

adult recess

Adult Recess challenges an artistic community to reimagine a new life for our societies' discarded items. Throughout this piece you'll explore collective agency while discovering new definitions for individual freedom. This piece asks you to use this time to be creative and have fun but don't forget the collective goal.

setup

For one week (or another relatively short period of time the collector(s) must find stuff that people are giving away. The collector must find as much stuff as possible that they can get for free. All items collected must have the wish to live again.

People are colored, Red, Vermillion, Grapefruit, etc. You are playing the part of this color not yourself. If you are red, your goal should be to propose ideas that fits the character of red. After you have chosen your color, you will be given a name tag with your color. People will go in order of their color through the spectrum of light (the fastest waveform starts first). The performance's length is collectively decided by a majority vote before the piece begins.

This example includes 12 people: Red, Vermillion, Grapefruit, Orange, Marigold, Neon-yellow, Lime, Viridian, Cerulean, Navy, Lavender, & Violet. The characters' turns will follow in that order. Red proposes that the piece should be 15 mins and Cerulean wants the piece to be 100 breaths. The group votes and 15 mins gets 7 votes and 100 breath gets 5.

performance

Each individual has about 1-2 sentences to propose a project. You can't not speak during the performance unless you are proposing an idea. Through a show of hands, that individual must get at least three people (including themselves) to participate in their idea. Every idea starts at least as a trio but must also be open to as many individuals as possible. You can join any idea that is actively performing.

If an idea becomes less than a trio, it doesn't have to stop, but at any time any ONE person can ask for that idea to end. If an idea becomes at least three then that idea can't stop anymore. If an idea becomes less than a trio, it doesn't have to stop, but at any time any ONE person can ask for that idea to end.

Red starts off by looking at the pile of objects and finds a stack of foam. Red suggests a group rubs the foam on the floor; Lime agrees. Because there are only two people, the idea doesn't happen. Vermillion looks at the pile and finds a baby carriage; asks if people want to walk the baby carriage together and talk about parenting. Neon-Yellow and Lavender think this idea is good. Because there are at least three people the idea starts.

possible proposals

This project supports proposals that expand reality, explore non-reality, and express surrealism; your goal should be to propose ideas for the broader collective. Proposals that explore Russell's paradox (sets that logically contradict themselves), and null sets (sets that have nothing in them), fight this idea of collective action. They aren't invalid, they just fight against the spirit of the performance.

Subsets, which build off an idea, are available and count towards the overall larger set, but also must be at least a trio. Also individuals may skip their turn, but it's not recommended.

Lavender tries to propose "a performance existing with all the people not performing." All people that would perform in this performance would immediately contradict the rules of their performance. This is an example of Russell's paradox and is a massive wet blanket to the piece. Everyone simultaneously can and can't perform this piece but nothing fundamentally changes the piece.

Lavender then thinks of "a performance existing with no one and no objects."

This is an example of a null set and only proves that **Lavender** is a jackass.

grievances

In this performance you are a part of a living collective, it often won't be up to you on how it evolves. However, if something disrupts your vision of the project, you can go to the center and grab a grievance (represented by a "Hello my name is:" tag). You can only grab a grievance when someone proposes an idea (including sub-sets), or stops an idea. A grievance shows that you disagree with the direction of the performance and should be displayed proudly. A grievance indicates that you disapprove of the idea, it strongly suggests that you don't participate in that idea. If not doing an idea requires you to lose connection, then you may continue your protest but in a way that allows you to still take part in the performance.

Grapefruit proposes using the foam by throwing it up in the air. **Lime**, **Violet**, and **Cerulean** really want to do this piece so this piece starts. **Red** is now upset because now there is no foam for them, so they grab a grievance. **Orange** decides that they'd like to take some of the foam crumble it into pieces. **Neon Yellow**, **Violet**, and **Marigold** agree. **Navy** thinks the baby carriage and the foam throwing is a little much and ask the ideas to stop. Note that the baby carriage discontinues as there are now only two people involved, but the foam throwing continues because there are at least three members. **Navy** and **Red** take a grievance, because they don't like the way the project is going. **Lavender** really liked the baby carriage idea and also takes a grievance.

If you feel like your intentions have been righted, you may remove your grievance.

You may always, at your will, resolve your grievance.

Marigold really likes the sound of crushing up foam so they skip their turn. **Neon yellow** proposes a subset, crushing up the foam and throwing it in the baby carriage. **Orange**, **Lavender**, and **Violet** agree so this trio starts. Note that **Marigold** continues to crush up the foam, even though they are the only one crushing up foam and NOT placing it in the carriage. **Marigold** is in a quintet of artists crushing up foam, not a solo. Also note that **Lavender** is allowed to join even though they weren't originally part of the set of artists crushing up foam. **Lavender** feels like their grievance was resolved and removes their grievance.

solo

If you have three grievances you may trade them in to create a solo. If at any time someone doesn't approve of your solo, you must stop. You may pick up to one grievance for stopping. You can not pick up a grievance for people joining you as the intent of the solo is to redirect the group towards your idea. People may pick up a grievance for a solo starting as well.

Red is LIVID and takes another grievance. Red decides they need to take things into their own hands and trades their three grievances to start a solo. Because there is no more foam left, Red takes a brick they find in the pile and rub it against the baby carriage. Lime and Marigold really like this idea and decide to join in. Navy thinks this idea is distracting but can't cancel this idea because it now has three people. Viridian knows that Navy is going to cancel Grapefruit's idea of throwing the foam up into the air so they join Grapefruit's idea. Navy can't take a grievance for people joining Red's or Grapefruit's idea but can take a grievance from Red starting their idea. As Lime is proposing a new idea, Navy who now has three grievances decides to trade them all in to start singing the Queen of the Night aria from the magic flute. Until Navy's idea, has three members, this idea can be canceled by anyone. Lime, however, proposes walking the baby carriage and the performance continues.

factions

At any point when 3 or more people pick up a grievance they can produce a faction. Factions don't win the same way that the whole group wins; they only can win if they produce their own successful performance and the larger group fails. Winning through a faction is considered a lesser win than the group winning. Only one faction can win. If multiple factions are at play, they either have to be reabsorbed or fight it out for the most attention. It is up to the first person who wants to start the faction to come up with the symbol. All other members of that faction must copy the first symbol on their tag.

It is Navy's turn to propose an idea and Vermillion and Red agree to reenact the scene from the magic flute where Tamino faints and three fairies swoon over him. Orange, Viridian, Marigold, Grapefruit, and Neon Yellow all have problems with Navy, as soon as Navy starts singing they all grab a grievance. There looks like there is a faction that is emerging so Orange draws an A over their name tag and looks to the others. Viridian, Marigold, Grapefruit, and Neon Yellow agree and follow Orange's lead. Vermillion, Red, Lavender, Lime, Violet, Cerulean, and Navy now have to choose whether or not to try and create a separate faction or try to dissolve the "A" faction.

If your grievance is resolved then you are out of the faction. A faction with less than 3 people dissolves.

It is Violet's turn and they decide to propose an idea where they are singing to the foam crumbs. Red and Grapefruit agree and start this idea. Orange, who now sees an opportunity to end Navy's Magic flute scene, ends the idea now that Red left. Orange, Viridian, and Marigold feels like their vengeance is accomplished and removes their grievance. Even though Grapefruit, and Neon Yellow want to still be a part of the faction, the faction is dissolved. They still keep their grievance until they feel like their grievance is resolved.

the end

The group now has to decide if the performance was a success. If there are any outstanding grievances, then the group has **very** likely lost. If there are any factions that have emerged then the factions can have a minor successful performance but the performance as a whole, fails.

Every member with an outstanding grievance, takes about 2 sentences to explain their stifled idea to the group. Factions only have to have one member make this explanation. If they can't give a reason, their grievance is nullified. Before the next performance the group must also delineate, compose, and disregard their own ruleset to help achieve a successful performance. If the group was successful they can use this time to propose a variation on the previous performance.

The 15 minutes mark hits and all performers sit back down. Grapefruit and Neon Yellow have outstanding grievances. Grapefruit really didn't have a path they wanted to take and nullified their grievance. Neon Yellow then asked the group if we really had to constantly rehash the magic flute. Navy says yes and the grievance is upheld. The goal is to build a community, these grievances are what weaken the community. Keep this in mind when evaluating whether the group performance is successful. The group then collectively decides that this was a failed performance because of the outstanding grievance. On the next performance, the group has to reevaluate parameters to help resolve these grievances. Perhaps more/less time? Perhaps some collectively agreed upon rules? Like no references, or only references. Perhaps every idea has to connect with the previous, or perhaps every idea has to be completely isolated. They might purpose a variation if they were successful, like each individual has to use their color as the limits of their timbral palette. Or proposing that ideas must only exist inside/outside of a sound world.