

DAY 1

Students were led through a variety of performance exercises, exploring new ways to walk or move a piece of paper. Following our embodied experience we discussed the history of performance as art, looking at and interpreting a range of work interacting with familiar objects.

Each student was prompted with an everyday object from which they brainstormed a performance score in the style

of Fluxus artists like

Yoko Ono.

camera: take a photo to duplicate anything! especially useful with money

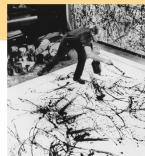
ruler: when tapped on the head, can make people grow taller Day 2

watering can: when poured, brightens someone's day are physical objects that were

en physical objects that were recognizable, but again had to come up with a new way to interact with it. After playing and practicing, each team performed for the group and the camera to produce a collaborative performance video.







calculator: a defibrillator that can bring someone back to life (left)

or an electric razor for a smart buzz cut (below)

