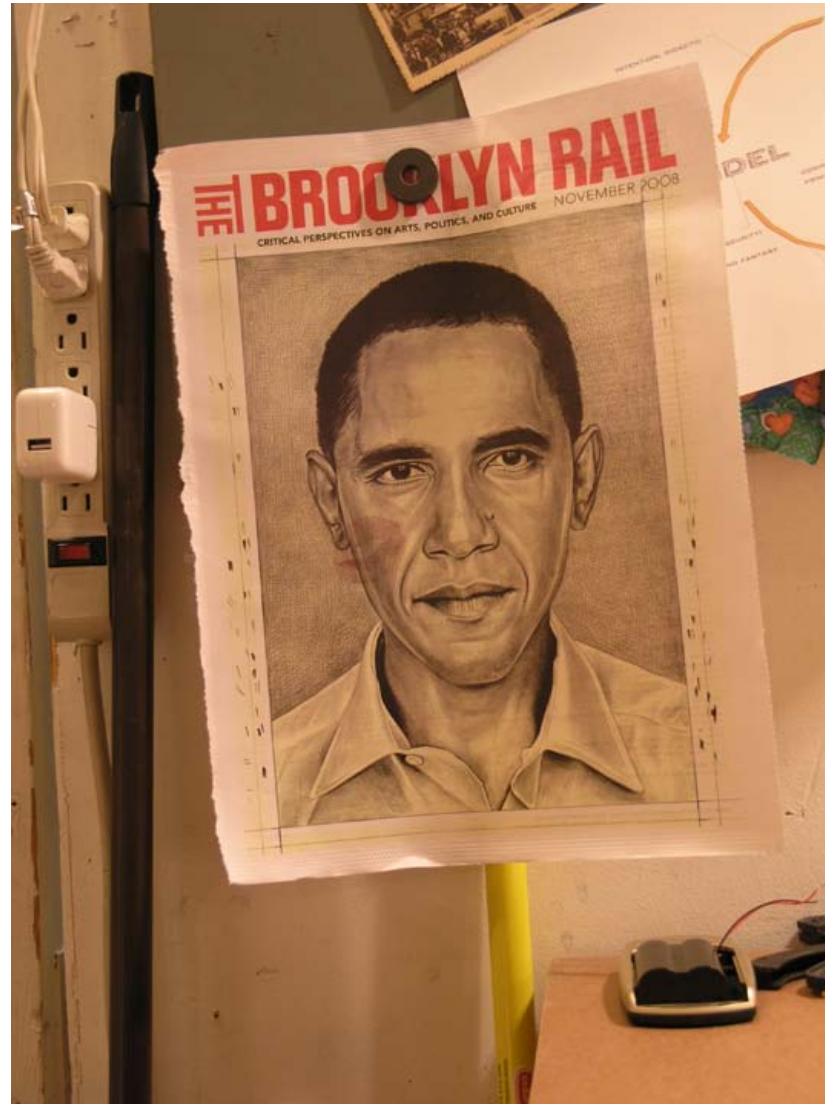
Add element that requires explicit interaction with not only the object but also the artist. Try not to encourage or engage audience, respecting their choice whether or not to interact with you, but react excitedly when they do.

- Sign reads “ask me about the light bulb,” refers to antique light bulb inherited from grandfather with sculptural filament located deep in a corner of the studio, not to the actual or miniaturized light bulb in piece.

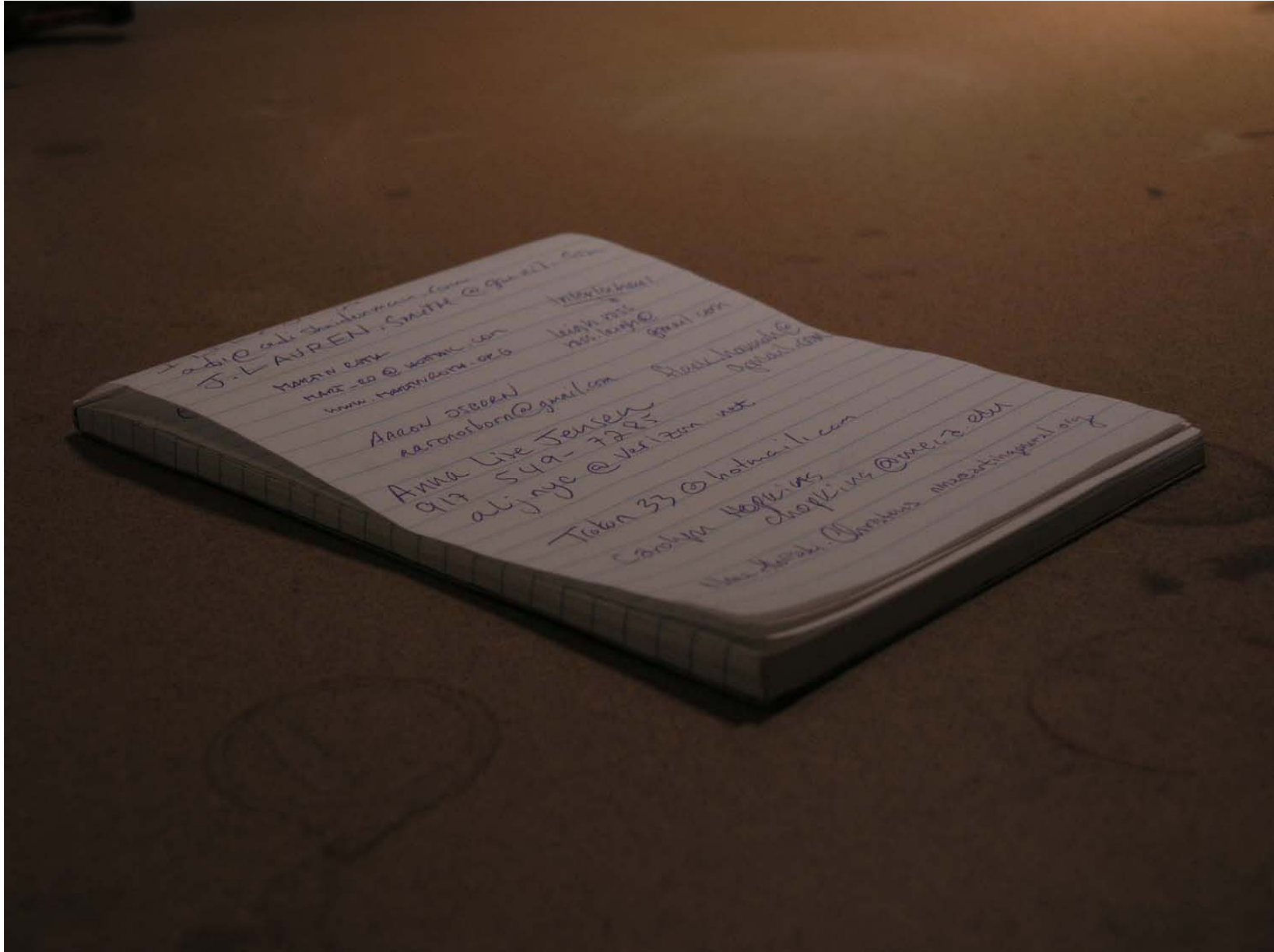
Reward participant for interacting

- Share beautiful object, tell story about my grandfather the chemist and the unknown age or origin of the beautiful thing. Speculate with participants about this.

[Wait for interactions]



Speculate on why most people aren't interacting. Are they shy? Are they tired and overwhelmed by all the other art they've seen at the event? Is the object boring? Do they resent it? Does the viewer want to figure it out for himself or herself without the artist's input? Does it say something about the shifting political context? Does Obama change everything? Process this with participants.



Be sure to get contact information from participants for future events if they express interest.



Try to take some documentary photos of audience interaction, being sure to ask permission. Acknowledge that the presence of a large digital camera on a tripod may discourage or affect interaction.



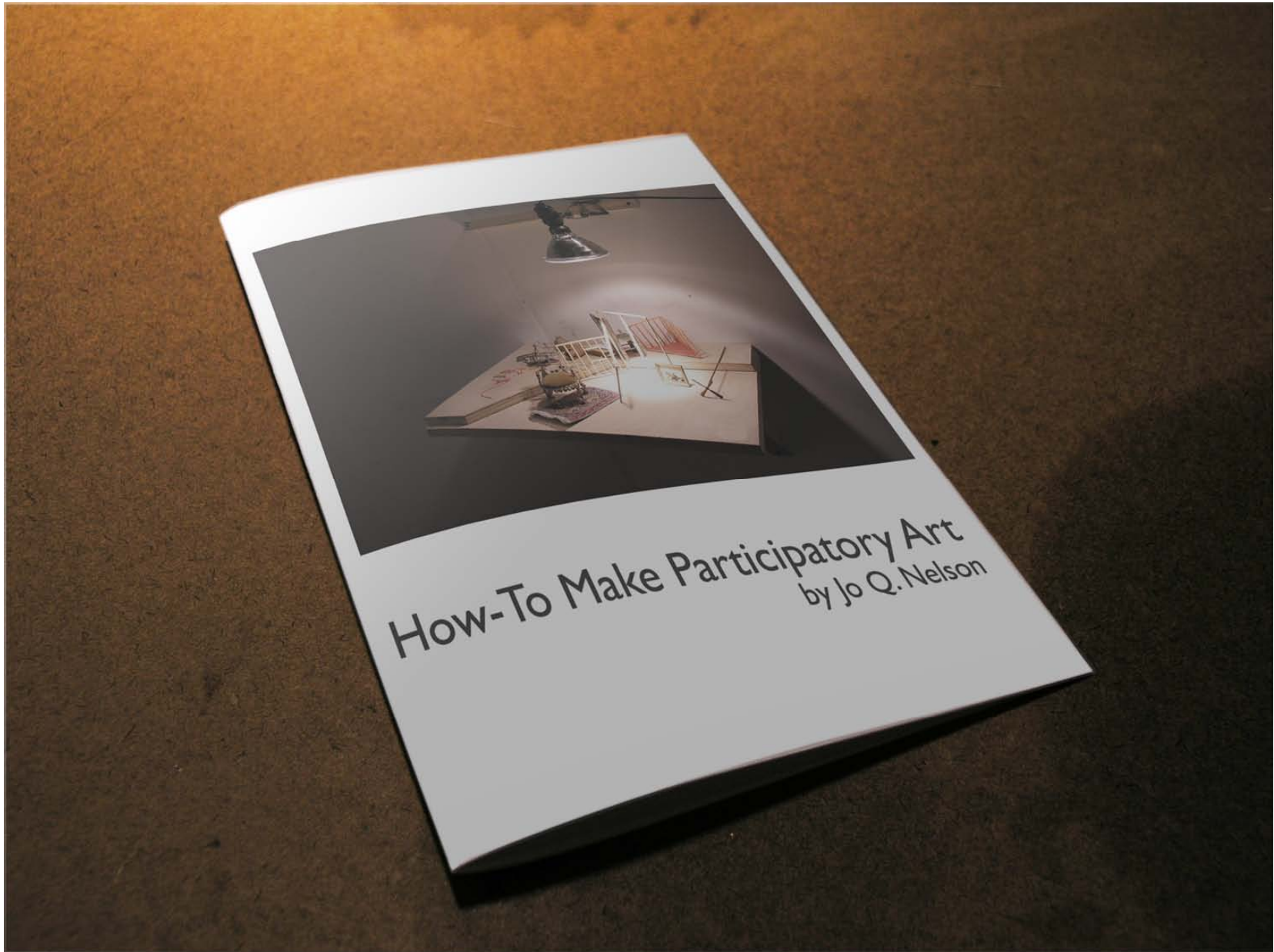
Ask your friends to help you stage documents of interaction.



Be aware that staging may produce unrealistically awesome results if friends are artists that make cool work about participation.



Try to think critically about how project is documented and its residual effect. Discuss this with friends that are aware of problems in the field.



A handbook?



Photographic documentation?

Firefox File Edit View History Bookmarks Tools Window Help

How-to Make Participatory Art


http://howtomakeparticipatoryart.blogspot.com/

Getting Started Latest Headlines Chase Online - Acco... Architecture Radio

Blogger :: Edit Layout Hunter MFASO How-to Make Participatory Art

SEARCH BLOG FLAG BLOG Next Blog

joqnelson@yahoo.com | New Post | Customize | Sign Out



How-To Make Participatory Art

SUNDAY, NOVEMBER 9, 2008


How-to Make Participatory Art

How to make participatory art

1. Take advantage of an event that will bring many people into contact with your work, i.e exhibition, open studio event, or other public events that supply you with assumably willing participants. Create welcoming atmosphere.

Set up a scenario that you think may be appealing to others that is directly related to what YOU are interested in

Architectural shadow puppets from elements of old sculptures
2. Wait for interactions
3. Forgive yourself for this transparent desire to have others execute your work or help answer confusing questions for you about your work.

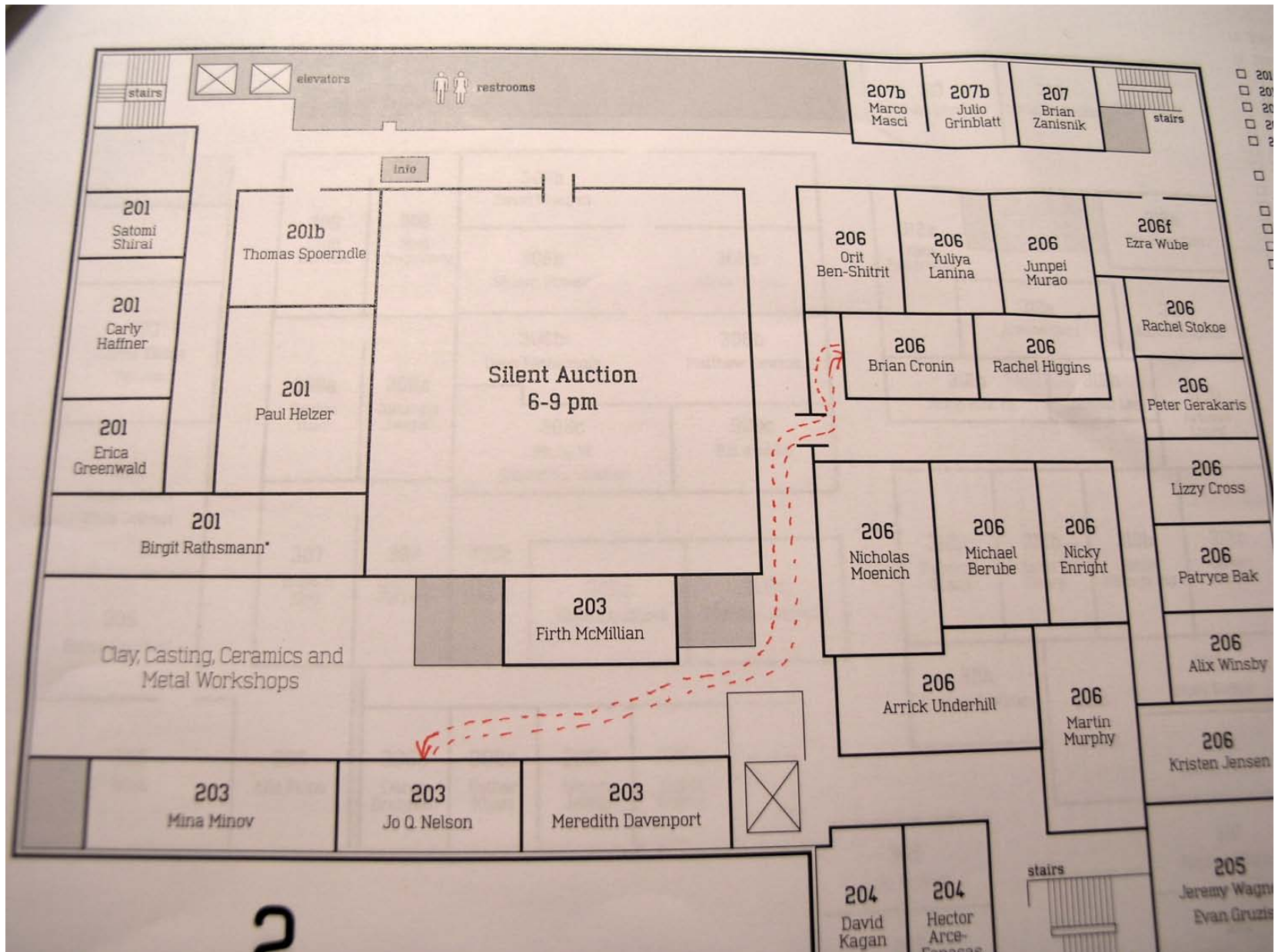


Jo Q. Nelson

BLOG ARCHIVE

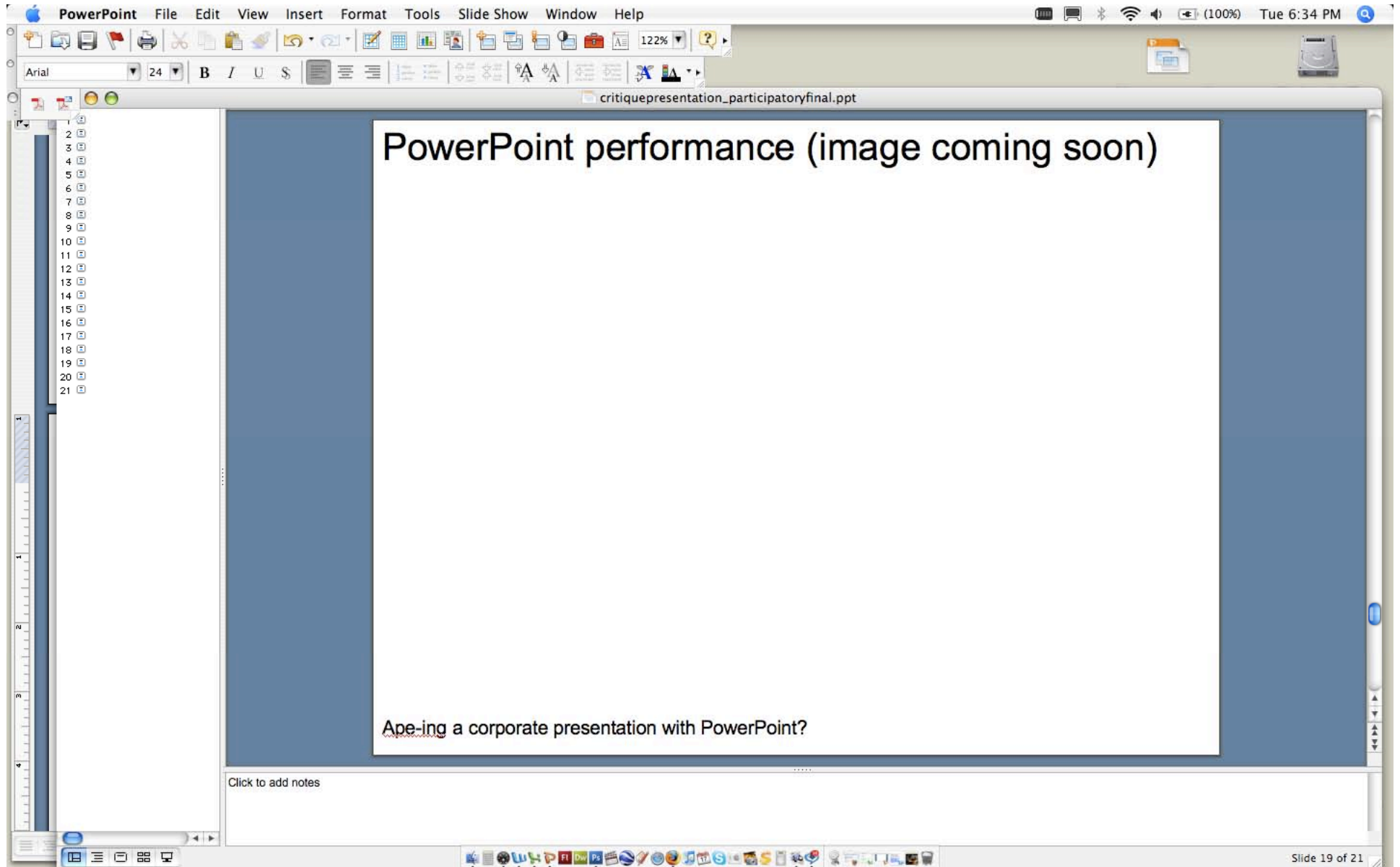
- ▼ 2008 (1)
 - ▼ November (1)
 - How-to Make Participatory Art

A blog or web presence?



oral history/2nd hand reports/memory/myths and referrals

PowerPoint performance (image coming soon)



Ape-ing a corporate presentation with PowerPoint?



Present document to your 2nd tier audience.
[Wait for interactions]



Take notes, ruminate, and repeat.