

Major Studio 1: Spatial Contexts Assignment, Clare Churchouse

Physical space:

Idea 1: If you were a man – a woman – unknown – would your work be in the collection?

1) Within an art museum, make a spatial line installation on the wall, running across the floor, zig-zagging up the opposite wall. The length of each line represents the percent of female / male artists in the museum's holdings.

Lines are straight but they wrap back and forth, maze-like; one end leads to a particular artwork (of the gender the line represents), the % is at the other end of the line.

The lines are material, they exist in space. The installation interrupts the viewer's passage through a gallery, the viewer literally has to walk over the lines as they look at the artworks in the room. The lines also lead to specific pieces and add a layer of dialogue to what artwork the viewer is looking at.

I'm interested in work by Fred Sandback – installation lines, yarn; and John McCracken, resin over plywood. Lines would take on a materiality somewhere between these two.

2) Variant of this:

Lengths of lines reflect the % gender within the room (rather the museum's collection as a whole.)

This would make the interaction closely connect with exactly what the viewer is looking at.

Concept: Invite inquiry as to what the lines are and what the % stand for. Maybe lead to inquiry about who has made the artwork in the room, and what it is.

Aim: Raise awareness about what is being shown, what a museum collects and who the collection represents. Stimulate discussion about the artworks and what kinds of works these are by gender.

Data: Museum database – gender of artist for each artwork

Idea 2: Walk in someone else's steps

As you enter the room of a museum exhibition, there is large lettering on the floor with arrows after it:

Are you:

- a man?
- a woman?
- Unknown?
- a couple?

Each word path leads to four steps leading to a solid, raised wide line inviting you to walk along it. These platform lines are straight but wrap around each other, maze-like, some are much shorter than others.

Each path is a different color; probably made of board, smooth but not slippery.

Concept: Playful piece about gender representation in collections. The work invites people to walk on it.

Aim: Have fun, and invite discussion, if you take on a different gender is your path going to be much shorter or much longer?

Data: Museum database – gender of artist for each artwork

Mobile:

Idea 3: Who's in this room?

Translate idea #1 from physical space to a mobile app.

App that shows you the % breakdown of the artwork in the museum exhibition space you are in.

So for instance, a gallery containing 5 artworks by women and 44 works by men and 1 work by artist unknown would have 3 differently colored bars running up the screen, 10%, 88% and 2% respectively. The

length of the bars will change as you go into the next room.

Google Lens could be useful for identifying what works are in a room.

This would take advantage of the viewer walking around a museum and entering different spaces.

Clicking on each of the lines would take you to the artwork images for that gender in the room.

Concept: Interactive, thought provoking piece literally about the gender of the work around you.

Aim: Again, to invite discussion, and also to make us more aware of what museums are collecting and showing. Are they representative?

Data: Museum database – gender of artist for each artwork