

## The Ludic Museum (Liverpool, 31 Jan–1 Feb 14)

Tate Liverpool, Auditorium, Albert Dock, Liverpool Waterfront, L3 4BB, Jan 31–Feb 1, 2014

Antony Hudek

This international two-day conference takes Palle Nielsen's 'The Model – A Model for a Qualitative Society' as a starting point. In October 1968 'The Model' transformed the Moderna Museet, Stockholm, into an adventure playground attracting over 20,000 children. Nielsen's 'The Model' remains one of the most ambitious attempts at transforming the museum into a total ludic environment, where the children could set their own rules of engagement with each other and the institution. Precisely because it would be difficult to replicate in any major museum today, Nielsen's project prompts us to take seriously the challenges that play poses to the physical and theoretical premises of the contemporary museum.

### PROGRAMME

Friday 31 January 2014

09.30 Registration: tea and coffee

10.00

Introductions

10.30–12.30

Artists' visions of play

Susan Laxton: Giacometti's Playground

Michael Asbury: Hélio Oiticica: from Tropicália to Crelazer

Hilary Floe: Discover the Rainbow in Yourself? Three Instances of Play and Pandemonium

12.30–13.30 Lunch

13.30–14.30

Keynote I

Pascal Gielen: Playing the Camp

14.30–14.40 Mini-break

14.40–16.40

Exhibitions as sites of the ludic

David Hopkins: 'Mr Duchamp told us we could play here': Surrealist exhibitions and issue of work and play

Ben Cranfield: All Play and No Work: museums, exhibitions and transitional objects at the early ICA

Helena Mattsson: The Political Body: Corporeal experiences as curatorial practices at Moderna Museet 1966–1977

16.40–17.00 Tea break

17.00–18.30

Film

'Freedom Requires Free People' 2012, 30 min: Introduced by the filmmaker Ane Hjort Guttu

Saturday 1 February 2014

09.30 Registration: tea and coffee

10.00–11.00

Keynote II

Lars Bang Larsen: Something Must Watch over Thinking: Play, Art and the Modern

11.00–11.10 Mini-break

11.10–13.00

Architectures of playful spaces

Barnaby Dicker: The Poïpoïdrome: A Centre of Permanent Creation

Maria Prieto: The play-function of exhibition design practices

Christine Stenzer, Mark Wright, Soenke Zehle: Algorithmic Architectures: Of Playful Passages and Procedural Literacies

13.00–13.45 Lunch

13.45–15.45

Mediations between discipline and freedom

Bill Harpe, Wendy Harpe, Neil Johnson: Game-based Exhibitions by the Black-E: a Slide Show

Hinrich Sachs: Play Commodified

The 4Play Group (Howard Hollands, Claire Pajaczkowska, Victoria de Rijke and Rebecca Sinker): DisPlay: Ludic illusions & disillusions

15.45–16.15 Concluding remarks

Further information

<http://www.tate.org.uk/whats-on/tate-liverpool/conference/ludic-museum>

Reference:

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