

Volition # X

Thursday, December 04, 2014 around 13.00 clock, Freiburg

We fix small metal plates under our soles with tape. In this way the actors produce a clearly audible noise during their walking: metal on cobblestone. The shoes of the actors can be deciphered as artificial tools, which „defuse“ the situation for the passersby. We are four actors, each actor gets a starting point near the Augustinian square (marked with a green X). We wear everyday clothes. Each actor starts at one of the starting points. Each of us chooses pedestrians, he/ she deems appropriate. This person must be walking/running in the direction to the Augustinian square. Every single actor follows one passerby. An actor immediately tries to take the step rate of this person, so he/ she will do the same steps at the same time like the passerby. After a while the whole body of the actor should adapt the movements of the pedestrian (pedestrian will hereinafter be called „P“; actor/actress is called „A“).

This has the consequence that P hears his own steps. This will cause some irritation to him. A reacts to P: if P remains standing, A stays also there. If P gets faster, A will also go faster. If P feels bugged and stops, A should pass by P. A should now walk a few meters and then stay. A waits here until P passes by again. Now A follows him one more time. The plot ends at one of the limiting points (green points).

The aim of the action is the coming together of the different actors. Every A accompanies a passerby. The coming together of all parts will usually happen close to the middle of the Augustinian place, the place where all the ways cross. The passersby, irritated by the action of A, who is beside them, see other passersby who are also confused. The situation will so temporarily be deconstructed for the recipients, but the plot ends not at this point. A accompanies P until one of the other marks. Here A stops. A repeats this action with another passerby. The performance lasts about one hour.