

Exhibition Animation: Learning with Live Art

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Abstract

In September 2015, I became involved in the educational programming of an exhibition devoted to the subversive work of artist Anna Banana at the Art Gallery of Greater Victoria (AGGV). I approached the opportunity as a hybrid: as both an artist and a teacher. The project became an artistic engagement in educational programming which sought to mindfully challenge the behavioral norms and authority of art institutions. This led to my essay on performance art pedagogy titled Learning With Bananas which was published in the book: The Art of A. Banana Unpeeled. This video presentation will explain this method of exhibition animation through video examples from several AGGV exhibitions. Exhibition animation implies an exhibition in the state of being brought to life. Through the animator's engagement, demeanour, costume and activities, the spirit of an exhibition is embodied and performed. By inventing specific character personas, an animator integrates their person, along with the audience, into an exhibition's mythology. This amounts to an act of reinterpretation through which an artist's work or statement is put into a participatory, spontaneous dialogue with the audience. The exhibition is personified and becomes something you yourself can become and engage with.

Every animation experience is a performance piece — born out of the creative interplay between artist, curator and animator. In these moments the gallery exhibition is transformed into a radical pedagogical space. Yet, the animator does not teach anything per se, rather, they conjure educational opportunities through the frame of live art, through bringing art to life.

Keywords

Social-practice art, Live art pedagogy, Art-intervention, Social-change.