

COLLECTIVISE-WISE

Exercises for establishing collective making etc

NOT group work

Playing with authorship

Draw drawings by each other

Drawing games

Remembering paintings etc

A pictorial version

Mageblocks (??)

Evolution game

Artbreeder games

Conversation with images

Like what we did in circuit!

12 step guide to collectivising

1. Don't look at the other person.....too awkward
2. Think of the making as a 'room to ideate and fail' - explore the universe together etc
3. Explore together what it would mean to FAIL this venture
4. Try to make the worst drawings you can in categories if needed - landscape, still-life , portrait. Why are they the worst? Establish this (imagine this)
5. The starfish of potentiality
6. This has nothing to do with you
7. Make a list of all the things you could do (do none of them)
8. Make list of the coolest things you can think of
- 9.

Remember what rocio said before about wanting to be 'let in!!' to the practice (through us making -work- {meaning work-as-work} and putting on shows) but not thinking that the being there was the being let in?>

A room to ideate and fail

(Grimes quote^!)

The practice/ the studio as 'room to ideate and fail'

We just think of, and sometime do, things we think are cool; exploring / testing the universe

No useful outcome

Opening the practice?? - Not through networking/ exhibitions, but opening in a usership/ 'user-friendly' way?
(e.g. students coming in & playing games) ... the only way to 'view' is to come in & try it etc.

- The only way to collectivise is to come in & try!

MONDAY ideas

printin g (legally or illegally)

Make music video

Make quick album

Anime drawings (slay ofc)

Make a new person

Digital fashion lol