

# **OPEN ENSEMBLE**

An open performance for audience | 2015

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### **Technical Requirements:**

- Radio
- Headphone splitter
- 1–21 chairs or sitting spaces, with a corresponding number of headphones (depending on the venue and available resources)

### **Collection Process:**

1. The day before the performance, take a walk through the city to collect objects. Mark the location of each object on a map, as these locations will determine where chairs are placed during the installation.
2. Connect the radio to the multi-headphone splitter.
3. Set the radio to play white noise, periodically changing the channel every few hours to introduce new sounds.
4. The installation is open for public participation in the following ways:
  - Chairs with headphones and objects: Participants sit, play with the object, and listen through the headphones.
  - Chairs with objects but without headphones: Participants can interact solely with the object.
  - Chairs without objects or headphones: Participants engage only through listening to the surrounding environment.

### **Installation Instructions:**

- The number of chairs (1–21) depends on the space and available resources.
- If the chairs are movable, they should be angled to face the locations where their corresponding objects were collected. If the chairs are fixed, imagine their relation to the object's location.
- Headphones should be placed randomly on some chairs, while others are left without.
- Objects should be placed on chairs based on where they were found, leaving some chairs empty to allow for open listening experiences.

## **Program note**

What happens when a performer interacts with an instrument or object without hearing it? How do the body and mind respond in such a situation? And what new sounds can be imagined when the performer moves away from the familiar medium and explores sound through body movement? *The Open Ensemble* is a work created for headphones, offering a space where listening and performing blend together. In this space, the audience becomes both the performer and the listener, interpreting and reshaping imagined sounds through their body gestures.

The experience is dynamic, as the shapes, forms, and spaces shift based on the listener-performer's interaction with environment. Each performance becomes a unique expression of these individual responses.

## **Comment**

Place one or more chairs in an open space, room. Then, place various objects on the chairs with a copy of the performance instruction below. The audience can come and play on the objects free in anytime during the event. Moreover, Audience can come with their objects, and even musicians can play on their instrument as well. The duration depends on of the type of the event, however not less than one hour.

**Choose one of the following options:**

**1.**

**Listen** to the headphone **AND**

**Play** an instrument or an object without to hear yourself.

**Try** to interpret the body movement of anyone you see in the room.

**2.**

**Listen** to the headphone **BUT** try to ignore it! **AND**

**Play** an instrument, object or use your voice **TO** react to the space in the room

**Try** to interpret the body movement of anyone you see in the room.

**3.**

**Listen** to the headphone,

**Don't play!**