

Ways of Perceiving, Curation Essay

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Sanctioned 'addiction' I intend to manufacture an exhibition which features 6 individual creations of work in alliance with a variety of artists. I will aim to keep my focus on Simon Kemp and K. T Strongman's theory of 'Anger Theory and Management: A Historical Analysis'. I intend to hold the exhibition in a Gaming Convention in Birmingham called EGX. I strongly believe we are influenced by most games to crave a simulation of success. It may not cause all negative acts but certainly plays an element in the human actions and effects the emotions. I believe the Gaming Convention to be the ideal venue for this to go through. This is because it is the remote and relevant venue to hold and is the heart of emotions for gamers. I have carefully selected pieces of work which are relevant to my concept 'having a second eye on emotions can change people's perspectives'.

My aim is to build a 6 metres x 5 metres room with a roof. Having another room with a roof in the building enhances the enclosure of the emotions being held. Being submerged within the room heightens the senses and catches the atmosphere, allowing it to submerge the small room. The Convention building will be to framework for my exhibition. Marc Chagall states "*Great art picks up where nature ends.*" This meaning the nature is the building and outer rim around the framework. Meanwhile on the inside of the framework, that is where endless fantasies can be created. The lighting will have a dark green tint which symbolises the toxicity which can be caused by gaming. Green has often had psychological connotations for toxicity and also rot and decay. The surrounding will be quite gloomy causing the spectators to be narrow visioned. Almost a simulation of an environment which gamers are too often familiar with. This causes them to focus upon one particular art piece each time. My intentions are to enable them to have a connection and feel the true emotion out of each piece through my decision.

The action of exploring and working one's way around an uncharted region of the building gives the spectators a taste of paradise. A short switch into a compact room can make them feel claustrophobic which can enhance the senses.



Figure 1

In this simulation of a bedroom, one of the figures will be a Decaying Chair. I have decided to choose this piece to be a highlight and show the wear it can cause in a literal way to someone. This presents the physical or literal damage addiction can cause behind the scenes. The issue with gaming addiction, people are unaware of their surroundings meaning they can lose track of time. And a worn chair symbolises that they have been there for an excessive amount of time. The intention of this piece is to be able to change the spectator's perspectives to bring forward the environment around them whilst being submerged into a game. A 17-year-old gaming addict unfortunately died from a stroke caused by playing games for hours. 'Medics confirmed the teenager died from a stroke which they believe was caused by playing games on computer constantly through the night.'



Figure 2

Displayed on the desk right next to the chair will be pills in the form of games cases. The pills replicate the actual addiction itself. This gives off connotations of drug addiction being recognised around the world. This gives the spectators clarity that the body can feed off gaming which can make an individual dependant on this feeling. The Healthy Place states '*When you can stop, you don't want to. And when you want to stop, you can't. That's addiction*'. It supports how addiction can take control and pilot a life.



Figure 3

The 3rd figure will consist of a computer monitor which is quite old compared to the ones used in today's day and age. This will be equipped with a web cam. The reasoning behind this is to show a live feed of themselves. Enabling the representation and then show that anyone could end up having a gaming addiction and seeing themselves in a similar position and environment. When the monitor is turned on, the individual is submersed within the pixels on the screen and they are unable to see their reflection. This finally gives them the chance to.



Figure 4

Figure 4 is a gaming poster which is engulfing a family poster behind it. This presents the theme of neglect towards someone's loved ones or family members. From personal experience, I can see why now, Family is supposed to be a huge priority in life. Michael J. Fox quotes 'Family is not an important thing, it's everything'. Showing a gaming poster on top of the family photo shows to the spectators how that person started to prioritise their favourite games over blood. The person is almost replacing their family and memories with a poster from a fictitious game.



Figure 5

Displayed next to figure 3 will be a wallet which is overflowing with used gift cards. Addiction comes in many forms. It doesn't have to be a craving to give enlightenment or satisfaction for the individual through a simulation. Financial aspects can also become a huge part of an addiction. This leaves connotations towards gambling and betting online. Some online games have loot drops or cases which have a percentage chance to get a certain rarity of something. The rarer something is the less chance the individual will have of getting it but a higher chance of reward. It is a high-risk high reward method which is fun but addictive from personal experience with games such as Counter Strike: Global Offensive. John Milton Hay states *'True luck consists not, in holding the best of the*

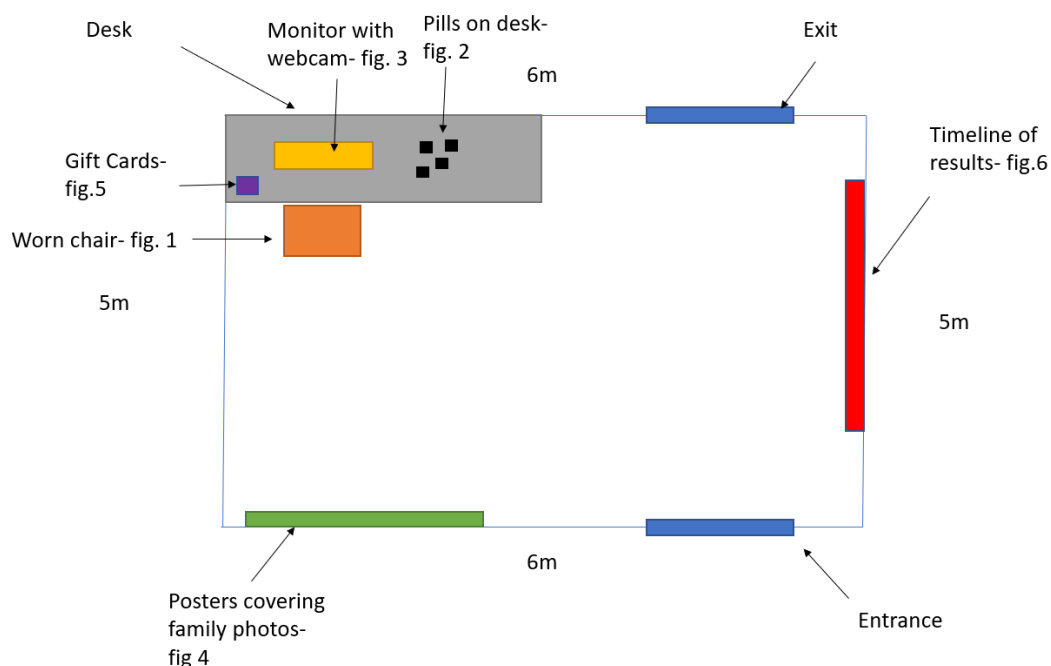
cards at the table; luckiest is he who knows, just when to rise and go home. Financial implications that an expensive past time such as gaming can cause when being excessively used.

Exam Results					
Board	Level	Element Code	Title	Grd1	Grd2
AQA	FSMQ/H	4985	FSMQ Shape and Space (Hgh)	C	
AQA	FSMQ/H	4988	FSMQ Algebra and Graphs (Hgh)	C	
EDEXL/GC	GCSE/FC	1MA0H	Mathematics A (Linear) Option H	C	
AQA	GCSE/FC	4405	Science A (Route 1)	B	
AQA	GCSE/FC	4408	Additional Science (Route 1)	C	
AQA	GCSE/FC	4412	Further Additional Science	C	
AQA	GCSE/FC	4547	D & T: Food Technology	E	
AQA	GCSE/FC	4707	English Language	F	
AQA	GCSE/FC	9717	English Literature	F	
AQA	L1L2/FC	4351	Use of Mathematics	C	

Figure 6

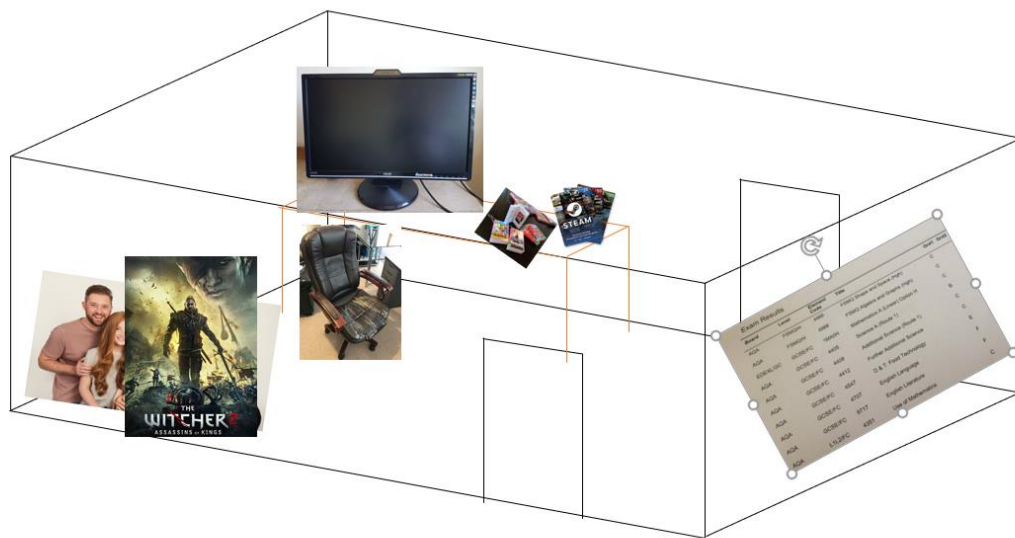
Hung up on one of the walls will be a timeline of results from past schools, colleges and universities. The timeline will consist of failed grades on papers. This lets the spectators become aware that the individual yet again prioritised gaming over their education. Relating this to myself, during GCSE's I would use one computer monitor to revise and another to play games. I was never 100% focused upon getting good grades to succeed. I believe getting the grades needed is a necessity to help one's career in the future. Quoted from the famous Thomas Edison *'There is no substitute for hard work'*. In addition to the grades being hung on the wall, there will be academic photos from the first year to the last year. This will resemble the physical damage in photos and the emotional trauma showing from the addiction.

Exhibition Map- Birds Eye View



This is a birds eye view of the exhibition room. In my experience of owning a gaming related bedroom, a lot of individuals tend to warp and be drawn towards a specific corner of the room. As the map is presenting the exhibition, the spectators will enter the room then rotate clockwise around the room. This will allow them to end up seeing the timeline of results last. Meaning the spectators will have a fluent flow and exit through the back. They are focused on their 'setup' meaning they take pride in how their software is not only presented to themselves but to others. We are progressively giving ourselves up to technology more and more. We are oblivious towards the damage gaming and technology can do to us. Whether this is mentally or physically is not the case but the awareness of this is needed.

3D Perspective



Here is the final design for the exhibition in a 3D view. My design for the space is curated to be free flowing and easily assessible. I have implemented a following sense of positioning and direction for the spectators. The position of this exhibition in the EGX building in Birmingham will be allocated at the front left as you enter the convention. This is because it will be the first thing the spectators see and the last thing they see before exiting. This catches the eye or attention of them, making them want to explore.

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