

8.0 Games for Artists and Artists' Communities

COURSE FACULTY **Paribartana Mohanty**

Artist



Education:

2006 Master in History of Art, National Museum Institute, New Delhi, India.

2004 Bachelor In Fine Art, (Printing Making) Dhauli College of Art and Craft, Odisha, India

Experience:

Currently at Onassis International Residency program in Athens, designing games for artists. He participated in the SOMA Summer Program 2018 focusing on the question of 'Sustainability' in Mexico City, supported by the Sharjah Art Foundation (2018) and attended an intensive studio residency program at the Skowhegan School of Painting and Sculpture, New York supported by Inlaks Shivdasani Foundation (2016).

Paribartana worked as one of the curators for Kochi Students' Biennale, as part of Kochi Muziris Biennale 2016. He was a recipient of Visiting Artist Fellowship at South Asia Institute, Harvard University, Boston (2016), Tokyo Wonder Site International Creator Residency (2014), FICA Emerging Artist Award (2011), and City as Studio 1, Sarai-CSDS Media Lab Associate Fellowship for Contemporary Art and Media Practices (2010). Paribartana did his 2nd solo exhibition Trees are Stranger Than Aliens in the Movies in the September 2018 at the Vadehra Art Gallery, New Delhi. He has presented his performance-lecture at the School of Arts and Aesthetics (JNU), Sharjah, March Meeting 2018, InC gathering of artists, Dhalao and Sarai Reader CSDS, New Delhi, Kochi Muziris Biennale symposia On the Future of Art Education in India, Taj SKE residency 2015 in Bangalore among many others. He has exhibited in many group exhibitions, film festivals, seminars and symposiums.

Keywords

Cannibalism, Artworld, Labour, Exploitation, Resistance, Game, Anthropophagy, Discrimination

Overview

This is a physical or mental "game" design workshop, based on the stories of anthropophagy or cannibalism in the Art Field. 'Eating its own kind' embodies a dynamic tension between self-destruction and regeneration in the Art. In recognizing auto-cannibalism as an analogy to address the broader question of labour exploitation, how often categorically young artists and art school students are subjected to various forms and degrees of exploitation, no-less grounded upon gender, caste or class discrimination in the society. If there are structures or forms in it? The workshop addresses question of "how to become an actor in the force field of pre-existing power relationship?"

Course Code: **OE2008** | Seats: **10**

CAMPUS: Gandhinagar

Objective

The workshop aspires to collect stories of labour, exploitation and resistance in Indian Art, decode them, find structure, and design layout and games based on those situations. These games will teach us how to survive in the art world.

Methodology

Stories will be shared for selection as case study to study forms, intensity, structural hierarchies, repetition, drama & decoding the situations to adopt it as layout for game. Group and individual games: sketches and writing instructions, Play experiment and Improvisation & the Final game.

Deliverables

Design of Games for Artists and Artists' Community, which can be played physically or read as independent literature.