

Exhibition Evaluation

In this evaluation, I will break down my experience into three key sections: involvement with the group, installation and preparation, and performance.

1. Involvement with the Group

At the beginning of the project, we held a vote to assign roles that would help the exhibition run smoothly. I was honored to be chosen, along with one other classmate, to act as chair and oversee the entire process. I took this responsibility seriously and was eager to contribute in a meaningful way. However, things did not go as smoothly as I had hoped. The other chair often made executive decisions without including me in the process. Despite making an effort to voice my opinions and question her choices, I found that my input was not being acknowledged. It was frustrating to feel unheard, especially in a leadership role.

That being said, I must give credit where it is due. She managed the logistical aspects of the exhibition with great efficiency and few mistakes. It was clear that she had strong organizational skills and a firm vision of how things should be run. While I would have appreciated more collaboration and respect for my role, I cannot deny that the outcome of her leadership was generally positive. The exhibition was organized and professional, even if I felt sidelined during the planning process. It taught me an important lesson about communication, compromise, and the importance of asserting myself in group settings, even when it feels uncomfortable.

2. Installation and Preparation

In the early weeks of planning, we were shown the available spaces for our exhibits. One small side room stood out to me immediately. The shape, location, and intimacy of the space perfectly suited the vision I had for my piece. I knew I wanted to build on the storyline of The Robber, a character from the book that had always intrigued me. I also knew that I did not want to rely on large, printed visuals like A0 posters or typical gallery formats. As impressive as large prints might be, I felt they would not do justice to the character or the emotional impact I was aiming for. In fact, I thought they would be too easy to overlook, too forgettable.

So I began to ask myself, how could I make the character unforgettable? How could I make people feel like they had stepped into the world of The Robber? Then the idea came to me. What if he was not just represented in art, but physically present in the room? What if he was alive, real, and sitting right in front of you? Since I already owned his outfit and mask,

the answer became clear. I would become The Robber. But I still needed a concept that gave him a reason to be in the room, something more than just standing around. Thinking back to his origin in the story, I remembered that he had once been The Gambler. That connection sparked the idea: visitors could enter a room and find The Robber seated at a card table, ready to play.

The idea excited me, and from that point on I was completely committed to making it a reality. I repeatedly requested the side room and eventually convinced my lecturer to let me use it. The space itself needed serious attention. There were holes in the walls, splashes of paint, sand, and clay on the floor, and overall, it was in poor condition. Still, I saw the potential. Rather than complain, I took it upon myself to restore the room. Over the course of two to three days, I sanded the walls, patched the holes, painted everything, and cleaned the entire space. It was physically demanding work, but incredibly rewarding. Once the room was ready, I brought in a simple table and two chairs, positioning them so that visitors would immediately see The Robber as they entered. I also added small but impactful props like handcuffs and chains, which not only added to the visual story but suggested that this character was dangerous, mysterious, and not to be underestimated.

3. Performance

The final part of the project, and the one I looked forward to the most, was the performance itself. At the same time, it was also the most nerve-wracking. I found myself wondering whether people would understand the concept, whether they would interact with it, and most of all, whether they would enjoy it. Fortunately, the response exceeded my expectations. I took my place at the card table, dressed as The Robber, completely silent and physically restrained by chains. I waited for people to enter and engage.

The reactions were incredible. I overheard people discussing the room in other parts of the exhibition. Some said they found it creepy, others were curious or impressed. A few were even afraid to enter, which I took as a compliment to how immersive the experience had become. The fact that visitors were talking about my work away from the exhibit itself was something I never expected, and it made me feel incredibly proud of what I had created.

Conclusion

In conclusion, I believe the project came together in the best possible way. Despite the early challenges with group dynamics, I remained committed to my vision and worked hard to bring it to life. I learned a lot about leadership, perseverance, creativity, and performance. Most importantly, I really enjoyed the process, and I am now even more excited about future exhibitions. Who knows, maybe The Robber will return one day.

