

The Game I Played - February to May 2024



Game Set Up

Summary of Randomly Selected Materials & Process Prompts

	Materials	Week #1 Prompts	Week #2 Prompts	Week #3 Prompts	Week #4 Prompts
Month #1	Water Fabric Organic material Plaster	Containers Collaboration	Repetition Make stains	Instability	Surfaces Tracy Emin
Month #2	Clay Wire/metal Plastic Binding materials Paper	News/Media Switch primacy of materials Use words	Video Food Consider time	2-D	Invite interventions
Month #3	Stone/rock/sand 3 found objects (outside) Paint	Add pink Documentation Make it uncanny	Use your body Thickness and texture	Shadows	Projection
Month #4	Ink Hair/fur	Form	Experiment with scale	More red Involve weather Transparency	Excess Light

Full Lists of Possible Materials and Process Prompts

Materials (*used)

1. Fabric*
2. Wire/metal*
3. Plaster*
4. Clay*
5. Wood
6. Stone (rock, sand)*
7. Hair/fur*
8. Paper*
9. Canvas
10. Latex/rubber
11. Plastic*
12. Paint (liquid)*
13. Oilstick
14. Pastel
15. Charcoal
16. Ink*
17. Water*
18. Recycled material
19. Five found objects (inside)
20. Three found objects (outside)*
21. Organic material*
22. Books
23. Found images
24. Binding material (string, rope)*
25. Tape
23. Collaborate*
24. Tracy Emin*
25. Highlight a single material
26. Do the opposite
27. Swap out one material for another
28. Switch primacy of materials*
29. Invite intervention*
30. Love
31. Projection*
32. Light*
33. Materiality
34. Containers*
35. Make only one piece
36. Repetition*
37. Form*
38. Add Pink*
39. Make it like music
40. Boundaries/edges
41. Use your body*
42. Scissors are the only tool
43. Scarcity
44. Use words*
45. Make stains*
46. Containers*
47. Take it outside
48. Work only one hour a day
49. Alter ego
50. Transparency*

Process Prompts

1. Consider time*
2. Involve weather*
3. Daily Oblique Strategies
4. Make it uncanny*
5. Experiment with scale*
6. News/media*
7. Food*
8. Shadows*
9. Video*
10. Documentation*
11. 2-D*
12. 3-D
13. 4-D
14. Thickness and texture*
15. More red*
16. More yellow
17. Listen to the quiet parts
18. Keep only what is essential
19. Excess*
20. Instability*
21. Surfaces*
22. Interiority

