



Can an exhibition be a place
to play and collaborate?

Can playing help you to
discover new ways of making
and encountering art?

Types of Play

Messing about

Freedom, fun,
negotiation

Cooperation &
playing your part

Imaginative
pretence

Games

Light-hearted

light and constantly
changing movement

Mischievous

Being active
(at play)



'Our capacity to generate excitement is deeply affected by our interest in one another, in hearing one another's voices, in recognising one another's presence.'

bell hooks

Work together, side by side,
in relation or collaboration,
contradict, correspond,
share, prompt and imitate.

Both encountering and making art can be a collective process. One that connects us with others. Gives us a shared language of experience.

If you can, work with or alongside other people. Let their responses and ways of being affect your own. Let their presence change the way you move, look and interact with the space. If you find yourself alone, can you feel the presence of the people who have been here before or imagine them as they arrive after you have left? Does this change the space?

Say hello. Chat while you work. Make something together without working it out beforehand. Discover what it is you are doing together through the process of making. Laugh together or take things very seriously. There's no correct way of using this space.

What do you find useful, or interesting, fun or pointless? What do you enjoy and what do you value?



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Play Interact Explore is a project by Leap Then Look supported using public funding by the National Lottery through Arts Council England, The National Lottery Community Fund, Towner Eastbourne, Brighton CCA & University of Brighton and Brighton & Hove City Council. It was developed in partnership with groups of children and adults from West Rise Junior School, Arts in Mind, Downs View Link College and Brighton and Hove Foster Service.

Created as part of Play Interact Explore exhibition, Towner Eastbourne 2023. Design work-form.



Touch. Move. Feel.
Look. Hold. Listen.

Use all of
your senses.

Look in
different ways.

Rock, roll, stack
and move.

Get in the way of
the projection.

Touch

*'Hands are restless;
indeed, it is tempting
to speak of them
as curious.'*

Yi-Fu Tuan

Look. Take photos. Make Images.



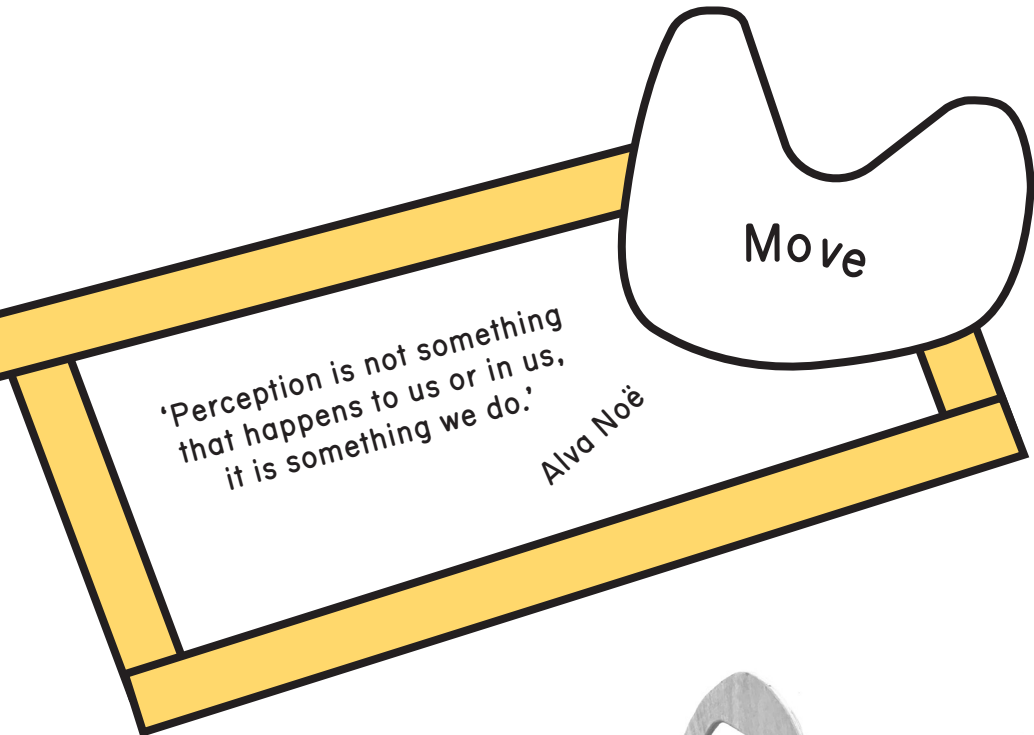
Taking photos can completely transform our experience of something, letting us see it in new and unexpected ways.

If you have made something, try looking at it in different ways. Explore different angles, zoom in and out, crop or cover elements, turn it upside down, use lenses and mirrors and other things to find new ways of looking.

Glance. Reflect. Distort. Find strange angles. Crop. Focus. Unfocus. Frame. Frame the wrong thing. Record. Document.

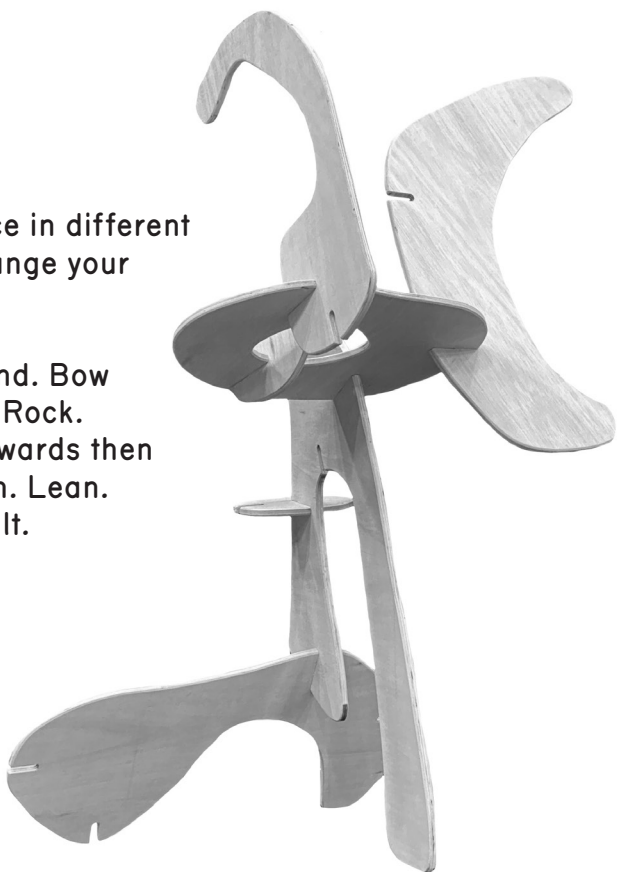
*'Each photograph cannot help
but be a new experience.'*

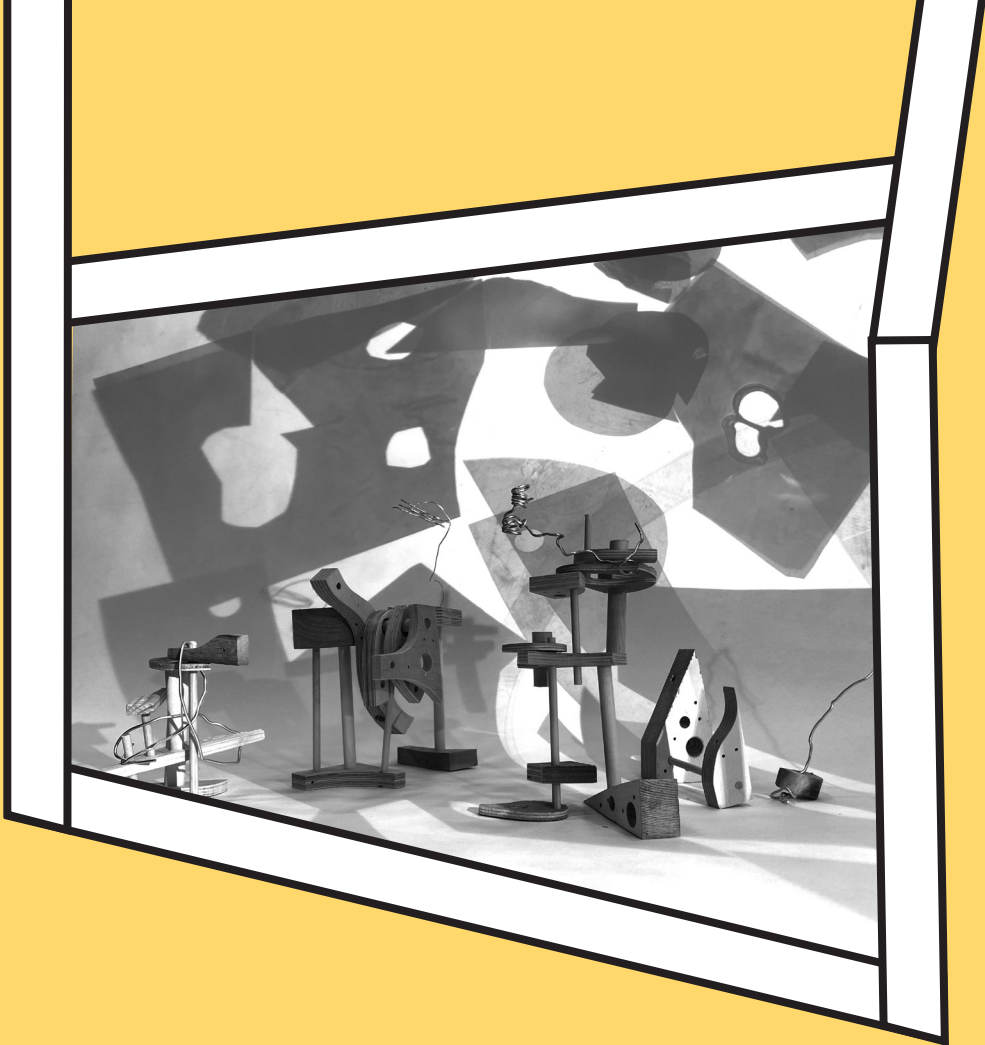
Hazel Larsen Archer



Move through the space in different ways, how can this change your experience?

Slide. Swing. Spin. Bend. Bow
Turn. Touch. Connect. Rock.
Roll. Sway. Move backwards then forwards. Hide. Crouch. Lean.
Lie. Jump. Balance. Tilt.





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Discover.

EXPLORER

Investigate.

Hunt.

Search.

Play with Everything

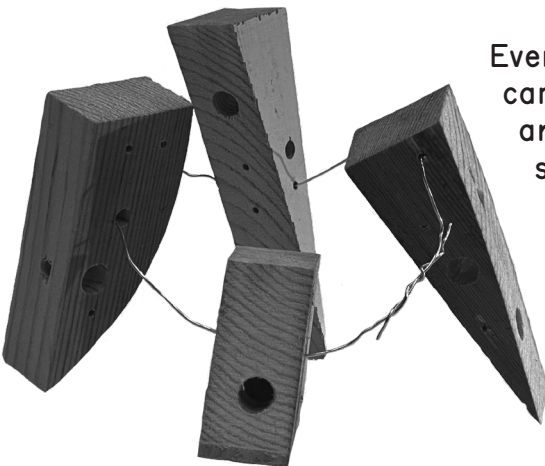
'We do not always create "works of art," but rather experiments; it is not our ambition to fill museums: we are gathering experience.'

Josef Albers

When making art we have found that it is important to create spaces where we can play around with materials and ideas together without any pressure to make 'works of art'. Where the important thing is the experience we have together.

This is an art gallery, but this is not a space just for looking and appreciating. It's an active space and you are invited to explore and play.

Everything in the space can be touched, moved around, rocked, rolled, stacked and slotted together. Everything is available.



Surprise Yourself

Try to do something unexpected.

Is there a state of mind where you are more open to surprise? Can this be useful? Can you put yourself in situations where you are uncertain, or where there is something unknown in the making process?

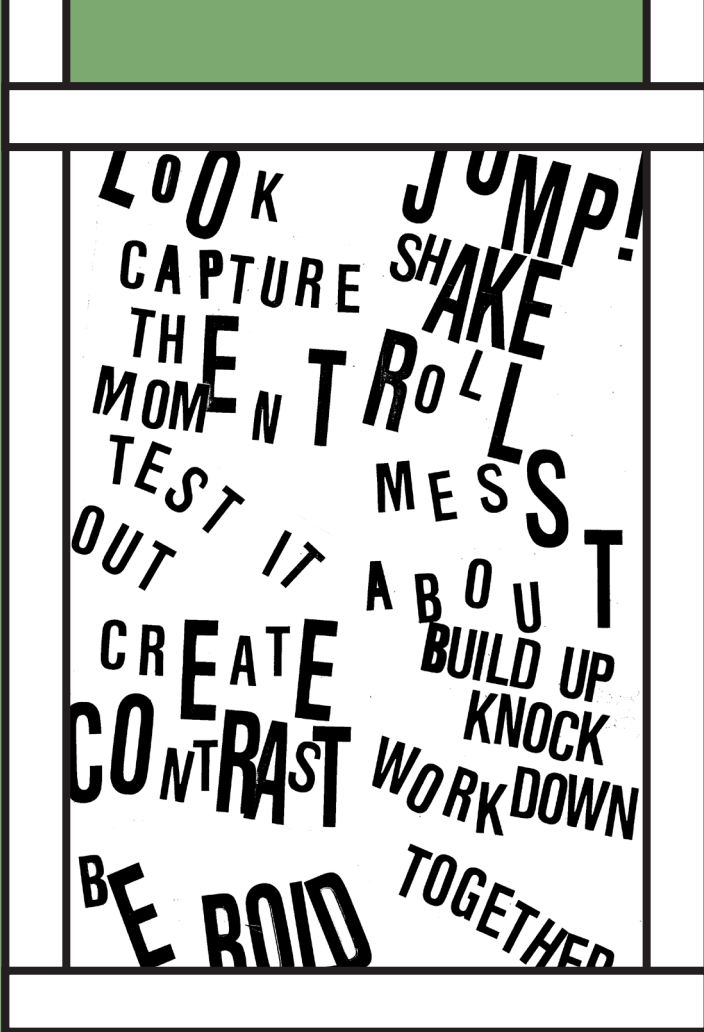
Be Uncertain

'In the creative process, the most meaningful insights often come by surprise, unexpectedly and even against the creators will.'

Shaun McNiff

Perhaps surprise is one of the gifts of making art, of working our way to something which feels beyond ourselves and what we could have initially imagined.

If this is the case, then art could be a kind of research or experiment. A way to discover things about ourselves and the world we weren't expecting. There can be excitement in the sense that something new is being made.



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