MAPPING YOUR BODY IN RELATIONSHIP TO AN OBJECT

5 WAYS WE VISUALLY REPRESENT TIME

- VIDEO — duration = 20 min / planning = get the equipment
- STILL PHOTO — planning
- SKETCHES // NOTES. — temporal perspective, sequence.
- MAPPING
- LINEAR TIME // LIGHTS PASSING BY.
- THOUGHTS — written

WAYS TO TUNE VISUAL REPRESENTATION

- VIDEO. editting. It (maybe clock ticking timing)
- YES... AND?
- CARTOON BOOK? — colors. — Plastic.
- AN IDEA OF AN EXHIBIT → SOUNDS? slow then fast

MY 10 ART PIECES.

- SEBASTIAO SALGADO
- JANET FISH
- RAOUL DUFY
- MARCO CADIOLI
- MARK JANSEY
- MARC CHAGALL
- FRANK STELLA
- architect Daniel Libeskind

TERMS — DIMENSIONS OF TIME

SEQUENTIAL STRUCTURE - something that follows a numerical or an order, things that take place in a logical order.

DURATION - how long something lasts? Timing something?

PLANNING - to plan ahead of time. "Time management"

RATE OF RECURRENCE - the calculated time or measure of the repetition of something

SYNCRONIZATION - things happening at the same time.

TEMPORAL PERSPECTIVE - perspective that changes w/time or when something makes you change your mind.

NOTES WHILE SITTING DOWN OBSERVING UNION SQUARE.

I was impacient and felt cold at first, later I didnt realized I had gone over my time

I thaght I was going to watch the chess table for 10 min. but my mind couldnt handle it.

PEOPLE — what would I have done?

- staring at sign then at me. confused.
- People do not even look down.
- People (the ones that look like tourists) see the camera and move away politely / others walk into it.
- woman: "so you know your SIGN INVITES DISTURBANCE RIGHT?"
- Men playing chess → "we need a chess Player!" "a chess player" (I remember now I was supposed to be watching the chess desk)

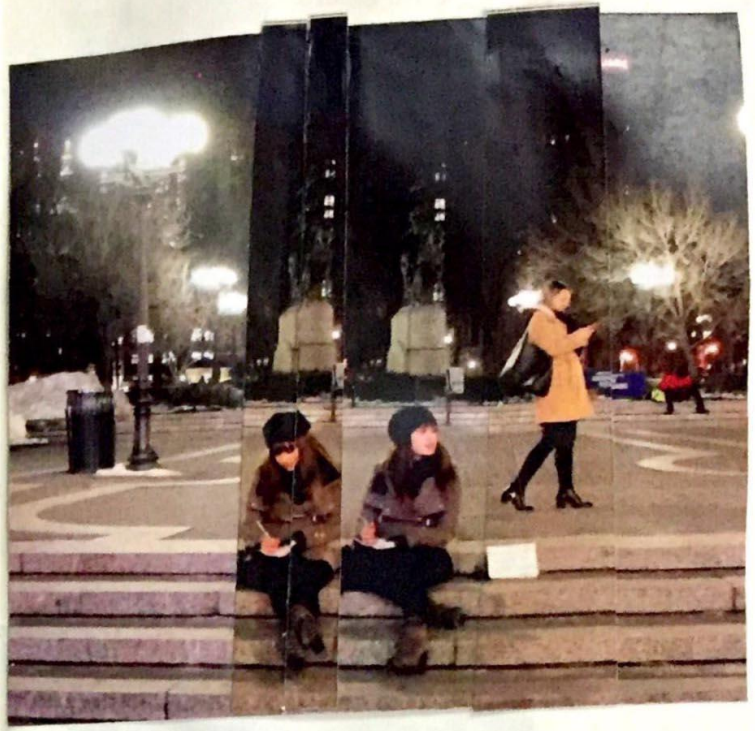
every one is all covered up. I realize I am cold again. look at the time.

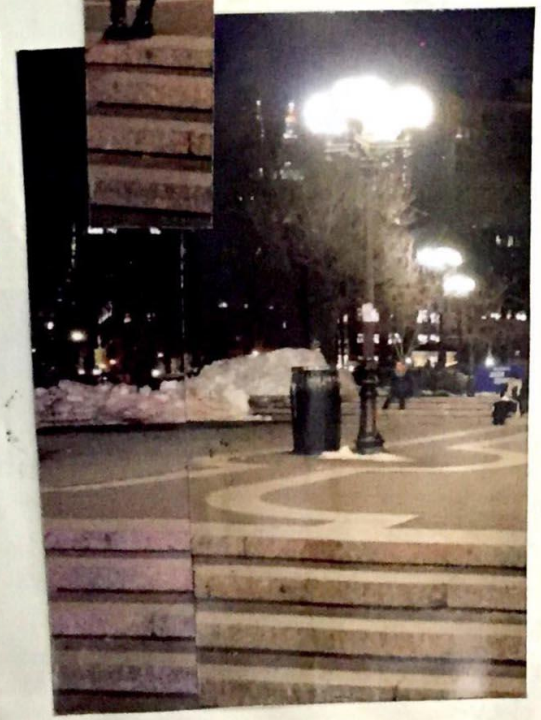
PEOPLE LOOKING AT THEIR PHONE NOT LOOKING UP	PEOPLE HURRIONG UP	PEOPLE WALKING ATTHEIR PACE TAKING THEIR TIME
~~IIII~~ ~~IIII~~ ~~IIII~~ ~~IIII~~ ~~IIII~~ ~~IIII~~ ~~IIII~~ II	~~IIII~~ ~~IIII~~ ~~IIII~~ ~~IIII~~ III	~~IIII~~ ~~IIII~~ I

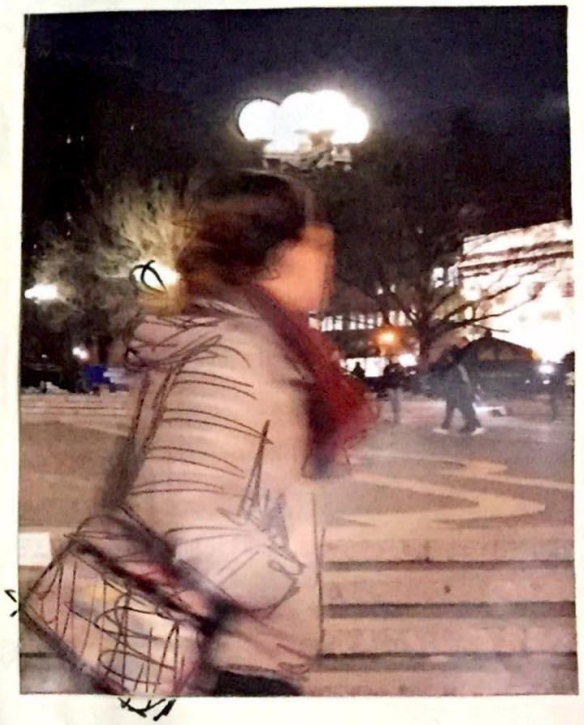
WHAT WOULD I HAVE DONE If I were THEM? How would I have Reacted?

- my last thoughts while sitting there.

maybe sketch the people in the video all together so that they all "walk at the same time in the same place"? Use different distinctive colors.







100 Years of Innovation

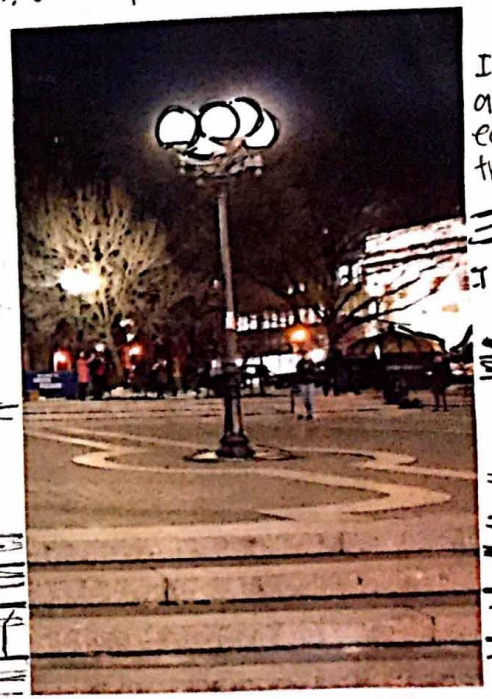
color is the most emotional. Oliffer Allisson.

- representations of Reality
- ART as a social weapon/issue.
  - philosophical/sociological art?
- MODERNISM – marketing campaign – not space for interpretation.
  - Broad Process. – aesthetic innovation.
  - colors, shapes, textures.
- POPART – remove the skill quality.
  - not personal a lot – democratizes
  - culturaly produced
  - Robert Raushemberg.
  - lauscian Froyd. – artist fed'.
- POST MODERNISM. – where little/small social groups
  - came from. (FEMINISM).
    - louise Bourchua?
- the Bodies
  - John curin
- Things you cant communicate.
- art that comes with their history.
  - what was happening meanwhile.

SEQUENTIAL STRUCTURE → I guess people walking by, in front of the camera, most of them at the same pace. Others just standing there. Right behind me.

DURATION → The video is 20 minutes long, but maybe do something like a timelapse? Shorten it. make some parts go faster than others? set a pace?

PLANNING →



I checked out a cannon camera & a tripod to record this.

RATE OF RECURRENCE → Times people walked by in a hurry
Times people walked by looking at their phones and nothing else.
Times people noticed me/asked me something.

SYNCHRONIZATION → I guess there is no much synchronization because it is a public place & people just walk past the camera. @ different times

TEMPORAL PERSPECTIVE → looking at the chess tables and players for a time only, then looking back @ them.

PEOPLE WALKING PAST ME.
looking at their Phones (NOT NOTICING ME or the CAMERA)
People hurring up (almost running)
People walking at their own pace (taking their time)
we
need
a
pla-
-yer
!!!

OBJECT?

take one physical object from my "map your body" Image and Text piece and consider where that object and its relationship to you began. Start at least 100 years ago. Follow it to the present day. (Today)

We need a Player!

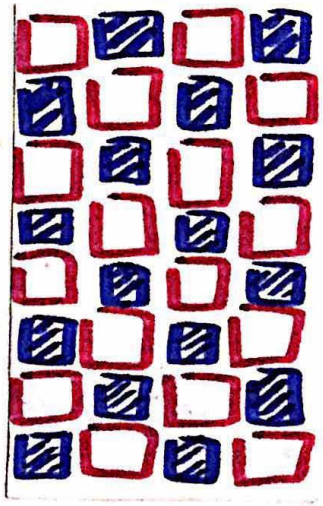
started in ancient afghan 50 BCE

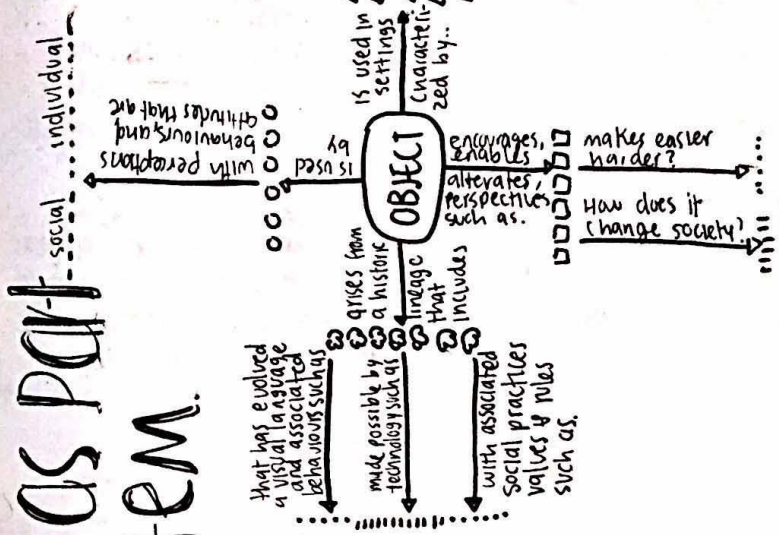
HISTORY

originated in india (an early form of it) in the 6th century known as CHATURANGA (divisions of the military): infantry, cavalry, elephantry and Charotry. later became → Pawn, ~~King~~ knight, bishop, and Rook?

Chess was later introduced to Persia (called Shah!) and became a part of the princely or courtly education ~~(Shah Shah)~~ around the 600 due to Arabs lack of ng became ~~Shah~~ ~~Shah~~ Shatranj. — Shaterej which gave rise to the word the Spanish ajedrez. by the year late 15th 1000 it had spread through europe. By the Century it had survived prohibitions from the church and had rules, etc. Books on how to play chess, etc. In the 18th century of the center European ~~classes~~ chess life moved from South ern European countries to France. 19th century - chess progressed quickly, chess clubs, chess books & journals. competitive chess visible in 1834 and the 1851 London about chess tournaments raised concerned the time taken by the players, ~~them~~ But speed chess. time is set. 1861 → 1st time limits → SANDGLASSES later replaced by pendulums modern clocks, consisting of two parallel timers with a small Button for a player ~~for~~ to press after completing a move

You Know Your sign Invites disruptance Right?





OBJECT as part of a system.

GRAPHIC CHART TO HELP BREAK DOWN THE OBJECTS HISTORY AND MEANING.

6 PIKAS FIT INTO AN INCH

HISTORY

- 6th CENTURY - game chaturanga in India.
  - C. 600 → game "chatrang" → Shatranj in persia for the princely or courtly education. Shah! (or save the king)
  - C. 720 → game spreads across Islamic world from persia, Shatranj.
  - C. 900 → entry of chess in chinese work ("Book of Marvels")
  - 997 → "versus de scachis" earliest work mentioning chess in W. Europe
- 10th century → "Kitab Ash-shatranj" earliest work to take a scientific aproach on the game.
- LATE 10th CENTURY → dark & light squares are introduced on a chessboard.
- 1283 → Alfonso X complies the libro de los juegos (extensive collection of chess problems)
- 13th & 14th CENTURY - Rules are "introduced".
- 1475-1525 → modern moves - for queen, bishop and castling are slowly adapted.
- 18th CENTURY → Tournaments.
- 19th CENTURY → earliest known chess match (London)
  - 1845 → telegraph is used to transmit moves from London and Portsmouth (chess match)
  - 1848 → 1st time 'known' for Blind Players playing.
  - 1852 → Sandglasses are 1st used to time a match
  - 1867 → mechanical game clocks are introduced in tournament play
  - 1873 → the "Neustadlt score system" is 1st used in a tournament
  - 1888 → 1st international correspondence tournament and U.S. chess championship starts.

- 20th CENTURY
  - 1902 - radio chess match b/ween 2 american ships.
  - 1905 - British national championship for women starts
  - 1927 - 1st official chess olympiade in London.
  - 1945 → USA vs. USSR Radio match is 1st international sporting event after WWII. USSR wins.
  - 1949 → speculations on how can computers play chess
  - 1978 → NONA GAPRINDASHVILI becomes 1st woman to win a man's tournament (chess) at Lone Pine // computer plays
  - 1996 → computer wins game against world champion, he later wins rematch.

- 2003 → two last games against computers where computer lost.

- 2013 to 2016 - MAGNUS CARLSEN champion of the chess game in the world
- Chessboards sold in amazon.

BOARD GAMES BENEFITS.

MAKES THE BRAIN GAIN AGILITY

- It can raise your IQ.
- helps prevent Alheimer's, because you excercise your brain. It is a "brain-stretching" activities.
- It excercises both parts of the brain left hemisphere (shapes) Right hemisphere (chess positions)
- Increases your creativity // activation of the right side of your brain. originality.
- improves memory. (remembering what ur opponent's moves have been in the past.
  - improves problem solving skills. because chess is a big, constantly-changing puzzle.
  - improves reading skills. because of concentration.
  - teaches planning and foresight. making choices knowing possible consequences.

ENCOURAGES, ENABLES

(convivir?)

ENABLES PEOPLE TO CONNECT with each other. I WAS freezing - while I was observing the object (a chess board) and couldn't stop myself from wondering why would people sit down and play when it was so cold outside. I guess people that know how to play chess (I never learned/haven't learned yet) are attracted to a chess board by inertia. Almost like an impulse. (whenever I see a volleyball I kind of want to ask someone to play with me) I guess thats because I know how to play and I'm always eager to practice) It (chess) fights boredom. I believe it does. any Boardgame is inviting and challenging to anyone. What if? what if there was a boardgame that did not just fight boredom but teach something useful to kids.

- spend time together. (socialize)
- help with numbers and shape recognition
- visual perception and color recognition
- eye-hand coordination and manual dexterity.
- RICH IN LEARNING OPPORTUNITIES -
- SATISFACTION OF CHILD'S COMPETITIVE URGES AND THE DESIRE OF MASTERING NEW SKILLS AND CONCEPTS.
- Board games do not have to be aerly educational or academic. but they can teach social skills like communicating verbally, sharing, waiting, taking turns and enjoying interaction with others.

BOARDGAME FOR ANIMATION?

Dates back to the 6th century, although it does not get the name "chess" until C. 720 in persia “shatranj”
The black and white squares are not introduced to the game until the late 10th century, and the first official “chess rules” are introduced in the 13th and 14th century.
The earliest known chess match in london takes place in the 19th century as well as the matches via telegraph and the sandglasses to time matches.it is not until 1867 that a mechanical game clock is used in a tournament.
in the 20th century the game is played between two american ships, and then between USA and the USSR after WWII. in 1949 a computer plays in a tournament

chessboards have been used by all kinds of people throughout history,
first hindus, then the persian nobility, then islamic people, people from western europe, the rest of europe, and then america... almost anyone and everyone can play it now. as long as he/she knows how to. the game has become very accesible

to the point where someone can download an app on their phones, learn the basic rules of the game, and play it in a matter of minutes.
Only a century ago people marveled at the idea of a computer playing chess

now its been 13 years since anyone beat a computer at the game

Is used by

board game originated in india about 1500 years ago

used in.. and characterized by...

encourages, enables

encourages people to engage in a social activity, especially children.
The game makes the brain gain agility, it is proven that playing chess improves your IQ, can help prevent alzheimer's and that it increases the activation of the right side of the brain (creativity). It also helps improve problem solving skills because chess is a big, constantly-changing puzzle. It also teaches planning and foresight.
Boardgames in general also help improve social skills such as communicating verbally, sharing, waiting, and enjoying interaction with others.

used in internaltional as well as local tournaments, olympics
Boardgames in general are used for social interaction, and development of social and mental skills.
Characterized by its board, the black and white squares as well as the particular pieces of the game; one king, one queen, two rooks, two bishops, two knights and eight pawns.

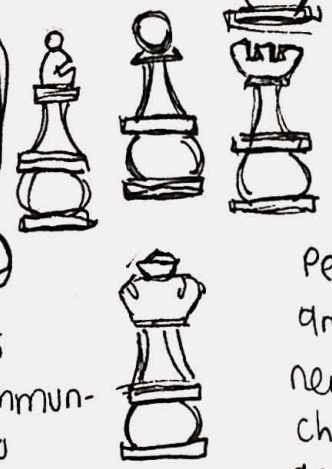
CHILDREN LEARN ~~THEIR~~ BEST WHEN THEY HAVE INTERESTING THINGS TO DO

BRIGHT COLORS — colors that children would be atracted to.

animation Boardgame/game?

Boardgames in general ~~could be used for~~ are used for social interaction mostly by kids, but chess is somewhat an "elegant" game I believe because it is a classic ~~now~~. game now. (its been around for about a thousand years now). If there was an accesible boardgame that not only taught communicating and social skills, but also an introduction to some kind of skill for the future it could be used and played in ~~school~~ school / any schools and also orphanages.

IS USED IN SETTINGS



Could be used for:

It could be used or "Played" by kids at orphanages. If made accessible

If/any boardgame - If accessible anyone.

can be used by - anyone that knows how to play. and has a chess board.

IS USED BY

Profesional players in many levels. International competitions local competitions and every-day "normal" people that know how to play chess. There are some "street" competitions here in new York too.

children that are ~~to~~ taught how to play.

anyone that knows how to play basically.

I dont play chess.

why didnt I or why did I?

having children something to do.-what excites kids

what are they intrested in.

develop a game

Animation — Math Magician.→online game

sketchbook. that teaches animation for children

Children need futuristic toys that will help them in the future

FORMAL + 10 accordeon images. 11th.

HISTORIC + Accessible

I find it interesting how people would sit down and play with the cold

Mom "why Africa?!" go adress problems in Mx"

CHESS FOR KIDS. CHANGE. HAVE THEM DO SOMETHING THAT will help them in the future.

GENERAL PROBLEM

Kids in orphanages (in mexico) that dont have much to do, ~~Adress this~~. They have a bad childhood, they tell eachother stories of why they got to the orphanage (abuse, absent parents, etc) to keep themselves busy. Sometimes they get to play soccer, but not all the time because of the age differences and lack of space in the place. I asked the people in charge (if they) why they didnt get any games for them. They said they were too expensive. WHAT IF THERE WAS A GAME, (BOARDGAME?) that would TEACH THEM SOMETHING USEFULL FOR THEIR FUTURE. ANIMATION MAYBE?

AUDIENCE?

Young kids / Kids at orphanages and public schools with very few opportunities.

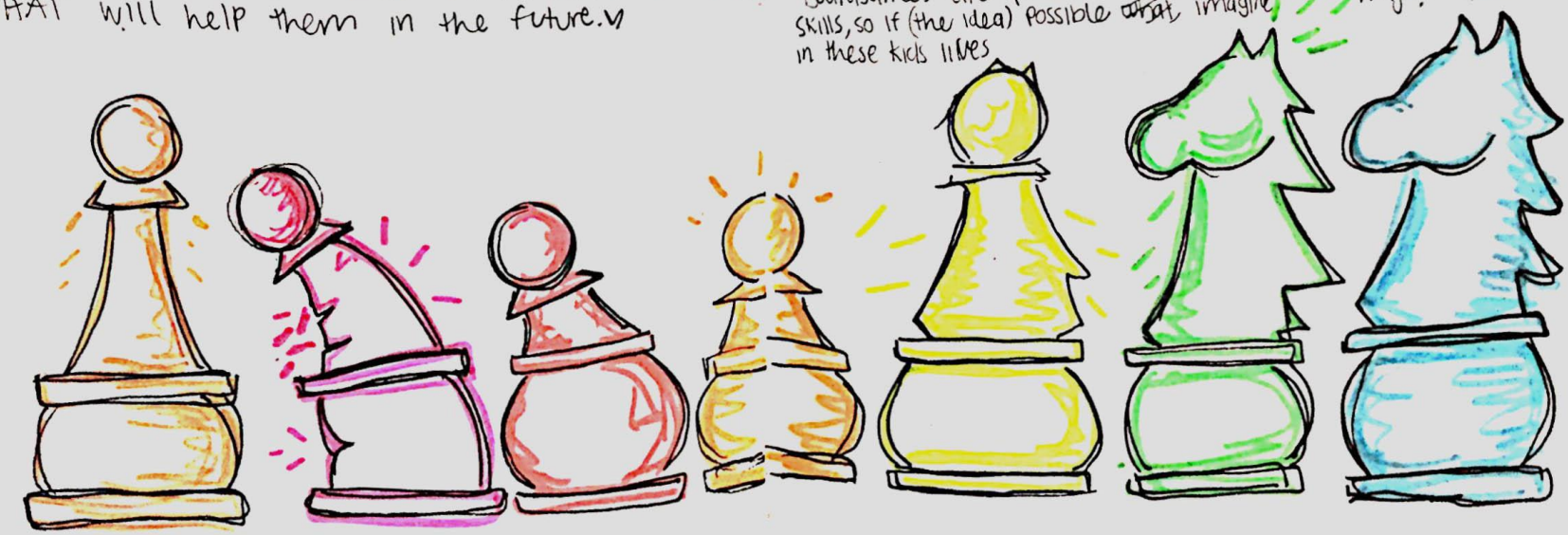
JOURNEY OF DISCOVERY

history of chess / personal experience / adressing a general problem

STARTING • KEYWORDS • INTEREST • PASSION

Mapping your body I.R.T.A. Object. / chess → Boardgame / helping out / DIY fun games?

going / went deep into all of these things

RESTATE THESIS

Boardgames are proven to help improve mental and social skills, so if (the idea) possible ~~what~~ imagine major impact in these kids lives