



THE UNIVERSITY *of* EDINBURGH

Edinburgh Research Explorer

Shift/Work Speculations

Citation for published version:

Mulholland, N, Brown, D & Watts, J, Shift/Work Speculations: Kochi-Muziris Biennale (Performance), 2017, Performance, Kochi-Muziris Biennale, Kochi, India.

Link:

[Link to publication record in Edinburgh Research Explorer](#)

Document Version:

Version created as part of publication process; publisher's layout; not normally made publicly available

Publisher Rights Statement:

Speculations

CC BY-NC-SA 4.0 March 2017 Shift/Work (Neil Mulholland, Dan Brown, Jake Watts) Attribution-NonCommercial-ShareAlike 4.0 International www.shift-work.org.uk

General rights

Copyright for the publications made accessible via the Edinburgh Research Explorer is retained by the author(s) and / or other copyright owners and it is a condition of accessing these publications that users recognise and abide by the legal requirements associated with these rights.

Take down policy

The University of Edinburgh has made every reasonable effort to ensure that Edinburgh Research Explorer content complies with UK legislation. If you believe that the public display of this file breaches copyright please contact openaccess@ed.ac.uk providing details, and we will remove access to the work immediately and investigate your claim.



The Board's Game

The Board's Game enables ShiftWorkers to sculpt and create a shared ontology for speculative probes by reverse engineering their perceptions of 'board games'. ShiftWorkers individually speculate on possible board game mechanics through sculpting a game piece. As an artefactual outcome of speculative practice, the game piece is an example of practice-based research, a thing that demonstrates, embodies and delimits the maker's p-space. By immediately requiring makers to abandon the constraints of their objects legitimising game-world in order to collectively narrate a mechanics that encompasses all of their pieces ('Board' as collective noun), The Board's Game asks participants to practise through the 'thing-power' of their objects to produce a form of speculative creative work.

1. Guided Meditation on Board Game (imagining your own board game) (10mins)
2. Cover yourself or hide from the others in your group. Model a playing piece for your game (15mins)
3. Convene with your group. Each player narrates their piece in relation to the mechanics of their speculative board game. (15mins)
4. Form a 'board of game designers', and formulate game rules that incorporate all the pieces made by your group in speculative play. (20mins)
5. Play-test the game; make adjustments. (15mins)



ShareAlike

ShiftWork Speculations is licensed CC BY-NC-SA 4.0 2016 ShiftWork (Neil Mulholland, Dan Brown, Jake Watts) Attribution-NonCommercial-ShareAlike 4.0 International You may remix, tweak, and build upon this score non-commercially, as long as you credit you and license your new creations under the identical terms.

ShiftWork will add any documentation of Speculations performances they receive to the ShiftWork website as a CC BY-NC-SA 4.0 licensed OER.

shift-work.org.uk



Speculations

Speculations

CC BY-NC-SA 4.0 March 2017 ShiftWork (Neil

Mulholland, Dan Brown, Jake Watts)

Attribution-NonCommercial-ShareAlike 4.0

International



Genesis

Shift/Work identified Speculation as a key trope of artistic learning recurring in previous Shift/Workshops. Speculation materialised as a unifying ethics (or cognitive bias) in artistic practice commonly summarised as working 'without a script' or 'not knowing'. Drawing explicit attention to an implicit ethics within artistic research, and exposing it to the scrutiny and practices of non-artistic learners, raises awareness of its operations and limitations. This, in turn, enables Shift/Workers to repurpose, invent and practice metacognitive forms of speculation that have operational significance for artistic research.

Shift/Work: Speculations was composed by a group of Shift/Workers at Edinburgh Sculpture Workshop in March 2017 working in three groups led by Neil Mulholland, Dan Brown, Jake Watts. The workshop was supported by Edinburgh College of Art's RKE Fund and The British Council. The composition phase constitutes a workshop in its own right. The three scores it produced may be run separately or in sequence.

shift-work.org.uk

Materials (Composition Phase):

Shift/Workers: 12+ participants

Speculations Playing Cards x12

Speculations Probes x12

Stationary: Post-it notes, Paper, Pens

[Break] where a comfort break is listed, it must be taken at a pre-determined time.

This score

Induction (5mins)

Shift/Workers should arrive unprepared. They convene in a common space and are briefed on the genesis of the workshop. They are then split into three groups. The space is divided simply (by a wall, screen, curtain or by placing tape on the floor) to form three distinctive P-spaces. It is important not to allow the group to introduce each other in order to avoid pre-empting their expectations of one another.

Composition (>1.5hrs)

Each group works with 4 of the 12 Speculations Cards and 4 probes (speculative objects).

The probes and objects are related, but this is not apparent from how they are arranged.

The group should discuss the verbs on the cards in relation to the probes.

The group should make visible notes on their conversations.

[Break] lunch 1hr

Playtest (>2hrs)

The group will test out their workshop. Adjustments are made to the workshop composition and play mechanics informed by the playtest observations.

Prep (>30mins)

The group will test prepare their workshop to ensure it runs smoothly. They source and provide materials and write a score to be performed by the other two groups.

FIN



A Ladybird Second Speculations Book

1. On the wall there is an image of an object accompanied by a 'speculative' verb.

2. Use a post-it note to write a question of the object that encourages the form of speculation suggested by the word. Repeat. Write questions as quickly as possible. (5 mins)

3. Stick your questions on the wall next to the image. Take it in turns to read your questions. The other members in the group should answer. (5-10 mins)

4. Based on the answers they solicited, individually, quickly eliminate the 'least speculative' questions. Stop when there are only two questions remaining. (2 mins)

5. When you have exhausted your questions, repeat the process with the next image/verb. (Stop after 50mins)

6. Using the template provided, the group will rewrite the preface and change the book title (10mins)

7. Another unique edition of A Ladybird Second Speculations Book is ready for publication on shift-work.org.uk

Make Gold

Make Gold encourages speculation about how to achieve the impossible and make a recipe for doing so. Combining alchemy and licensing, the exercise encourages a group to collectively speculate on and negotiate what the act of making gold could entail (both abstractly and/or literally).

1. Guided Meditation on Gold (10mins)
2. Select Ingredients; Create a recipe using the template provided (20mins)
3. Cook your recipe. Does it work? Make adjustments (play-test) (10mins)
4. Swap with another group. Cook their recipe. Does it work? Make adjustments (10mins)
5. All groups feedback on their cooking experiences (10mins)

Abduction

Lateral
Thinking

Probe

Hyperstition

Imaginary
Solutions

Extended
Cognition

Gaming

Playing

Forecasting

Divination

Licensing

Fabulation

Fictioning

Weird-ing

