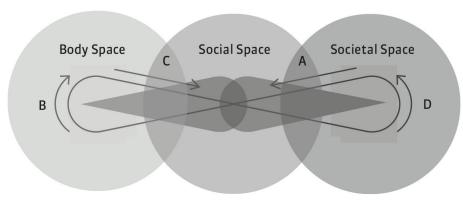
Method:

Active Space is a highly structured, "super site specific" method that combines elements from participatory performance, pervasive games and psychogeography. The overall goal is to work in socially produced spaces - neighbourhoods, street corners, villages etc. - to foster and nurture societal transformations.

Transformation is here understood as "changing the way to change" that challenges forms such as the written and spoken language. By creating a rhythm that moves between the verbal and non verbal of socially produced spaces we can create a signifying process that empower language and action for possible societal transformations.

Active Space can structure and drive processes that vary in setting, form and scale:

Exchange of knowledge: For traditional settings such as conferences or texts that involve a performative or experiential use of Active Space - try the gameplay to the right. **Learning strategies:** From intensive 5 day game based workshops to semester length courses. **Urban Development:** Processes that stretch over longer time but also shorter public meetings.



Active Space has two main components: Spaces and movements. The movements drive a rhythm between a sensory body space and operational societal space

Spaces: Body Space: Non verbal, sensory and intuitive

Social Space: Language, social interaction

Societal Space: Technological, legal, economic, scientific

Movements: The movements drive the rhythm between exploring spaces of possibilities in body space over developing a common vocabulary and agenda in social space and turn this into operational actions in societal space

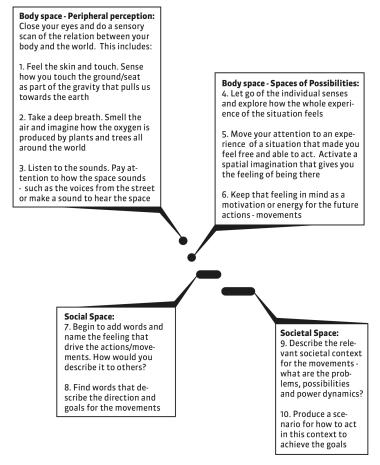
- A. Gameplay: Set of actions that unfold in time and space exit the inertia of societal space
- B. Exploring: Involving all senses to explore what is there and how does it feel
- C. Agenda: Developing a common vocabulary and collaboration on an agenda.
- D. Action: How to achieve the agenda involving the societal conditions for actions

Theoretically the point of departure is the notion of "abstract space" as it is explored by Henri Lefebvre and others. This space of domination is also embodied, non verbal and affective by neutralising the feeling of being able to act in public - and socially produced - spaces. It dominates across race, gender and class as embodied in the urban such as segregation.

The claim is however, that the same space of the urban, with an embodiment of the social, has overlooked possibilities and power for societal transformation. This transformative power is closely linked to a body presence and a **peripheral perception**. This includes all our senses and an experience with a high level of complexity.

This is where **spaces of possibilities** can be discovered with a sensation of radical openness that can spark the motivation and inspiration to act. This motivation is at first non verbal but still part of a socially produced space. Combining the motivation or energy with the openness that still relates to the social is empowering the rhythm of Active Space and can unleash societal transformation.

Assignment:



Gameplay for an Active Space Performance: Spaces of Possibilities - Feeling free and able to take action. A gameplay - movement A in Active Space - is a gantt style diagram that uses representations - texts and images - as instructions to go beyond language and representations and break the inertia of the Societal Space. The space that is both rational and operational but also prone to being reductive and repetitive.