

16 sounds of paper

a workshop by Daniel Djamo (RO), visual artist

Dienstag 18. Juli 2017, 15 - 17 Uhr

Seminarraum

Künstlerhaus Dortmund

Sunderweg 1

44147 Dortmund



The notebook (installation), Daniel Djamo, 2015, KKW (Leipzig)

You are kindly invited to take part in a workshop that shall test the creativity and imagination of the young generation, while also anticipating future results of EU's current political situation.

During the workshop we shall put into discussion the rise in the far right movements throughout Europe and construct individually short stories, in a brainstorming fashion. It will not be boring! It's going to be interactive, atomic and interesting, with free food and drinks included! Don't miss it! It's the opportunity of a lifetime!

The result of our meeting will become an installation, that shall be an imaginary archive of a future year, anticipating the results of struggles and tensions that we are confronted with right now within the European space, while also understanding and reflecting on conflicts / war and their consequences. It focuses on the routes followed by North Westphalians after the start of a military conflict, in the fictional year 2028.

Large description

“16 sounds of paper” is an installation that intends to create an imaginary archive of a future year, anticipating the results of struggles and tensions that we are confronted with right now within the European space, while also understanding and reflecting on conflicts / war and their consequences. It focuses on the routes followed by North Westphalians after the start of a military conflict, in the fictional year 2028.

The work is developed alongside a research related to a fictional age. It is the spring of the year 2028. Along with a fall of the European market, illegal immigration affected more and more territories of Western countries. The Netherlands recently launched project “Dome”, in which it developed protection-domes over all of the cities and towns of the country. Each city has developed a bar-code system, in which in every citizen is implanted a microchip and has a especially-designated bar-code, which assures his safety and full-knowledge over his position within the country. You can approach cities only upon microchip and bar-code approval. Once you have entered a new space, your particular code determines your position.

After the fall of the European Union (2024), Germany saw a period of financial difficulty. Soon after, it sold its gold resources to The Serbian Union and all of its oil to Belarus. From an economic point of view the country fell into a coma. The situation developed into local protests, which later led to a military conflict. Nonetheless, a group of Germans from North Westphalia are about to embark on a journey that might change their lives; reaching Rotterdam, where they found jobs on the black market. This is where our story takes place.

The constructed fiction of the year 2028 puts under the magnifying glass the stories of people during and in the aftermath of a conflict. Imaginary testimonies of students that never saw war and conflict, blended the past and the present in order to reflect a potential dystopia.

Part 1

You will have to construct a reason why the European Union fell in 2024. I would want you to imagine a reason for conflict in the proximity of Dortmund and a cause for igniting it. In the end this will cause the fracture of the EU in 2024. It can be whoever, wherever in the area of North Westphalia. It can be a full science-fiction reason, or a more realistic reason.

My project is a fiction and is focused on creating an imaginary archive of a future year, anticipating the results of struggles and tensions that we are confronted with right now within our societies, while also understanding and reflecting the past conflicts.

The constructed fiction of the year 2028 shall put under the magnifying glass the stories of people caught in a struggling situation. I would want to

collaborate in this project with the young generation. They are going to be the writing force of the project, since in the following years (year 2028), they will be part of the driving force of Germany's economy. My project shall result as an archeological-archival installation, where stories shall be blended with materiality.

Part 2

Basically: I will ask you to create a character from scratch - whatever the nationality, age or religion. I will give you the time to craft a script in which you will create a character and its struggle in the area of Dortmund during the conflict and a reason for leaving the area for Rotterdam during this struggle situation. You will be telling a story, alongside others. You will have to imagine your character's condition, his job occupation, his interests, the family ties and the reasons to leave the country. Maybe conflict / war, maybe financial crisis.

Then, you shall craft a story of the years 2024 and 2028, as testimony of the past. What happened in 2024 that lead to the fall of the EU and what happened to your character's life after the moment of crisis. What drove him towards Rotterdam? You can talk about the character either in first person (as your own past experience) or as in third person, as you were witness or simply heard about another person's story. You shall chose. Thus, in the moment of sharing your testimony, you are possibly in the year 2030, 2040, 2060 or 2070. It can be far away from the year 2028 or just recent events (things that just happened). Still, you will not talk about the story as you are in 2017. You have to craft a testimony of the past.

I will kindly ask you to write it on one A4 paper in your own native language (whatever it might be) and make (if possible) a brief description of what you wrote about on other papers.