

The 'Practice Gallery' Architectural Brief

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Timeline – All construction must be completed by 25/10/2013

Budget – £4500

Experience – Visitors will encounter a pop-up display of several units that display practice-based research. The units encourage attendants to interact with the research through the cases, perhaps through moveable parts and open-able areas. In an exhibition comprising all units it would be possible to show approximately 20-25 pieces of work in a variety of scale and media, allowing for a solo show or any number of configuration of group shows, such as ten artist/scholars with at least two pieces.

Purpose – Artistic research produces a wide variety of outputs such as documents of performances, poetry and novels, compositions and recorded music, films and the many sketches and objects that go into developing those practices. Currently there is no dedicated space on the Royal Holloway campus, or in London, for the display of such material. As a result, there is little exposure of this kind of research. The purpose of the Practice Gallery is to remedy this lack of exposure by exhibiting artifacts arising from artistic research in an interesting, sympathetic manner. Fulfilling the combined functions of an art gallery and an academic journal with the interactivity of a science museum, the Practice Gallery will allow for the wider dissemination of artistic research within the public and academic community at Royal Holloway and London.

Requirements –

The Practice Gallery must be able to exhibit a wide variety of artifacts within a contained space. To fulfill this requirement, the Practice Gallery is envisioned as a contained, mobile structure comprising 3-5 units that can be erected in a number

of spatial configurations; housed inside a number of different spatial environments across the campus.

Each modular unit may be unique, but altogether the units must be have the capacity to display the following:

- printed and handwritten texts,
- photographs and visual art, such as posters
- small-scale installations and dioramas,
- objects and props
- at least one high-definition screen with dvd player
- at least one pair of high-quality headphones with music player.
- At least one tablet or small laptop with WiFi Capacity
- A platform for placing a digital projector.

The units will encourage a playful interaction with the materials through, for example, pull-out sections and drawers, secret and hidden areas, open and close-able spaces, etc.

Constraints – Each unit will need to be stand-alone, and possibly able to combine with other units to make up a larger structure. There may be a mix of vertical, horizontal and diagonal structures; however, the units should have an identity as a group. They may be modular. Each must be able to be carried by two people, and taken on public transportation. (So, for example, the unit could be packed into a smaller structure, or folded into a case, for ease of transport and carry.)

Durability, security, ease of get-in and get-out are priorities.

Key words/References/Ideas – Tactile, experiential, physical, nomads, portable, adaptable, curiosity cabinets, card catalogues, photo booth, prop table, Mark Dion, Basia Irland, Krystof Wodiczko, Steve McQueen, Alloy Orchestra.