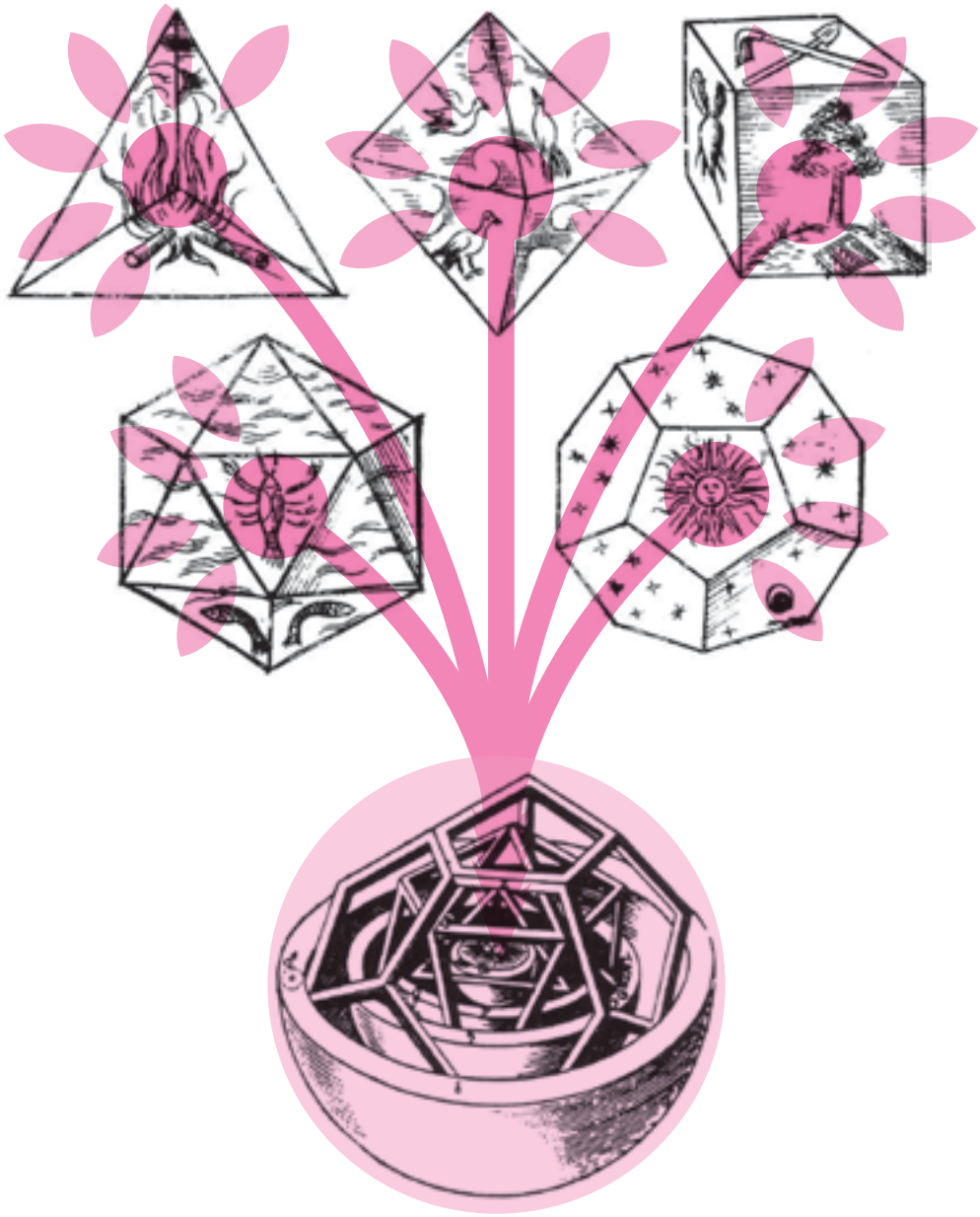
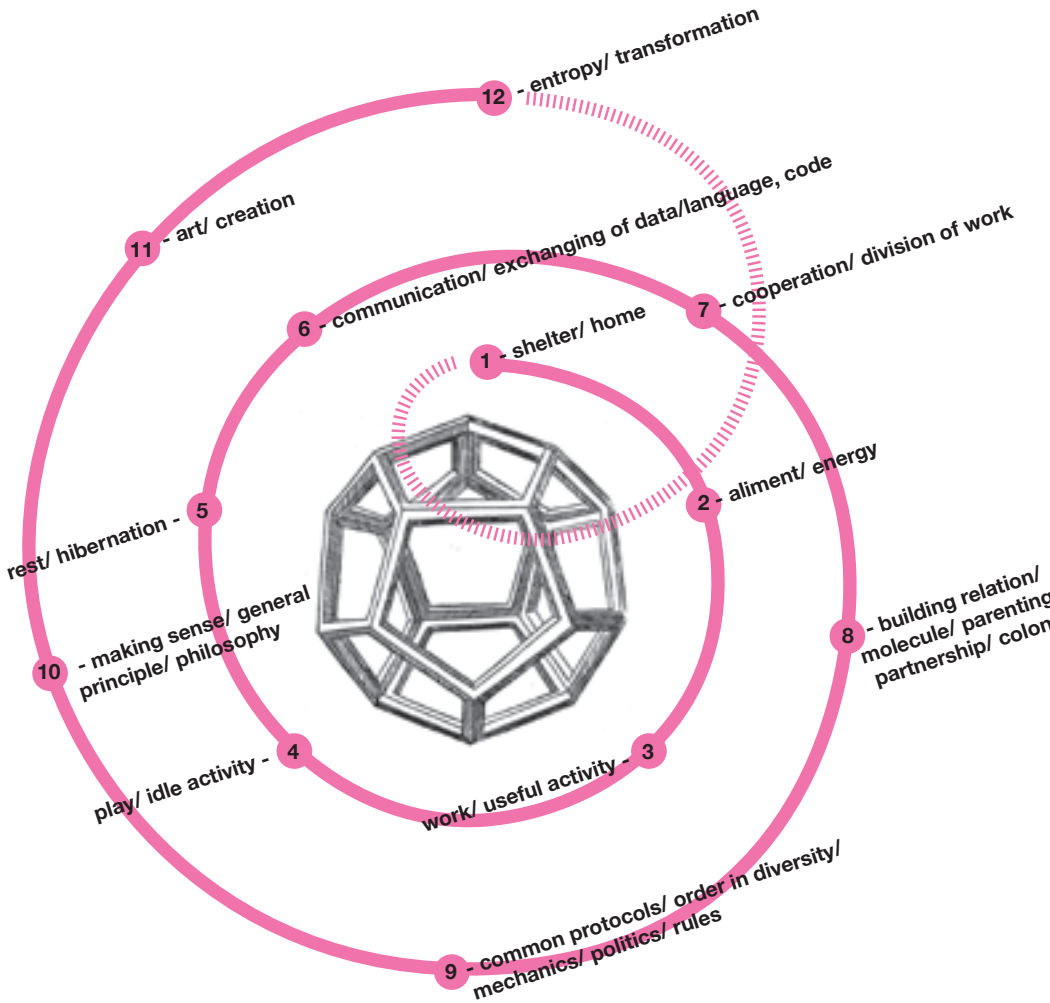
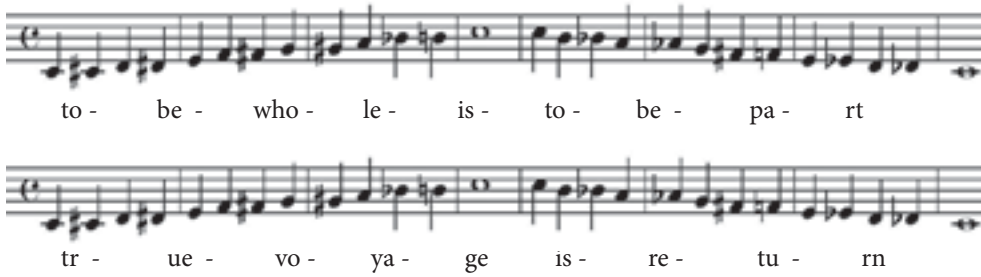
From Simplicity to Complexity



All in One





(Laia Aseio Odo, 698-769)

ARBEITSARENA:
—work what for?
—work what on?
—work what is it?

I - Work is for ALL (whatsoever - Matter, Realm, Object) - or for it's PART(icle)S (whatsoever - Atoms, Cells, Bricks, Beings)?

II - What happens to the ALL (eg. Matter) if the PART(icle)S become more or less active than what's needed for the continual existence of it?

***What matters in the Matter?**

VI - What distinguishes human work (read functional activity) from the one of animals, or cells and atoms, e.g.?

V - What work/ activity is indispensable and which is not and how we can distinguish one from another?

VI - Does art comprise indispensable work - is it a side effect or a key component?

VIII - Do all of the particles have to put the same amount of work/ energy for the matter to stay in recognisable shape ?

VIII - Do particles specialise in different kind of activities/ work?

IX - Are there more and less worthy particles - how they are compensated?

X - Is compensation of particles essential for the endurance of the matter?

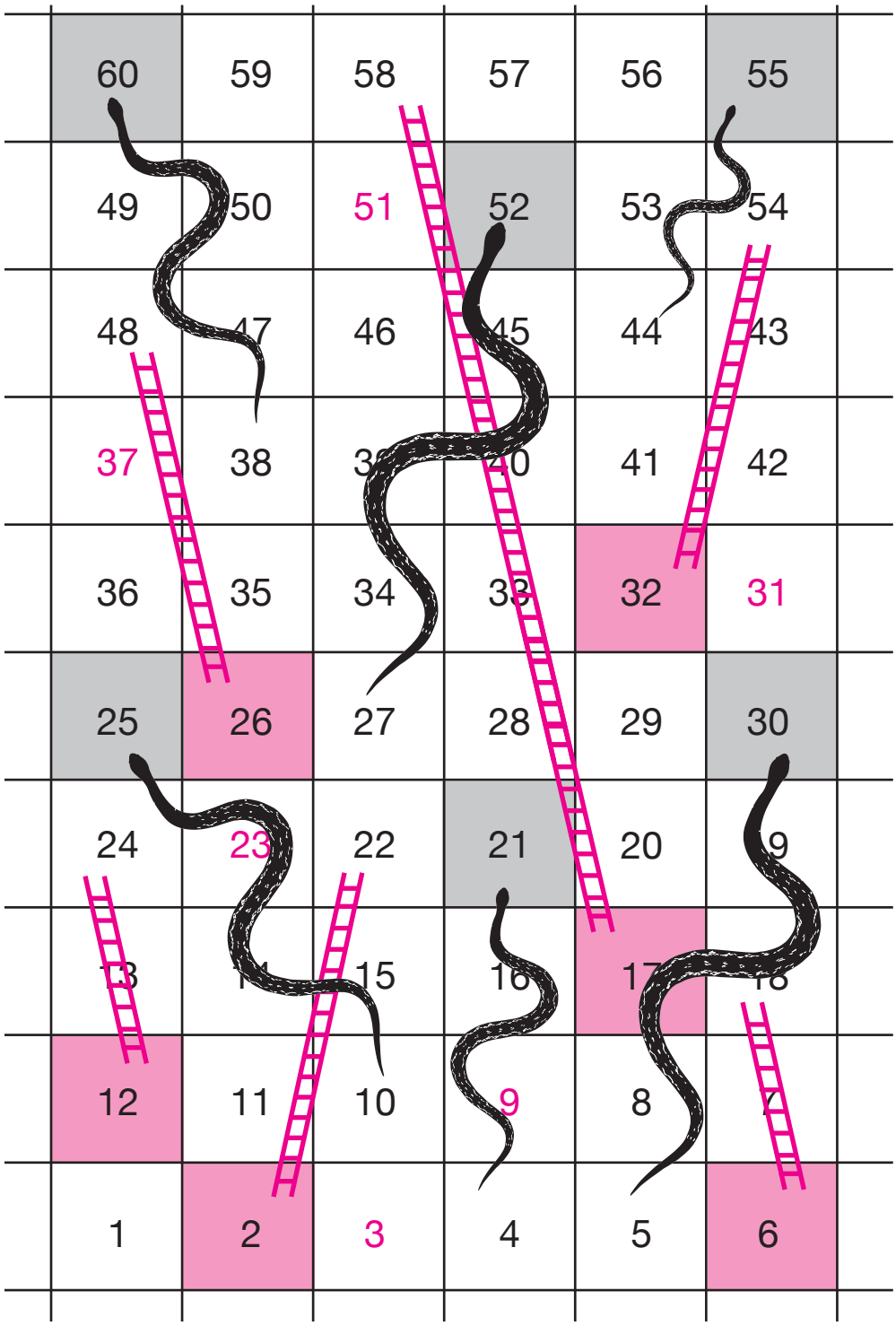
XI - What happens to the matter if there is 'inequality' among particles (more and less active, more and less 'worth')?

XII - If it changes the state, is it still the same Matter? What makes it different from the one in previous state? If all of the particles remain the same ...

XIII - _____
_____?

XVI - _____
_____?

(continue on your own pace)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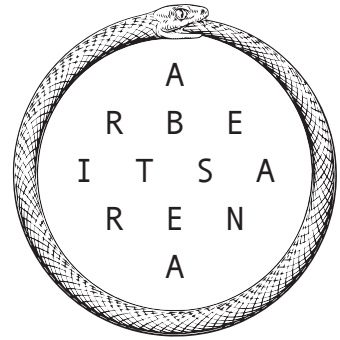

Choose a specific area of the city, municipality, neighborhood, such as parks, squares and bars, and find at least one person with whom you can play this game. Although at least two persons are needed for playing this game, more will be merrier. So, be prepared to let new participants jump in at any moment of the course of the game.

Use the board from the workbook, a simple cubic dice with six sides (you can also use two for speeding up), for the pawns use any small object which you can find on the spot (small pebble, seed, piece of wood or similar).

Roll the dice and move with the pawn through the table according to the obtained number, or a sum of numbers obtained from two dices. When you reach the field with a colored number look up the instructions scheme in order to initiate inquiry or a discussion with other player(s). Reaching the bottom of the ladders advances your pawn to the ladder top, while reaching the snake's head forces you to descend to the field where its tail falls.

Ladder fields:
2 - A cash machine stole your credit card!
6 - You quit environmental studies just before the last exam.
12 - You had to leave the housing as you cant afford to pay rent any more and now you are living in a cardboard box at Mariannenplatz.
17 - You have started to fix your teeth for free at the dentist in Rondo.
26 - You celebrate your birthday at minipogon's Arbeitsarena at Marienplatz.
32 - You entirely rely on black market (if you understand what it means ;))

Snake fields:
21 - You joined the choir of Unemployed.
25 - You started to go to Caritas for lunch as they are now serving dessert (plum knodel).
30 - You pay your second car credit through ebanking.
52 - You start every day with your favorite cafe latte at the Rondo bar.
55 - After cafe latte you go to Rondo fitness to stay fit.
60 - You preach to others how to behave.

Inquiry tasks:
3 - Ask an indiscreet question to one of the players (salary, secret vanities, etc).
9 - Inquire another player to determine his/her place in the chain of exploitation.
23 - Inquire a fellow player what they would like to get rid of in their daily life.
31- Quote a political slogan or claim you would agree with, and say it out loud 5 times.
37 - Describe your relationship with waste and discuss it with other players.
51 - Inquire a co-player how would be possible to de-archive themselves.