

Fakulta výtvarných umění Vysokého učení technického v Brně
akademický rok 2017/2018

Vysokoškolská kvalifikační práce - magistři (diplomová práce)
posudek oponenta

Jméno a příjmení studenta, vč. titulů: Bc. Nina Mikušková

Název práce: Community of everyday

Slovní hodnocení:

The creation of a game and app is impressive and the game looks to work well. There is a nice synergy between practice and theory here. The game clearly relies on a sense of empathy and the analogue version has an aesthetic that works hard to establish an empathic context, reinforcing feelings of familiarity, warmth and the retro comfort of the card or table game. The digital version pushes people beyond their digital borders and compels them to pay greater attention to the world around them, the dynamic of the relationships they are generating in their contact with others. Theoretically the game's structure and operation threads a route through the various aims and objectives stated by Nicholas Bourriaud, Nato Thompson and Tania Bruguera. Here the artist asserts her own belief in the potential of art to subtly, at least, transform the lives and behavior of those using her game.

The structure of the dissertation is very clear and logical, clearly well thought out. At times it's short where more could be said to clarify or complicate the stance of some of the theorists mentioned. If their ideas are presented too briefly they are hard to defend and less convincing when challenged. However, overall the dissertation creates a solid context for the artwork presented and raises valid and relevant issues around the work without closing down the interpretation for a user of the game.

The candidate has correctly identified relational art and socially engaged practice as the proper field of enquiry for the art work she is pursuing. Her references are apt and useful to the reader while the game remains the central point of the presentation and stand up well both as a game technically and as an art work.

Otázky k rozpravě:

There are three questions I would ask in relation to the arguments of this thesis.

1 The first concerns the statement on Community which says:

Chantal Mouffe claims that communities are held together not by the substantive idea of a common good, but by the common bond of a public concern. Thus communities can exist without a definite shape or identity.

I would argue that Mouffe's rejection of the idea of community being held together by a common good implies that she believes the bond of a public concern is based on self-interest. She does not see a benign communal spirit where people selflessly help each other. Instead she proposes a community that recognizes a concern that each individual in the community wants to address and then recognizes that this can only be achieved if others help them and if they join in a mutual alliance of self-interest.

This notion of self-interest would seem to apply to the example given of the community of dog owners who remain distant from each other until an external threat triggers their recognition that their self-interest is best served by uniting more closely.

Do you think this notion of self-interest underpins the game you have created and how does it operate in it?

2

Describing the 'content' you state that:

The tasks take their departure from the everyday life of a middleclass European majority. My intention was that they do not support any sort of hatred or manipulation....

By means of the game, I deliberately raise important socio-political questions and try to provoke reflection on how public spaces are construed.

Could you amplify these statements and explore what would happen if the game were played by other sectors of society. If migrants or refugees, for instance, played the game and were provoked to reflect on how public space was construed could their reflections differ considerably from the middle class majority? Is the game provoking reflections in order to stimulate change and does it matter what direction that change might take?

Nato Thompson and Tania Bruguera's comments appear very sweeping and don't differentiate much between different kinds of art in different societies over long periods of history. Why do they believe our relationship to objects no longer has power? Why would this have ended now and is this 'new' art a form of social engineering?

Závěrečné hodnocení: The dissertation and the art work presented work very well together. The text provides a useful and pertinent context for the art work, placing the candidates practice in the wider context of socially engaged art and demonstrating that she is aware of the key issue and concerns in that field.

Návrh klasifikace: A

Posudek vypracoval(a): Dr. Francis McKee, Ph.D.

Datum: 7.5.2017

Podpis: Dr Francis McKee

A handwritten signature in black ink that reads "Francis McKee". The signature is written in a cursive, slightly slanted style.