

Settlement

curated by Vladimir Miller - January 2019/April 2019
Bring the outside inside
Can be this inside a public space?
Giving volume to the map till the maquette becomes role-play
All the roads leads to Molenbeek (Performatic2019)
References

Dedicated mentors: Philipp Gehmacher, Alex Arteaga, Peggy Pierrot.



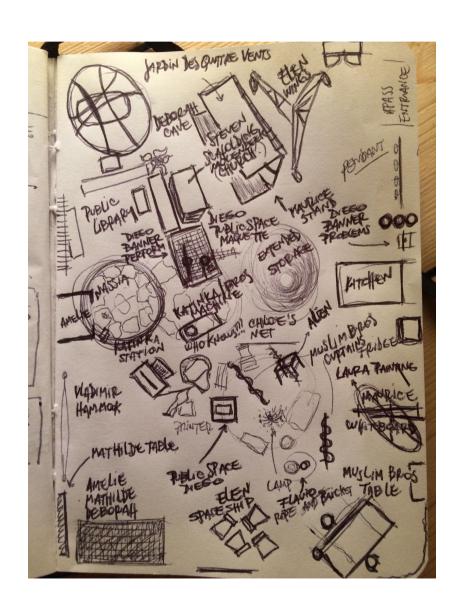
Settlement, curated by Vladimir Miller

If my first block initial attempt was to 'go out', to take the research from the desk and put it on the street, during this (un)Settlement block I worked in the opposite direction. I tried to bring the outside inside. I started swinging in this directionality (INSIDE/OUTSIDE - OUTSIDE/INSIDE) and through this swinging the image of the pendulum began to change its meaning and length.

A fundamental part of the block's proposal was to build up the space entering together in an unavoidable chain of spoken & unspoken negotiations, agreements & disagreements. This was a way to create different modes of engagement, cohabitation and relational dynamics between participants, between each others research and the uses of space itself which oscillates between common, semi-public and private.

How to bring in the outside? How to bring the public space inside the building, inside the block, inside the a.pass program, inside the Institution, inside Flemish administration, inside National administration, inside European administration? Inside, inside, inside...

How to articulate /organize / administrate that public space that I'm bringing in or creating/imposing ad hoc?

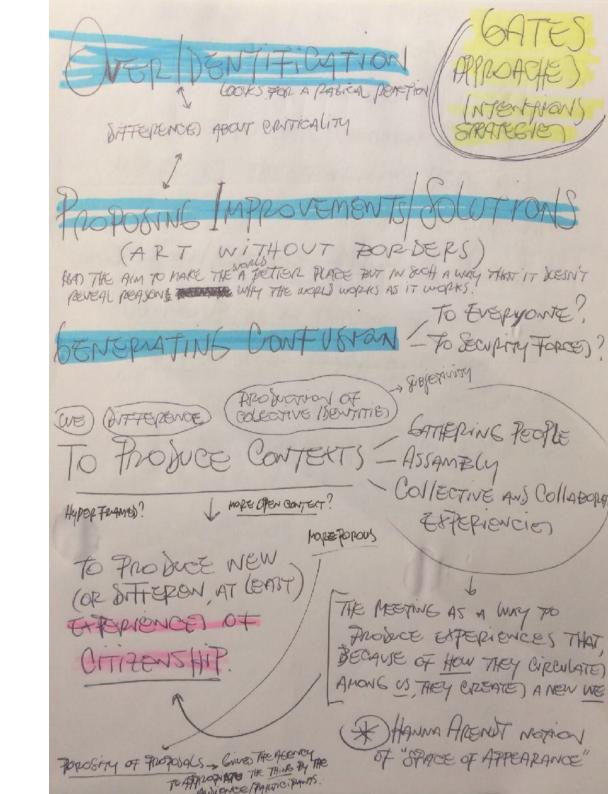


The block proposal had a 'democratic' approach which worked in a particular synchronicity with the appearance of what I saw as an accurate piece of the Brussels' public space regulation. This particular law (from which I heard only by conversations) said that 'la Place Communal de Molenbeek' was meant to be an open space to the citizens negotiation. This meant that after its renovation in 2014 it was not supposed to be used as a parking lot anymore but as a space for citizens to decide what they wanted to have or do there.

I started working on it *taking it as a fact*, triggered and provoked by a paradoxical thought.

A regulation encouraging the population to gather, to discuss and to make agreements (or to sustain their disagreements) and to negotiate is a regulation that works as a citizenship factory. If during last years public spaces were getting privatized around the world by its administration policies, why do the Molenbeek population not use this regulation to their benefit?

This paradox was strong enough for me to make a new 'reduction' from Molenbeek to this specific spot.







Looking for modes of translation of my first block experiences into this new dialogue established with the *Settlement*, I used the subjective cartographies I made after the *nightwalks* to make an 'non-scale' model. All **a.pass** space became an area of Molenbeek and my workstation became *la Place Communal*.

Once the model was in the space the surface on top of which it was located became problematic within the group dynamic. They kept using the model as a table, as a desk. Questions of engagement, respect, private space, administration and privatization of the collective (public) space, ownership and authorship emerged. Thus, I considered 'my' workstation as a 'public space'.



I took the *administrative role* of this 'public space' asking people to fill in forms with personal data, times and modes of use of it. This procedure evolved towards different elements in the dialogue between administrations and citizens as forms, surveys or street signs.







For *HWD*'s presentation I set up a scaled public space inside **a.pass**. Within the frame of the research I choose some elements from the public space to activate different questions that were present in my work.

I used the concept of *citizenship* as a general term that could be filled in by a meaning produced by the experience of the *parkour* through the 'non-scale' public space model, the altered-approach on the street signs and the game to 'perform your own public space' where participants were invited to decide

what to do/have in *la Place Communal de Molenbeek* observing the collective processes of decision making.

This strategy was rooted also in the question about what kind of "we" is constituted by artistic-performative, urbanistic, architectural and collective experiences whether in public space, inside the institution, inside the building?

After creating certain scales for *HWD*'s presentation, the model fell into a role-play form as a way to give *performativity* to the project. This way what wasn't happening in reality could find a place to be within the *role-play*.

This way, the performativity of my work activates in the audience/participants a different way to perform the citizenship.

The object (which was the model) became a performative support for the *role-play*, making visible its agency to produce an open context for audience/participants to perform a different experience of citizenship.

What came after, for the *End week's* presentation, was to participate in *Performatik2019* at *Kanal Pompidou*. **A.pass** researchers made a collective open-studio under the name of *Unsettled study* where I presented my role-play "All roads lead to Molenbeek".



PUBLIC SPACE

"All Roads lead to Molenbeek" is an installation comprised of two interlocking parts. A promenade along the exhibition space is made by tiny roads and green banners giving orders, sharing questions and concerns. The promenade ends (or begins) on a non-scale model of la Place Communal de Molenbeek. This model is a game board where visitors are invited to play and negotiate public space together with the artist.

The game will repeat itself with different participants throughout the evening, influencing the dispositive of the subsequent one and creating an alternate history of public engagement with this particular square.

As an ad hoc group of stakeholders we will explore the differences between making agreements within the game and making them in the public realm.

What arrises is the question about how can art actually modify reality.

For four (4) active participants and a small audience.

Duration: 45 min (three times a day)*

"All roads lead to Molenbeek" had the intention to produce different discussions,

agreements and disagreements about how to perform as an assembly.

As an attempt of democratic pre-enactment this role-play activated the encounter among social actors that were not getting together in everyday life with the aim to activate a different experience of citizenship through the processes of collective decision-making.

Decision

Roles dymanic

*Excerpt from Performatik2019 booklet

References:

- "WE: Collectivities, Mutualities, Participations" by Irit Rogoff.
- "Inside", lecture performance by Bruno Latour.
- "On populist reason" by Ernesto Laclau.
- "Neoliberal horizons in subjectivity" by Jorge Aleman.
- "Build a people" by Chantall Mouffe and Iñigo Errejón.
- "Hegemony and discourse" seminar by Iñigo Errejón.
- "Derive theory" by Guy Debord.
- "Designing and developing public spaces in Brussels" Benoit Moritz.
- "Cultural activism today. The art of over-identification" by BAVO.
- "Fundamental rights of the EU letter (arts. 20, 21, 34, 41, 42 and 47).
- "What is a dispositive" by Giorgio Agamben.
- "Worlwide letter for the right to the city".
- "Games theory" by Roger Caillois.
- "Institutions of the Commons" conference by Toni Negri at Reina Sofia Museum.
- "The Yes Men" documentary by Dan Ollman, Sarah Price and Chris Smith.
- "Art without borders" (about different works of Christophe Schlingensief) by Tara Forrest and Anna Teresa Scheer.

