

TEXT FROM JONAS BENTZER ESSAY.

FROM ISLAND 1-9

## 1-Island

To move the view, use your mouse. Have a look around.

To move forward press w,

To move backwards press s,

To step to either side press a, and press s.

To jump press space.

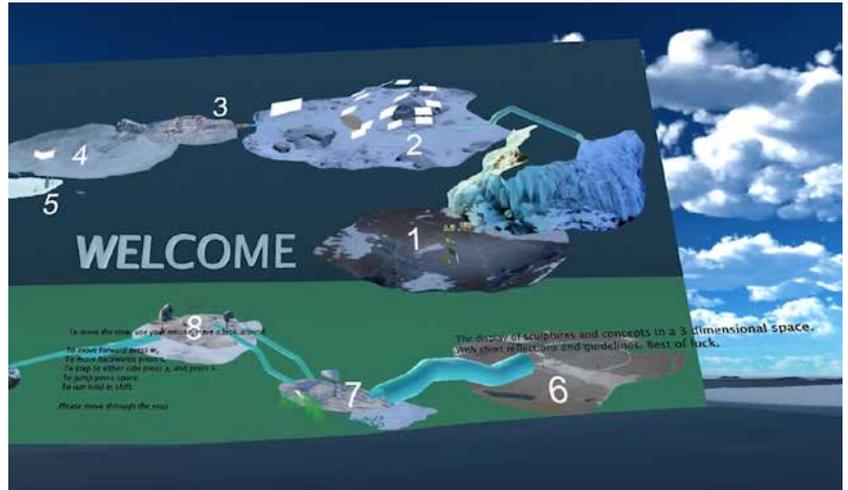
To run hold in shift.

Please move through the map

The display of sculptures and concepts in a 3 dimensional space.

With short reflections and guidelines.

Best of luck.

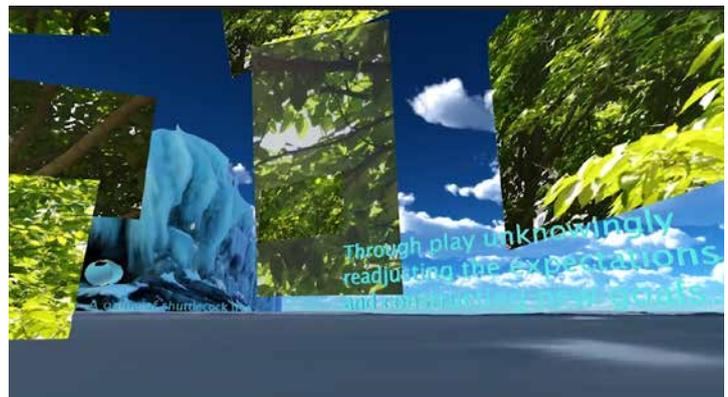


Playing a game with specific rules, transformed through play into another game with a new set of conditions.



Through play unknowingly readjusting the expectations and constructing new goals.

A game of shuttlecock tree



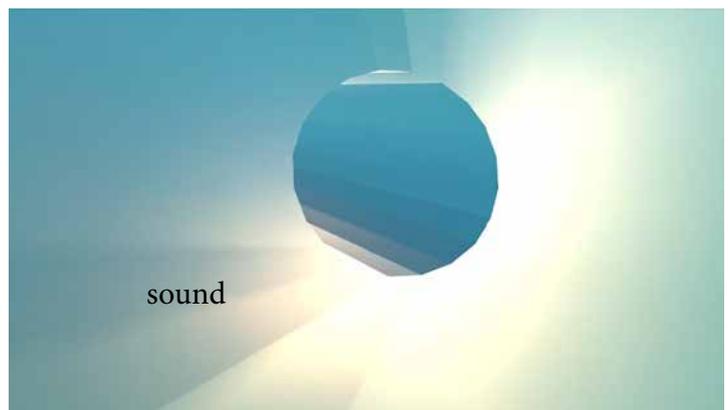
To move between different places, different environments, trying to pick something from inside, from the place or between oneself and the place.

To be curious while not being naive. To be naive but not sentimental,

to be critical but not to condemn oneself.

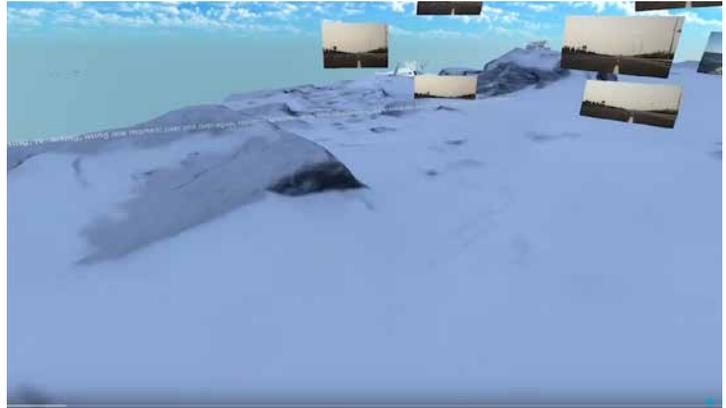
Finding tension without letting it get too constructed.

Contrasting it to create it



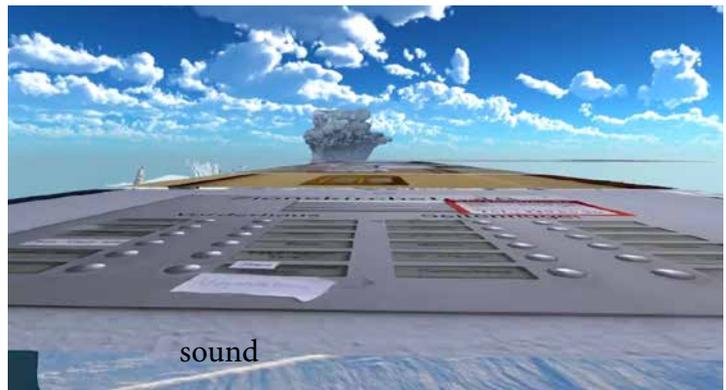
## 2-Island

Repeating, re-acting, using one moment over and over again, reusing one movement, to force something to occur, to search after that onetime that differs, that change. Like on that one screen.



## 3-Island

Finding my own surname in Germany.  
It was my grandmother's uncles who took the name  
when they were in there and worked on  
building windmills,  
if this is true, I'm not sure.  
Collecting the names available on entrance doors intercom.  
It was a search for a name and perhaps  
above all a collection of a lot of other names  
and everything else that can be found  
on the intercoms in Germany.  
\*And then a lot of names are read  
out loud...



## 4-Island

Anytime now, anytime

To hear the shift of pace in another body.

Respectively receptive.

To penetrate the ears with the cold plastic nobes.

To enable the sound from your bones, bowls, lungs to slip out in the surroundings.

I hear what you don't

I see what you don't

Cough,  
Cough please

Stop,  
stop it

I can hear your body

You were tiered you said

Did you know it?  
Suspected

Anything, anytime.

I am glad that you came.

You could never know yourself aswell as I know you.



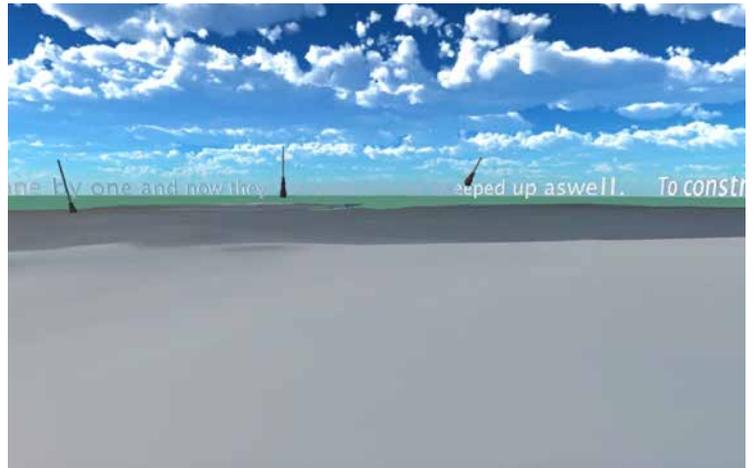
Pattern of movement. Following every footstep. Steps made with great precision.

Removing the shuttlecock. Working alone, working together. Playing together. Bringing new bodies to the movement.



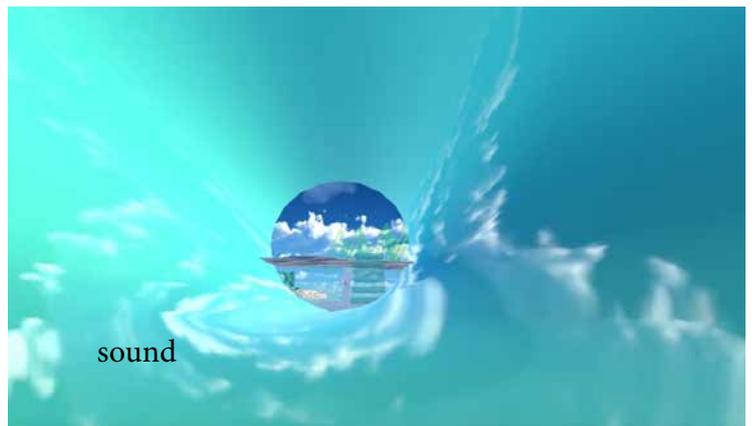
## 6-Island

To construct a broom from the branches of the trees growing close to the square. To sweep the square and the small branches in the broom breaks one by one and now they are needed to be swept up aswell.



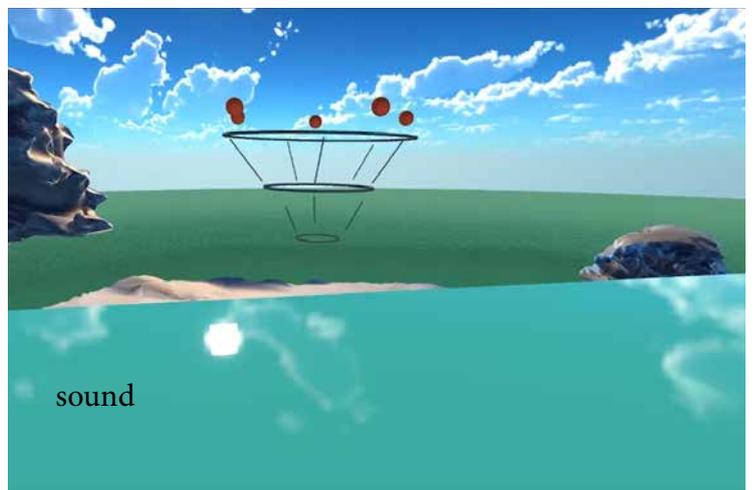
## 7-Island

Bringing down from the mountain side a small birch tree in a backpack, perfectly adapted for its survival in the harsh environment at the edge of the tree line. The small trees stands together, close to the ground seeking cover in each other. Dragging one tree up with its roots, making a gap in the treeline. Giving the Mountain birch a warm, sheltered new home, without wind, cold and with plenty of water, stripped of its surrounding



## 8-Island

the high and low tide, rise and fall of sealevel. Object and creatyres that exists in this limbo. The place that disappers only to reoccur yet again. To bed adapted not to land not to water but the gap inbetween. A balnce act on a thin tread.



The researchers gave one of seven ravens a toy and the result was as they hoped for: all the ravens became playful. The other six had no toy, but began to play in other ways. According to the researchers, this is a sign that it was not the behavior itself that spread among the ravens, something that happens among animals, for example concerning yawning, but this was something else, simply an contagious playful mood.



We are not alone, the idea of playing have been seen among other species as well. Ravens spend more time playing then learning to fly. To play is definitely profoundly rooted in being human. Homo ludens



Through play, a way of existing, taking part in collective games with social constructed agreements. We are filling the anticipated social role of ourself. The abstract thinking from our childhoods games is transferd into our grown up social rules, norms and schema. One can never quit playing, merely choose which game to partake in.



Replay