

**The Munich Institute of Integrated Studies (GIS e.V.)
- Copenhagen Department -
presents**

6th ARTS&Games Festival

August 8th - 10th, 2003 at Copenhagen

The **ARTS&Games** festival is an experimental interdisciplinary forum for research on processes of social decision making and on the conditions of (scientific or artistic) productivity, ranging between "strict" and "playful", "scientific" and "artistic", paper and performance. Contributions can be made in any imaginable format: installation, event, lecture, multimedia presentation, film, etc.

The topic of the **6th ARTS&Games** festival is *maninroomroominman*.

Abstract: How is man defined through space? How does man define space? We think that every "extension" and every "restriction" is actually a part of the body, which means, forms a new body. Therefore, not only every body of every man but every body in every situation is absolutely singular. We do not possess one body but a multitude of bodies being in a permanent transformation process with the surrounding circumstances. So, raising anew the old philosophical question for the *conditio humana* in this perspective does neither ask for an objective core or "Wesen" nor just for a larger historical configuration but for the single body in a single situation and what it consists of.

WHAT IS YOUR BODY? means WHAT DOES YOUR BODY CONSIST OF?
How many bodies are living in that one body, and how many rooms?
Is body actually the whole physical and mental space man creates and is created by?

Example: Man in city room - *The city game*

Perceiving the city through different modes - of transportation, of functional use - creates different layers of perception which can be described (and usually are perceived) as rooms: Walking, driving a car, riding a bike, riding the tube - on the way to work, in one's spare time, with a professional interest, or as a tourist - all produce their own specific layer/room. Finding strategies on how to connect some of these layers/spaces/rooms - by cross-referential use of rule systems, by creative connection of perception and/or perceptive modes, in general by decontextualizing and recontextualizing parts of the city room - enhance both the physical space and

the complexity of one's perception. The aim of the city game is to reach a point where all your different layers are connected to build one vast x-dimensional room.

Offer: The project. Every participant should bring an object that means something to him/her, either a personal item or something found on the way. The thing is an agent or a representative for the participant, both when present and away. The items should be open to interpretation in order to let them be helpful in a discussion.

Different people are going to present different things and each time the *Spielfeld* will be redefined in order to support the presenter's message and functions on his or her terms. Everybody should give comments when relevant to the redefined *Spielfeld*. Preferably the object could be used to support the comment so it gets a physical presence in the festival space.

The rooms will be occupied in a number of ways and a lot of interaction will take place. The interaction and occupancy is documented and added to the common archive/memory of ARTS&Games to be used freely.

Practical matters: Signing up and short description of contribution and request for accommodations can be done by e-mail: artsandgames@hotmail.com or regular mail to:

Sten Bulow Bredsted
Toftebaeksvej 2,3.tv
DK-2800 Kgs.Lyngby

Any comments concerning this paper can be mailed to:
a.klose@berlin.de and von_bulow@mail.dk and jais_bredsted@hotmail.com

Contributions are most welcome. **Please send this message to people you think will be interested.**

Festival Location:

Hellig Kors Kirke,
Kapelvej 38,
DK-2200 Copenhagen N