

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 zigzag back and forth maze-like, one end leads to a particular artwork (of the gender the line represents), the percent is at the other end of the line.

The lines are material, they exist in space. Take advantage of the viewer walking through a room, literally walking over the lines.

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. This would make the interaction closely connect with exactly what the viewer is seeing, and again raise awareness of what is being shown.

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

Aim: invite questioning as to what a museum collects and who the collection represents. Stimulate discussion about the artworks on show 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 and a raised thin platform line inviting you to walk along it. The 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, interactive piece about gender representation in collections.

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 physical space to a mobile app.

App that shows you the percent 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 show 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 rooms. Clicking on each of the lines would take you to a list of the artwork images for that gender.

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