Working shift 1 A.pass end presentations, 2nd of June 2023, 10-17h (7h), 8 people

INTRODUCTION

Talk about gentle trespassing, the way we practice it in the shift and why.

Go through the general interests of the people in the room. Make list of subject matters present.

STEP 1 (reading between the lines)

Q&A game 2 by 2:

Write down 3 questions and 3 statements about/from within your work/research/project (questions you have, questions it raises etc.). Give these to your partner who in turn writes down as many questions as they can think of. Anything from "what do you mean by..." to "what does this have to do with...". Exchange papers again and repeat the questioning. Eventually you end up with a sheet filled with questions that is a kind of conversation.

STEP 2 (exchange of material)

On your own, prepare your material for the other person, clarifying first how you want them to be introduced to it, what information do you deem useful or interesting to share. The concept, the origin, the doubts, the status of the material in the overall project, the do's and don'ts of the handover (for instance do you agree that the person literally/physically tears apart your material or are you more interested in the conceptual shredding of it)? Sometimes it is more useful to give less information. Sometimes an overload of information is the right tactic. By material I mean here fabrics, objects, words, movements, concepts, ideas....anything that builds your work.

Now hand over the material to your partner (do we keep the same partners?) who in turn works from the information and material given but gives it a personal twist/perspective, bringing it somewhere else.

STEP 3 (mini-performances of the afternoon's process)

Share with the group the outcome of your creation process.

STEP 4

Discuss the shift over an after-work drink and some snacks.

Working shift 2

A.pass end presentations, 3rd of June 2023, 13-17h (4 hours), 12 people

INTRODUCTION

Talk about gentle trespassing, the way we practice it in the shift and why.

STEP 1 (sharing personal information)

2 by 2: Tell each other some information about yourself that isn't visible or wouldn't be known unless you tell them. Can be about your family, about an experience, about a dream...You choose how intimate or not you want to be and how much detail you go into but know that the information will be shared, albeit in another form, with more people later so choose something you are ok with sharing. The more unusual or specific to you the information is the more exciting the next steps will probably be. You also chose how truthful you want to be. If you choose for something fictional I suggest to still keep it realistic so that the other person may think it is true.

STEP 2 (giving each other new names)

Give the other person a new name based on the information you have, what they've told you and what you can sense of them so far. This name can be a "real" name like John or it can be a fictive name like "the jaw". Write down their new name and wear it on your chest.

STEP 3 (making groups)

Make 3 groups of 4 people (combining 2 couples from before)

STEP 4 (introducing and choosing tools)

Introduce the tools: THE PILLOW, THE BOOK, THE MAP, THE CHOCOLATE LION, THE MIRROR, THE SCREWDRIVER and THE NOISE MACHINE (see details on next page).

The idea is to use these tools as guides for behavior and attitude, to try and access this side of yourself and let it lead you in the conversation you will have. The more extreme you dare to be the more challenging and interesting it will become. Remember that this is a game, an exercise in accessing a part of yourself you are perhaps not used to using. It's about stretching your capacities to think differently.

The next step is to choose a tool for your first partner, the one whose name you are wearing. Choose according to what feels right or necessary for the story you were told. Follow your instinct here, there is no right or wrong. One way to think of it is to think of what voice would be interesting to include in the narrative?

STEP 5 (decide on conversation topic)

Write down a question or a statement that relates to the information you received in the beginning. Try to articulate the question or statement in a way that it caters for the group, meaning it is not anymore only about the "original" person but the group as a whole may relate to it, each in your own way. Share your questions/statements with the group and together select one to use as conversation starter.

STEP 6 (conversation)

Ok so now you all have a name, a subject matter and a tool for the conversation. You are equipped with a whole set of new identities to experiment with. If there is too much information for you I advise you to just focus on practicing the tool (the map, the pillow etc.). If you are ok with the complexity of the process so far and all the influence you've collected you can also use the story from the beginning and the name you are wearing as guides in how you are in the conversation. Think of all these as layers you can play with. The more extreme you are in your practice of the tools the easier it will be to identify the effect of using those tools.

Remember, this is an invitation to practice a process of negotiation between who you are (or think you are) and the you that is related and affected by the other you's around you. I'm hoping that you are starting to feel the confusion of borders between identities. That they are slowly dissipating.

After 25 minutes, you will hear an alarm and you will move one step to the left, thus changing your tool for the conversation. So, for instance if you start off as the pillow you will, when the alarm rings, become the book. If you start off as the Chocolate Lion you will become the mirror etc.

CONCLUSION/ROUND UP

You have almost completed the game now. Traditionally you would have been competing for something but instead I invite you, as a last step in the process, to write down a gift you would like to offer the person whose name you have been borrowing for the last hour or so. It can be anything. A thought, an object you imagine they would need or want, a word, a sentence, the name of a song, a color....

+ final drink

Each tool is represented by a 3D sculpture or object in the room

THE PILLOW

You are a tool for sleeping and resting. You slow down the conversation and enable others to pay attention to details, to listen better and to see that which is under the surface. By taking your time you give time to others too. You are key in finding a certain balance in the group. Up to you to articulate what this balance could be and how this slowing down may appear in the conversation.

THE BOOK (knowledge/information)

You are a tool of knowledge and information. You used to be a crime novel but now you are blank. It is now up to you to decide what kind of book you are, what kind of knowledge or information you carry and how you are best used or read. What is the purpose of your knowledge and information? Does your past seep through from time to time, is a detective still lingering on your pages, is there a crime to solve?

THE MAP (guidance)

You are the map that guides the conversation in a certain direction.

Your job is to launch the conversation and keep it going. You may, at any moment, refocus the conversation when you feel it is going astray or remind the group of what has been said. You may spice up the conversation with a provocation if you feel it is falling asleep or on the contrary, cool things down if fists are too fierce.

You may lead the group onto unexpected paths or, on the contrary, stick to the main roads. You may exercise soft guidance or be bluntly directive.

THE CHOCOLATE LION

You are the sweetness that roars in the group. You share noisy, energetic, loud expressions of disapproval or protest. This is a demanding job. That is why there are two chocolate lions, one for roaring and one for eating during a pause.

THE MIRROR (questions, reflective tool)

Your role is to ask questions to support, analyze and clarify what is being said. By holding up a mirror you both help and confront your partners in their opinions. When the mirror breaks, it turns into a kaleidoscope. You may want to be that too. The kaleidoscope is a toy that reflects images creating patterns. Literally it means "observer of beautiful forms". It comes from the Greek kalos (beautiful) and eidos (shape). In this case, as we are not looking for consensus or symmetry but movement of reflection, let's extend the meaning to include "observer of patterns" in general.

THE SCREWDRIVER (provocation)

You are the tool for taking things apart and putting them back together. Sometimes you need to twist things a little to make them fall right. And sometimes you need to turn in circles to undo or repair what is in front of you. You are also a tool for separation. When you unscrew you create pieces out of the whole, you separate the individuals in the collective. You split the world into smaller components to see or understand it better.

THE NOISE MACHINE

You neither listen nor hear.

Your ignorant presence only notices the things important to you. You are part of most conversations and as such someone that must be taken into account. However, you don't contribute in a constructive way. You make noise that drowns the rest of the voices in the group.

Up to you to decide how the noise manifests itself in this conversation.