

Interactivity/Intervention
Installation Art: arts 360
Prof. Claudia Esslinger

For this project you will design and create an installation that engages the community, inviting them to *interact* with it. The presence of the elements you design will *intervene* in the daily life of those who come in contact with it.

Community in this case means the Kenyon/ Gambier community, partly because it is logistically possible. Your main audience will be students, faculty and employees of Kenyon as well as local residents, so consider how each of them will react. This doesn't necessarily mean making them "feel good" or "bad" ... *but posing questions that might make them consider something they wouldn't have otherwise.*

As a *art* project, the piece will be well designed both formally and conceptually. Consider the difference between an art installation and a children's or science museum interactive feature or a sociological or psychological experiment. The target audience is both a gallery going adult public and a broader community.

Current *trends* in installation art in public places include using electronic sensors to control elements in the piece, an awareness of social concerns that lead to social action, use of local data (site specific history, geology, meteorology, etc) and for some artists, huge costs and production times (we won't be doing that last one!)

Process

Identify your connection to the community: (how does *your* data connect to *this* area?) You can use a larger group than those that will actually interact with the piece... (Ohio, Mid-West, colleges, rural towns, farms, etc)

Research:

Gather Data: Use all available means to find out more about the community and the elements that you want to raise questions about. (college archives, maps of area, courses that address issues you are interested in)

Artists: How have other artists approach issues like this? What are the issues they have encountered?
Cheryl Pope, Ann Hamilton, Mark Dion, Fred Wilson, Yayoi Kusama's Infinity Rooms

Plan: Use sketches, brainstorming, mind maps, photos to develop a plan. Present this plan at our critique. Refine the plan and make a drawing or maquette to explain the work to the class.

Propose: Work up your proposal including answering the questions on the Public Art Committee Approval Form. Get approval from Claudia, maintenance, people in charge of the location you want to use, etc.

Make it! Gather materials, follow the schedule and install September 28.

New Media Connection:

You are encouraged to use electronic sensors but if your idea is better without them, then make your project without them and develop a prototype for a type of interaction you might use in the future. That prototype will be part of your grade for this piece. We have the opportunity to learn about sensors from

visiting artists who will come to do a weekend workshop. You are required to attend this workshop and make one working prototype.

Video projection on sculptures

Use a sensor to:

start or stop audio or video

turn a small motor

Sensors: Touch, Turn, Breath, pressure,

Breathe on a surface to start and stop audio or video