

## PDC 2002 ART/WORK EXPO

The Participatory Design Conference 2002 Art/Work strand (theme: Participation and Design) includes an expo exhibiting artwork created as part of a research process. Each exhibit is accompanied by a 3-page paper, addressing the questions:

- To what extent can Art be participatory?
- Where is the border between Art and Design?

Practice-based research in art and design has grown increasingly with the development of digital tools and media. Can it create artistic work whose aesthetics and originality place it in the same league as pieces produced primarily to demonstrate creative talent, qualifications and skill (as in graduation or design doctorate show material), or work intended purely for exhibition or cultural production? Should it aim to do so?

As well as interrogating the place of Art/Design in practice-based research, the Art/Work strand is designed to provoke fruitful discussion of cross-discipline endeavour and research funding structures in the art/design environment.

Exhibits range from tangible interface-based interactive products through augmented space and distributed 'conversational' narrative installations - factual, architectural and fictional - to digital hypermovie, children's interactive play, and constructible avatars. Some of the exhibits represent participatory artwork as such, while others demonstrate the participation of art and artists in a research and design process of which the exhibit is an outcome but not necessarily the final goal. Some exhibits participatory activity to tradition in the context of the evolving practice of the 21<sup>st</sup> century, stretching the borders of the term 'participation' to include and highlight personal interactions with or through art and design, individual development, and active or collaborative 'performance' including artefacts.

The Art/Work Expo is designed to run in the exhibition space for the duration of the conference, and in addition each exhibitor will give a short paper to the conference participants on their work. The exhibits will also serve as the focus for a round-table discussion: *Spatiality and Conversation as Models for Design/Art*, around art as process, collaborative authorship, and interactivity.