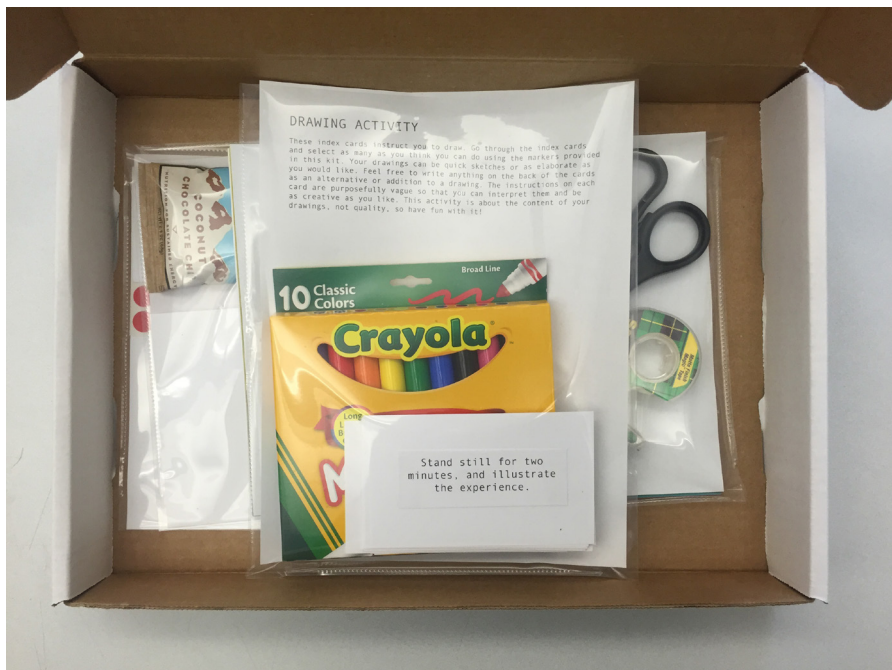


ASSIGNMENT 4A: CULTURAL PROBE KIT MADISON SQUARE PARK STELLA EVANS



From my list of interesting elements about Madison Square Park, I chose to focus my kit on the art installations held there. It's what makes the park different from others in the city.

For the first activity, the participant will use a map I've created to mark where they felt some type of way or saw something notable. What and how they mark on the map is completely up to them, so they can create their own context and system for the activity.

The second activity will have the participant respond to instructions on an index card with a drawing. Each index card's instructions will somehow be related to the park. Although this activity is not about the park's art, the participants will be communicating through drawings, bringing the element of art in that way.

The third activity will act as a sort of break. The participant is given a snack, but they need to sit down and do nothing else while having the snack after which they will record their experience.

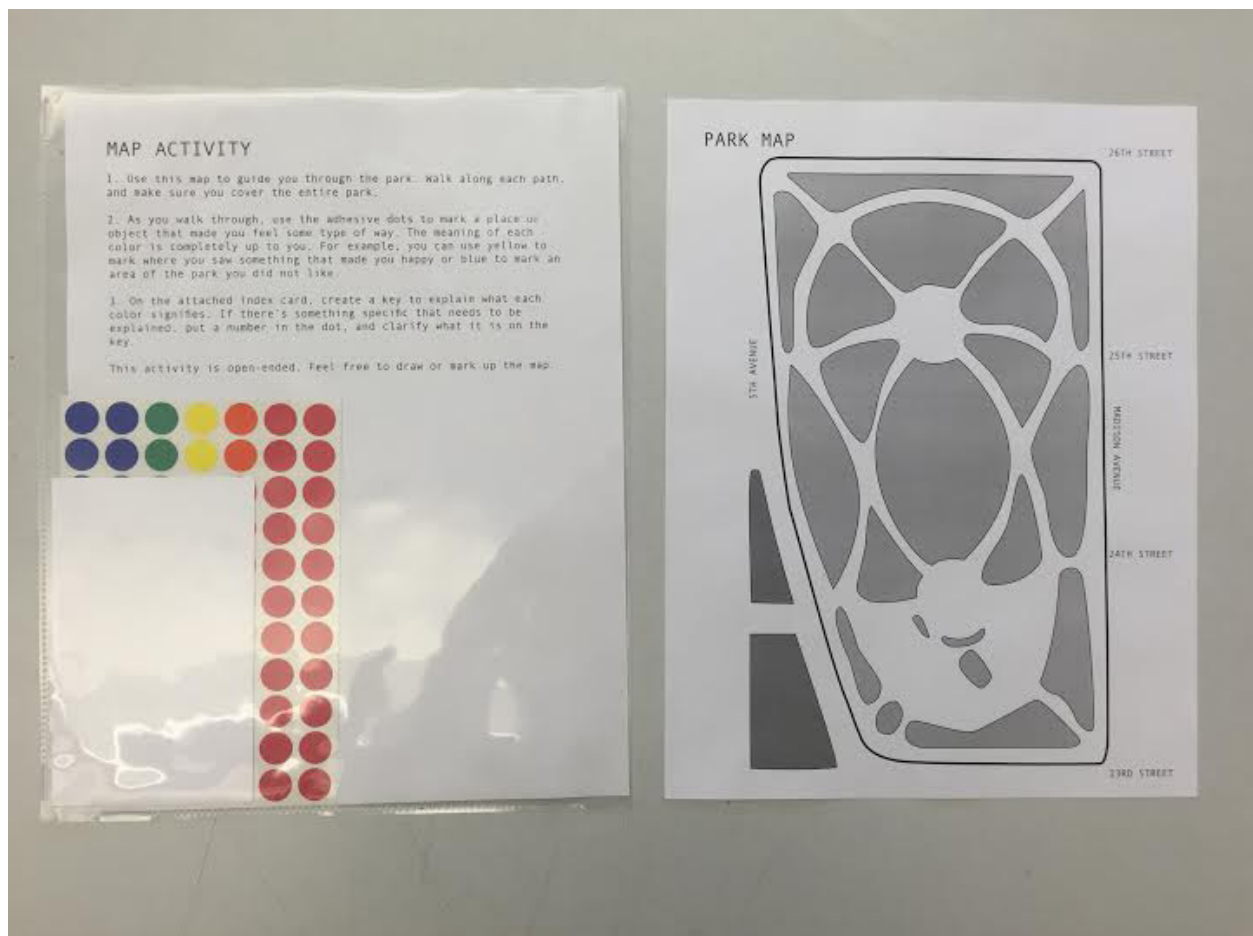
Finally, the last task is to create a 3-D sculpture that the participant envisions for exhibition in the park. This way, they will need to think about what kind of installations park goers would want to see and what is possible for the space while also thinking about the importance of placement.

I will focus on distributing my kits to Parsons students, artists who may have better insight into the process of exhibiting art and who will enjoy doing the activities. As the park is also close to campus, it is likely they've been in the park or passed through, and to go there won't be too much out of the way. I will also reach out to the Madison Square Park Conservancy to see if they have any staff willing to participate.

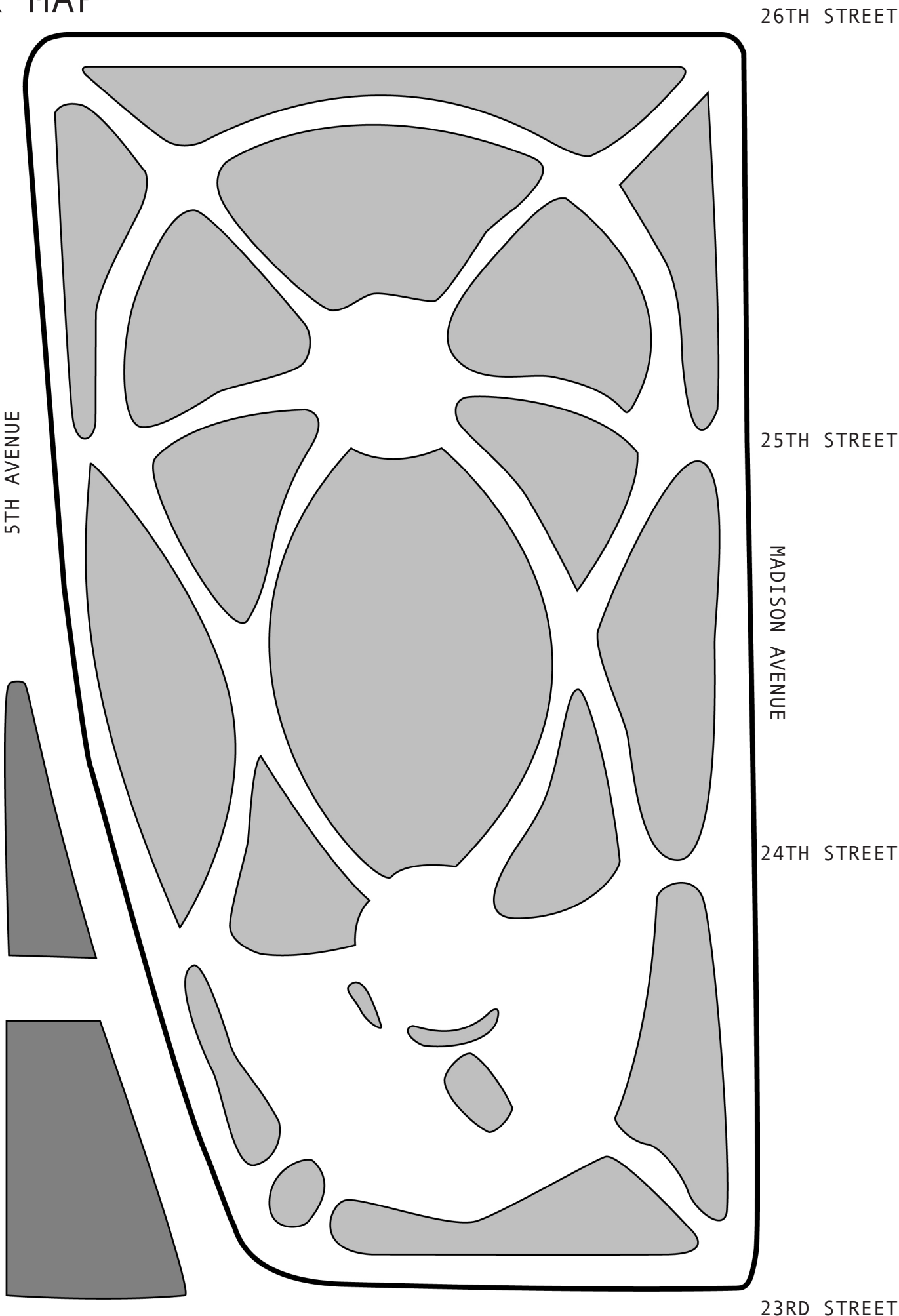
MAP ACTIVITY

1. Use this map to guide you through the park. Walk along each path, and make sure you cover the entire park.
2. As you walk through, use the adhesive dots to mark a place or object that made you feel some type of way. The meaning of each color is completely up to you. For example, you can use yellow to mark where you saw something that made you happy or blue to mark an area of the park you did not like.
3. On the attached index card, create a key to explain what each color signifies. If there's something specific that needs to be explained, put a number in the dot, and clarify what it is on the key.

This activity is open-ended. Feel free to draw or mark up the map.

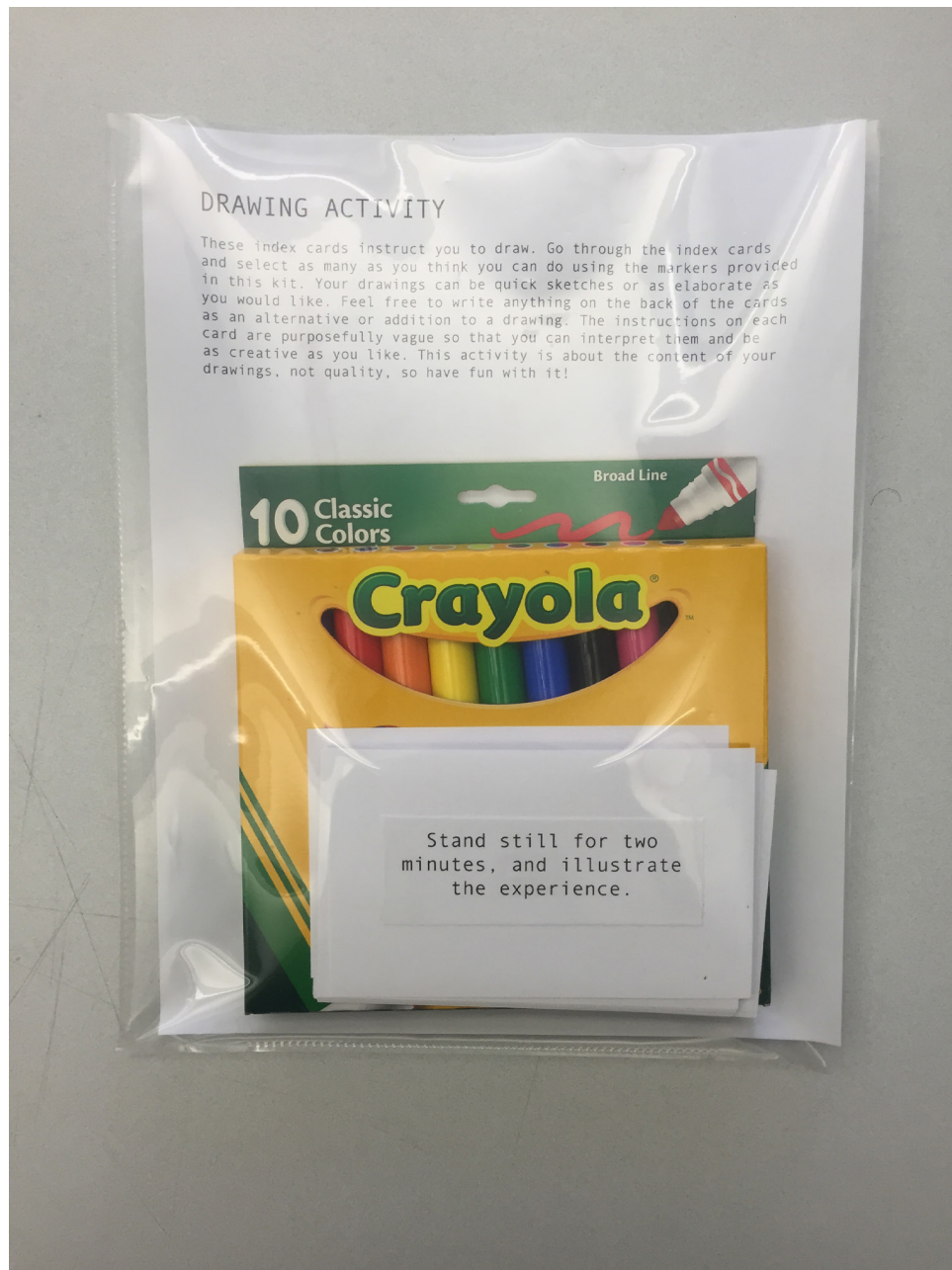


PARK MAP



DRAWING ACTIVITY

These index cards instruct you to draw. Go through the index cards and select as many as you think you can do using the markers provided in this kit. Your drawings can be quick sketches or as elaborate as you would like. Feel free to write anything on the back of the cards as an alternative or addition to a drawing. The instructions on each card are purposefully vague so that you can interpret them and be as creative as you like. This activity is about the content of your drawings, not quality, so have fun with it!



DRAWING ACTIVITY INDEX CARD INSTRUCTIONS

Draw some of the distinct features of this park.

Draw someone who interests you.

Draw something that interests you.

Draw something that catches your eye.

Draw an action.

Draw an interaction.

Create a color palette for the park.

Draw something in the park related to nature.

Draw something that is unnatural in the park.

Stand still for two minutes, and illustrate the experience.

Draw someone or multiple someones you would bring here.

Draw yourself somewhere in the park.

Draw something you would do here.

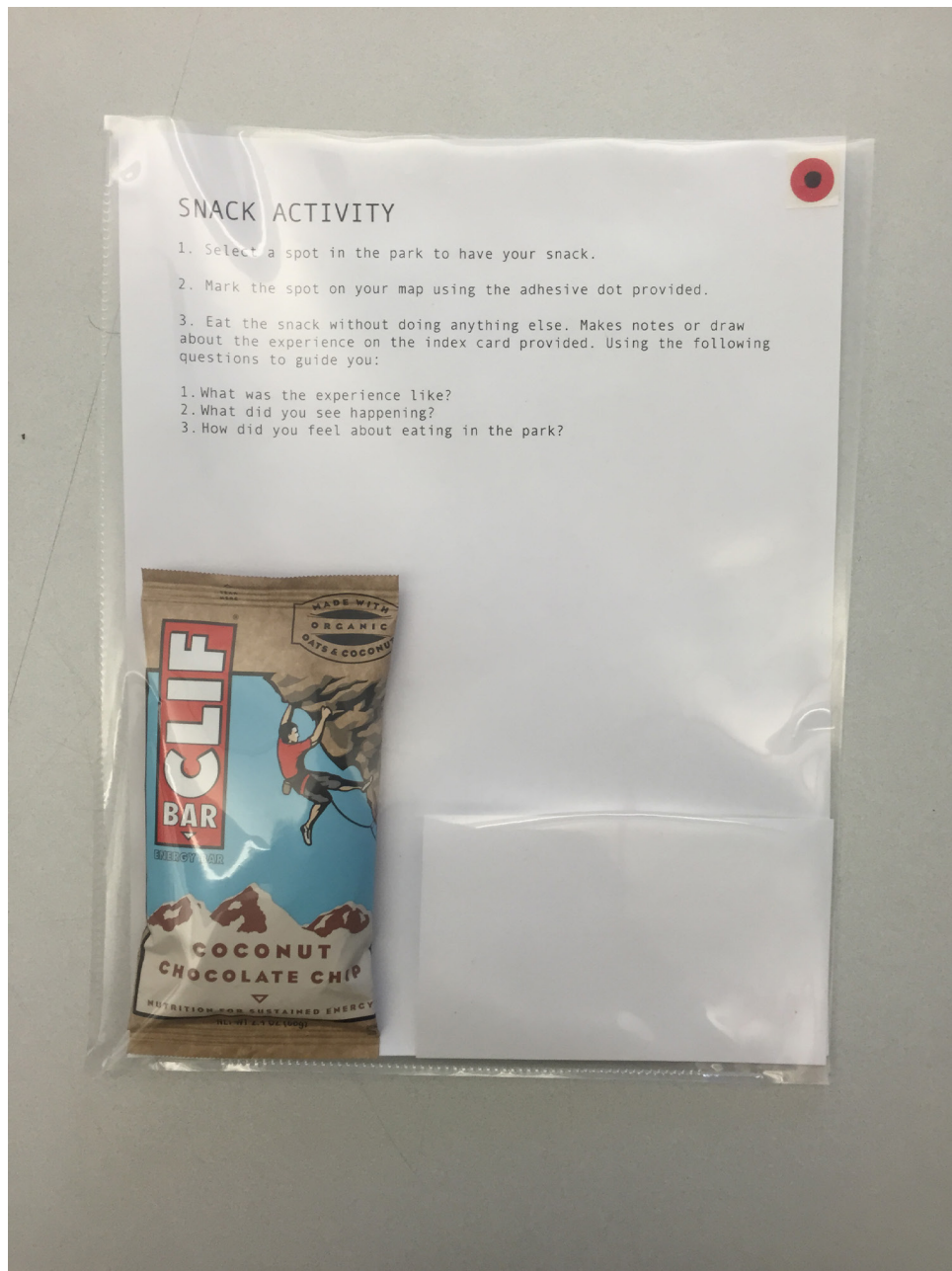
Draw an addition to the park you'd like to see.

Draw your ideal park.

Draw your own globe installation (as seen in the "Gazing Global" installation by Paula Hayes in the west gravel area).

SNACK ACTIVITY

1. Select a spot in the park to have your snack.
2. Mark the spot on your map using the adhesive dot provided.
3. Eat the snack without doing anything else. Make notes or draw about the experience on the index card provided. You may use the following questions to guide you:
 1. What was the experience like?
 2. What did you see happening?
 3. How did you feel about eating in the park?



3-D ACTIVITY

1. Use the supplies provided to you (paper, scissors, tape, and markers) to create a sculpture or series of sculptures you would like to see in this space. Think about what part of the park you would want to exhibit the pieces and how they would interact with the space and the park goers. You can make it as small or large as possible.
2. Place the sculpture(s) in the area of the park you imagine them in. Take photos of this and email them to evans006@newschool.edu.
3. Explain as much about your sculpture as you would like, including the concept and the reason for its placement, on the index card provided. Include any sketches or prototypes with it in this sleeve.

