

EXHIBITION » FRIDAY 29 APRIL - SATURDAY 14 MAY

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PROJECT ROOMS 1, 2 & 3 RMIT DESIGN HUB

Design & Play probes the interdisciplinary and poetic role of play within the everyday through the eyes of designers and artists. Through a diverse range of research projects, installations and artist works, this exhibition explores play as a creative, social, cultural and political act and mode of practice.

Design Hub's main gallery (Project Room 1) will house a full-scale, experiential fulldome entitled DomeLab – a world-leading research project developed collaboratively by 15 investigators and 11 organisations worldwide, including RMIT. DomeLab is the first mobile, ultra-high resolution dome-based video projection environment in Australia. Shown in Victoria for the first time, its unique and low-cost display system integrates technical innovation, computing power and graphics capability with aesthetic innovation in content delivery. DomeLab will feature video, animation games and virtual art experiences including works by Jonathan Duckworth, James Hullick, Ross Eldridge, BOLT Ensemble, John Power, Adam Nash, Stefan Greuter, James Manning, Christopher Barker, Matthew Riley, Tamara S. Clarke, Finger Candy (Jack Sinclair and Jadd Zayed), Sarah Kenderdine, Paul Bourke and others. In Project Room 1, visitors can experience the virtual art experience *Out of Space*, which will make use of the most recent virtual reality gaming technology.

Within Project Rooms 2 and 3, exhibition visitors are invited to respond to ideas of play via a series of interventions including works by renowned international artist Erwin Wurm teases us to partake in a series of interactive art exercises. Fleur Summers marries ping-pong games with library desks while Ronnie Van Hout blurs the boundaries between toys and the art 'artefact'.

Collaborators Arlo Mountford and Nick Selenitsch utilise movement sensors to track and comment on the audience's motions while TextaQueen is 'mindful' well ahead of the current colouring phenomena. Additional works by Emily Floyd, Kate Rohde, Laresa Kosloff, Rohit Khot, Chad Toprak, Amani Naseem, Paul Wood and Michael Georgetti further expand upon and experiment with ideas of practice-based play.

Project Rooms 2 & 3 curated by Larissa Hjorth and Lisa Byrne.

Associated Programs:

Public Lecture: Play in the Age of Computing Machinery »
Associate Professor Miguel Sicart, ITU, Copenhagen
Thursday 28 April, 4.30pm - 5.30pm
Lecture Theatre, Level 3, RMIT Design Hub

DomeLab Masterclass »

Monday 2 May, 10am – 5pm
Lecture Theatre, Level 3, RMIT Design Hub
DomeLab is presented as part of Melbourne Knowledge Week 2 – 8 May, 2016.

Acknowledgements:

Thank you: School of Media & Communication, RMIT University.

Exhibition credits:

Design Hub Curator: Fleur Watson
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Exhibition Technician: Erik North
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