Passage Tells: Brixton

17 April - 2 May 2015
Fridays and Saturdays 12pm - 6pm
Reliance Arcade
Brixton, London SW9 8JZ, United Kingdom
http://passagetellsproject.net

Passage Tells Project is a series of site-specific sound installation focusing on one passage in a city. The work is composed of recorded interviews and conversations with people living and working around the passage.

Passage Tells: Brixton will be presented on Fridays and Saturdays from 17 April to 2 May in Reliance Arcade, one of Brixton's markets that endures the original character of the area. The audience will be asked to wear headphones and engage with the physical environment through a storytelling experience, uncovering the life and stories of what seems to be an ordinary corner within London.

The artist have spent more than three months in this market and listened to their stories of their origins, their shops, recent changes in Brixton and their hope etc. The individual voices are composed to the eclectic soundscape, which may seems to be told by the passage. The audience will rediscover the existence of people living in an ordinary corner, realise their unique stories behind them.

Brixton is now on the process of gentrification, however Reliance Arcade still keeps the old character of this area unlike other two markets – Brixton Village and Market Row, because its narrow space is suitable only for local small business. During the process of the creation, the construction for the new hotel just began right next to Reliance Arcade and I sometimes recorded the market traders' voices with its loud noise. The hotel would affect their business although the market is protected as a grade II listed building. Some traders are worried that they would be priced out in the future, but some are welcoming the recent great changes in Brixton. We always have different thoughts, but all we need is to listen to their voices carefully, and understand the existence of their lives behind the circumstance.



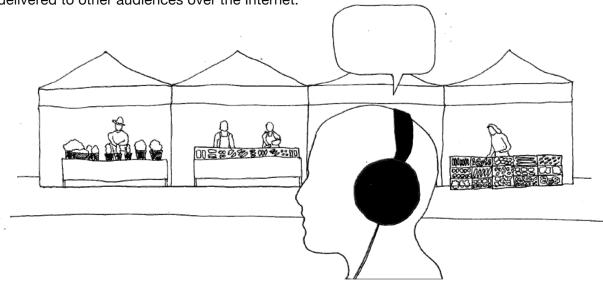


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Passage Tells Project is a series of site-specific storytelling experience along a passageway in a city, using the local people's actual voices recorded through interviews. Audiences will be able to listen to the voices over headphones by walking along the passage. The sounds they hear will be based on their positions, e.g. if standing by the factory, you hear workers talking and sounds of ore being smashed with a hammer. The passage itself appears to convey stories composed by polyphonic interpretation of peoples' changing lives, emotions and memories under economic, social and cultural changes.

The project uses iBeacons, which is a Bluetooth positioning system for mobile devices that recognises where the user is standing. This system allows people to listen to a soundscape based on a location. At first, we will lend the audience headphones to experience the event. Later, we will introduce an app version to be available for the rest of the public.

This project is unique as it sheds light on untold stories of a specific area, and the stories are illustrated along the passage that people actually use. The site-specific stories will then be delivered to other audiences over the Internet.



Artist / Director - Daisuke Nakazawa

Daisuke is a co-founder, co-director and performing artist of Pepin Structural Designs, performing arts company based in Yokohama, Japan and they have created several performance, workshop and installation since 1999. With his another work experience of communication design in advertising agency, he has been pursuing human physical interactions through the approach of performance in a Masters of Narrative Environments, Central Saint Martins College of Arts and Design.

http://pepin.jp

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