

Playing The Game

Sample Time Frame: 4 months

General Aspirations and Parameters of The Game

- To generate a significant volume of mixed-media art works within set parameters of time (could be hours, days, weeks, or months).
- To create the conditions for spontaneity, chance, curiosity, problem-solving, and experimentation by strictly limiting control over materials and processes and by removing as much decision-making as possible.
- To remain always within the realm of play.
- To remove all expectations for creating Art.
- To limit thinking to writing.
- To always allow for the broadest interpretation of all aspects of The Game.

Preparation Phase

1. Compile a List of 25 Familiar and Unfamiliar Materials

- **Familiar Materials:** e.g. -Plaster, wire, paint, fabric, found objects, industrial materials, natural materials, brick, rock, sand.
- **Unfamiliar Materials:** e.g.- Resin, glass, digital media, wax, LED lights, silicone, rubber, 3D-printed elements, biodegradable plastics, sound elements.

2. Compile a List of 75 Process Prompts

- **Techniques:** e.g. - Drip, pour, carve, stitch, burn, freeze, melt, twist, layer, embed.
- **Actions:** e.g. - Collaborate with a partner, create blindfolded, use only non-dominant hand, work outside, work underwater, use a pendulum.
- **Concepts:** e.g. - Deconstruct, reverse, exaggerate, minimize, repeat, randomize, juxtapose.
- **Time-based:** e.g. - Create within 10 minutes, spend an entire day on one piece, work only at night, limit to 3 brushstrokes.
- **Material transformations:** e.g. - Combine with organic materials, dissolve partially, mix with non-traditional mediums (e.g., food), use unconventional tools (e.g., kitchen utensils, garden tools).

Setting Up

1. Materials and Process Prompts Cards

- Write each material or process on separate cards, using different colored papers for each category.

- Fold and place them into two containers: one for Materials, one for Process Prompts.

2. Modified Dice

- Create or modify dice that fit the rules criteria. In this example: one die with numbers 2-5, and another with numbers 1-3.

3. Time Management Chart

- Create a visual chart or calendar to block off the equivalent of four months (or whatever time frame is permitted), dividing each month into four week-long periods. Use this to track your progress.

Example Chart for Four-Month Game Period

Month	Week 1	Week 2	Week 3	Week 4
1				
2				
3				
4				

Rules and Execution

1. Monthly Setup

- At the start of each month, roll the die with numbers 2-5 to determine how many materials to draw. These are your materials for the next four weeks.
- Do not return the drawn materials to the container.

2. Weekly Setup

- At the start of each week, roll the die with numbers 1-3 to determine how many prompts to draw. These prompts will guide your making experiments for the week.
- Do not return the drawn prompts to the container.

3. Daily Practice

- Dedicate specific blocks of time each day (20 min, 2 hrs, etc) to work by integrating the prompts and materials.
- Allow for spontaneous creation within the structured rules.

4. **Notations and Documentation**

- Document the process using sketches, photos, and written notes.
- Make observational notes weekly/monthly on what you've created, noting repeating forms, gestures, marks, material preferences, aesthetic, resistances, or emerging themes and patterns –do not overthink or make conclusions.