

Active Space Praxis

Begin with the performative presentation below for a more experiential way of “learning by doing”.

Body space - Peripheral perception:

Close your eyes and do a sensory scan of the relation between your body and the world. This includes:

1. Feel the skin and touch. Sense how you touch the ground/seat as part of the gravity that pulls us towards the earth
2. Take a deep breath. Smell the air and imagine how the oxygen is produced by plants and trees all around the world
3. Listen to the sounds. Pay attention to how the space sounds - such as the voices from the street or make a sound to hear the space

Body space - Spaces of Possibilities:

4. Let go of the individual senses and explore how the whole experience of the situation feels
5. Move your attention to an experience of a situation that made you feel free and able to act. Activate a spatial imagination that gives you the feeling of being there
6. Keep that feeling in mind as a motivation or energy for the future actions - movements

Social Space:

7. Begin to add words and name the feeling that drive the actions/movements. How would you describe it to others?

8. Find words that describe the direction and goals for the movements

Societal Space:

9. Describe the relevant societal context for the movements - what are the problems, possibilities and power dynamics?

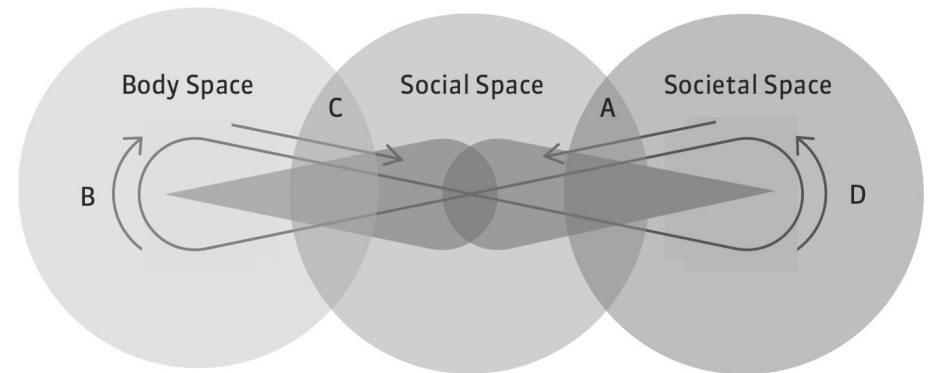
10. Produce a scenario for how to act in this context to achieve the goals

“We focus attentively on the new field, the urban, but we see it with eyes, with concepts, that were shaped by the practices and theories of industrialisation, [which] is therefore reductive of the emerging reality” (Lefebvre: *The Urban Revolution*)

Active Space is a “super site specific” method or praxis that combines elements from participatory performance, pervasive games and psychogeography. The overall goal is to work in socially produced spaces – cities, neighbourhoods, street corners, villages etc. - to foster and nurture political transformations. Transformation is here understood as “changing the forms of change” that challenge forms such as the written or spoken language or the reductive concepts shaped by the past (industrializations as in the Lefebvre quote above).

By exploring an embodied experience of (body) space, the method aims to discover spaces of possibilities: A sensation of radical openness that can spark the motivation to act. This drives a rhythm that moves between the verbal and non verbal of socially produced spaces and create a signifying process that empowers language for political transformations and action.

A “gameplay” use representations - images and text - to go beyond representation and the reductive and repetitive problem of societal space. Similar to time sensitive representations such as the music score, it visualises how actions unfold over time and in space. This produces an “Active Space” - a meta methodology for various gameplays such as a 48 hour camp, a 5 day exploration or a semester course.



Active Space has two main components: Spaces and Movements (actions).

Spaces:
 Body Space: Non verbal, sensory and intuitive
 Social Space: Language, social interaction
 Societal Space: Technological, legal, economic, scientific

Movements: The actions that drive a rhythm between the spaces

- A. Gameplay: Set of actions that unfold in time and space
- B. Exploring: Involving all senses to explore what is there and how does it feel
- C. Agenda: Developing a common vocabulary and collaboration on an agenda.
- D. Action: How to achieve the agenda involving the societal conditions for actions

Gameplay for an Active Space Performance: Spaces of Possibilities - Feeling free and able to take action.