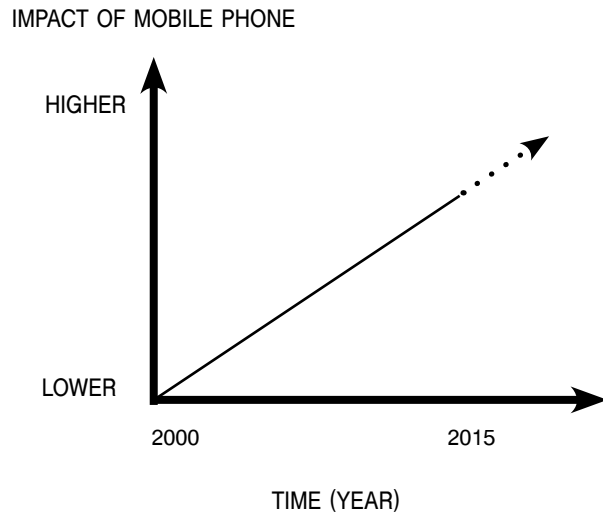




# DISABLED

(GRADUATION THESIS PART 2)



Graph showing how mobile phones are becoming over powering in comparison with time.

#### BRIEF AND CONCEPT:

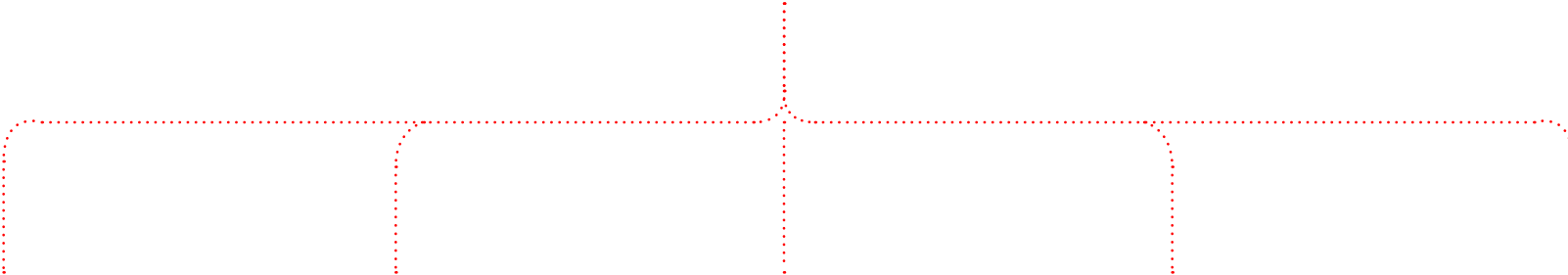
For the second performance art, I thought of focusing on one form of technology that is ruling our lives in the current time. Apart from that, more minimalistic and sensorial approach was chosen. Along with it, body art was chosen to bring more strong visuals of the performance art.

“Mobile Phone”, that is most commonly and heavily used form of technology, was selected. Through the performance I wanted to show how we have become slaves of mobile phone and how it is disabling us and the ideas occurring in our brain.

Research was done on the current styles of performance design, along with the art movements like conceptual art, body art and minimalism.

Key artists like Marina Abramovic, Allan Kaprow and Chris Burden were studied.

## PERFORMANCE DESIGN : CONCEPTS AND STYLES



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graph TD; A[PERFORMANCE DESIGN : CONCEPTS AND STYLES] --- B[ ]; B --- C[Action]; B --- D[Endurance]; B --- E[Ritual]; B --- F[Body Art]; B --- G[Happening]; C --- H[Action serves to distinguish the performance from traditional forms of entertainment, but it also highlights an aspect of the way performers viewed their activities.]; D --- I[They may involve themselves in rituals that border on torture or abuse, yet the purpose is less to test what the artist can survive than to explore such issues as human tenacity, determination, and patience.]; E --- J[It demonstrates some sacred elements as a vehicle for re-mystifying and demystifying art.]; F --- K[It encompasses artists who position themselves as living sculpture as well as those who use their bodies as a canvas.]; G --- L[Happening requires more active participation from viewers/spectators, and were often characterized by an improvisational attitude.];
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### Action

Action serves to distinguish the performance from traditional forms of entertainment, but it also highlights an aspect of the way performers viewed their activities.

### Endurance

They may involve themselves in rituals that border on torture or abuse, yet the purpose is less to test what the artist can survive than to explore such issues as human tenacity, determination, and patience.

### Ritual

It demonstrates some sacred elements as a vehicle for re-mystifying and demystifying art.

### Body Art

It encompasses artists who position themselves as living sculpture as well as those who use their bodies as a canvas.

### Happening

Happening requires more active participation from viewers/spectators, and were often characterized by an improvisational attitude.

## IDEA:

The idea was to present an disturbing image of a performer who is paralyzed by technology, so the expression of frustration, trying to free oneself, anger, etc. were supposed to be acted out to the audience. And elements that supports the concept were supposed to be selected.

## ELEMENTS:

For this performance I had got Glogauair Art Residency, Berlin offering me a space to present my Performance Art.

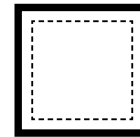
The performance was supposed to minimal, conceptual and body art inspired, very specific elements were used in a space.



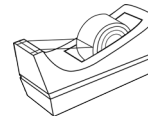
An artists body, with a black top to oppose the over usage of the technology/mobile phones.



A scissor, to keep the audience in dilemma if they should be interrupting the performance and also a metaphor of solution to the problem.



A plain white space, to make it look big.



White tape, as a metaphor of technology/mobile phones that is addictive, interconnecting.



An artist's body itself, as the performance was inspired from body art.



To make the performance really impactful the performance was supposed to be continued for 6 hours.

SETTING UP THE PERFORMANCE SPACE:





IMAGES FROM THE FINAL PERFORMANCE ART:

