# HOW CAN <u>COLLABORATIVE PROJECTS</u> WITH A <u>NONHIERARCHICAL STRUCTURE</u> AFFECT THE <u>ENGAGEMENT</u> OF THE PARTICIPANTS

FASCINATION:
FOR PARTICIPATORY PROJECTS

DYNAMIC BETWEEN PARTICIPANTS
IMPORTANT ELEMENTS
WHAT ARE THE RULES USED
MOTIVATION AND AIM BEHIND THE PROJECTS

#### AIM:

- 1. CREATE A COLLABORATIVE PROJECT WITH MINIMAL CONTROL BY MYSELF ON THE OUTCOME.
- 2. SETUP A FRAMEWORK AND RULES FOR ARTISTIC CREATION.
- 4. THE RULES AND TRIGGERS HAVE TO BE CLEAR AND UNDERSTANDABLE.

### FAIL OR SUCCEED:

THE <u>INPUT FROM PARTICIPANTS</u> IS ACCENTIAL FOR THE <u>PROCESS</u>, <u>OUTCOME AND SUCCESS</u> OF MY PROJECT.

THE SETUP FRAMEWORK AND RULES CONTAIN THE PLAYGROUND IN WHICH THE PARTICPANTS CAN PLAY AND MOVE AROUND.

IT CAN BE THAT THE FRAMEWORK TRIGGERS AND STIMULATES PEOPLE TO TAKE PART IN THE PROJECT.

THE COLLABORATION IS VISIBLE BY THE BEHAVIOUR OF THE PARTICIANTS AND THE OUTCOME.

FANZINE // CONSUMPTION



PRODUCTION // WORKSHOP



### CLOSED LOOP:

FROM PRODUCTION TO CONSUMPTION

#### EXPERIENCE:

FROM CREATION TILL FINAL PRODUCT

#### DIFFERENT ROUNDS DURING THE WORKSHOP

- 1. PARTICIPATION // MAKING DRAWINGS
- 2. TRADING // EXCHANGE DRAWINGS WITH OTHERS
- 3. <u>EDITING</u> // MODIFY DRAWINGS OF OTHERS
- 4. EDITORIAL // SELECTION FOR PUBLICATION
- 5. PUBLISH //PRINT THE FINAL RESULT
- 6. CONSUME // CHOOSE TO TRADE/DESTROY/KEEP

### PARAMETERS:

TIME, PRINT, DRAWING, SELECTION, TRADING, QUANTIY, SCALE

#### TOPICS:

SMALL PRESS, SURVEILLANCE, COLLABORATION, CO-OWNERSHIP

### CONTEXTUALISATION

### PETER SAVILLE // DESIGNER RECORDLABEL FACTORY RECORDS



## ALLEN KAPROW // ARTIST HAPPENINGS & ACTIVITIES



### ANNET DEKKER // ONLINE PARTICIPATION

### Aaaan.net

aaaan.net is an initiative of Annet Dekker and Annette Wolfsberger.

aaaan.net stimulates, initiates and (co)produces work and research at the fringes of art, popular culture and technology, aan focuses on innovative and explorative artistic work that is prompted by social and cultural urgency, aan is not an institute nor does it have its own space, it is a flexible organisation that consists of human hardware: Annet Dekker and Annette Wolfsberger. For all its projects aan connects to existing organisations and complements holes in the existing cultural grid.

If you want to get in touch or would like more information, please send us an email or visit our **PROJECTS**.

### **About**

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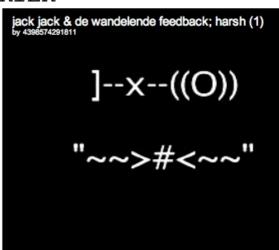
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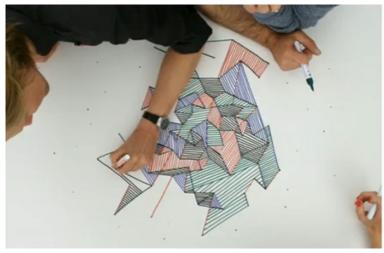
- Arnofini, Bristol (UK) Fun with Software
- MU, Eindhoven (NL) Funware

### MARC ELBURG // ARTIST FANZINES, HONDEKOEKJESFABRIEK





### CONDITIONAL DESIGN COLLECTIVE OF FOUR ARTISTS





### REFERENCES:

CLAIRE BISCHOP, PIET VAN ZANDVLIET, GORDON MATTA CLARK

PARTICIPANTS FROM THE EDIBLE FANZINE WORKSHOP:

DENNIS DE BEL, ERIK OVERMEIRE, NINA POTRITOS, AMY WU, SUSANNA INGLADA, MAGDA MARGARINT