

An Invite to negotiate Naughtycons at Phoenix Brighton

The Naughtycon Invitation is an on going process of negotiation between studio members and the public*. Hence creating a new and exciting way to negotiate and interact between Phoenix Brighton artists and members of the art public in Brighton.

The Naughtycons on the Phoenix Brighton Building will form an evolving “skin” that is being negotiated among studio members and the public as to which Naughtycon - if any - will be placed on the scaffolding, where, when, and for how long.

Each Naughtycon is a square which can be attached onto the scaffolding and removed individually.

The arrangement of Naughtycons on the scaffolding will be negotiated via a website made just for that. It will allow people to place, move and remove Naughtycons. These evolving positions, treatments & thoughts of naughtycons will be reflected periodically upon the building when they'll be re-arranged.

The Naughtycon is partially inspired by some events at Phoenix Brighton following the placing of adverts & John Clive's artwork on the scaffolding. Therefore, the Naughtycons will allow each studio member to have a say in whether or not they get colour reflected in their studio, and which. Moreover, the Naughtycons provide a sort of continuation upon John Clive's work in the sense that if Clive's work was a segment of an evolving process between an artist and a computer, the Naughtycons are an evolving process between people that come into this activity from all sorts of directions. In a sense, continuing the evolving imagery, be it from a different direction, as the interface between the building, its users - ie studio members - and the public.

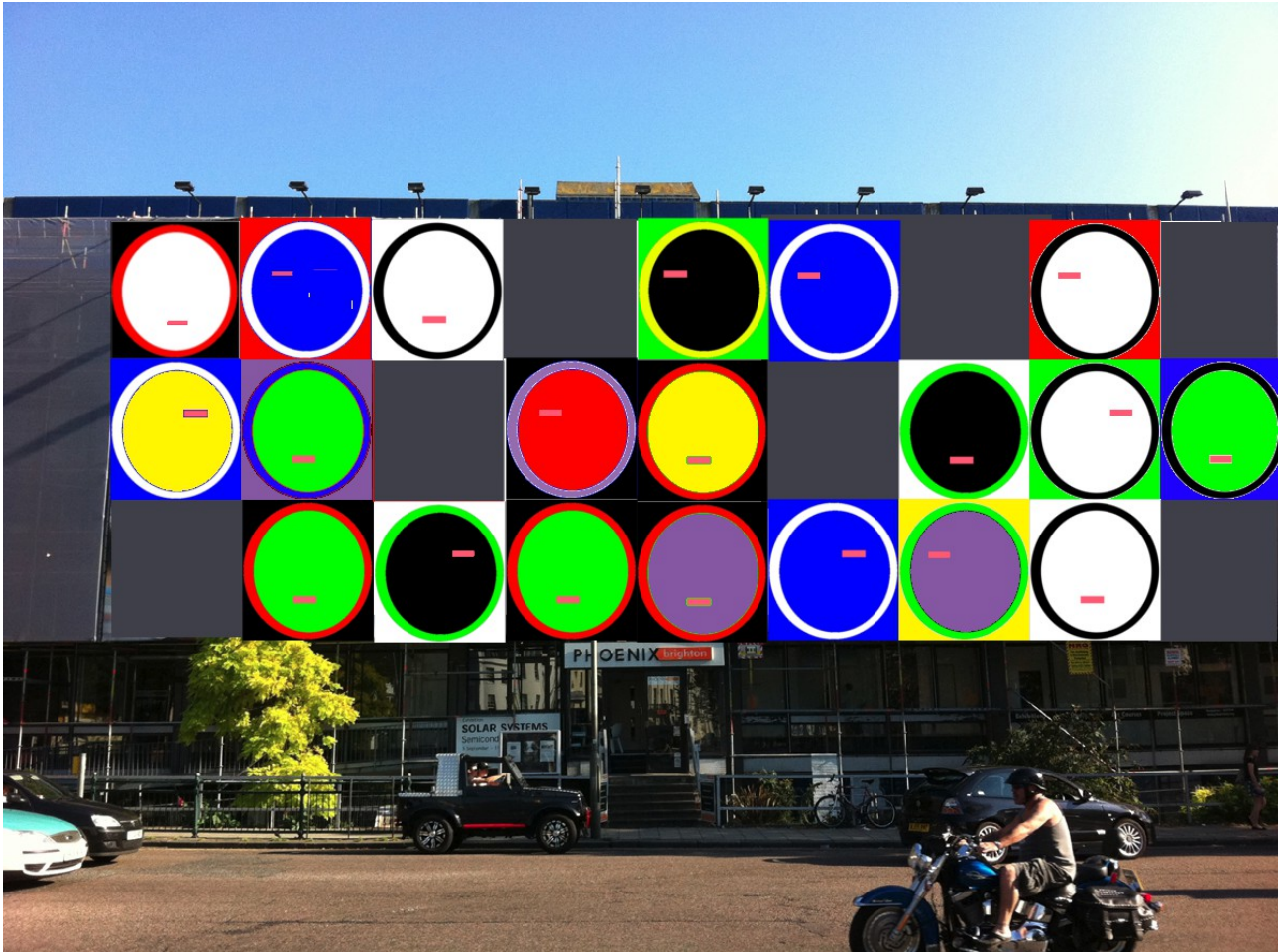
The Naughticon offers a continuous invite for negotiation using simple, playful, recognisable yet slightly quirky imagery that is based on the popular usage of emoticons. The process will offer a new way to access, and create meaningful interactions between Phoenix Brighton members & the public. This will occur visually on the building as well as online via a web site available at home as well as on mobile devices.

Aharon's current practice is focused on creating processes of negotiation which are based on aesthetics - the sensations - of negotiating. Each of these processes is an attempt to discover the new language of negotiative aesthetics.

To continue this process, please visit: <http://aharonic.net/blog/the-naughtycon-negotiation-phoenix-brighton-process-1/>

A possible Naughtycon instance.

(the greyed areas are where studio members negotiated no-naughtycon..)



* The negotiation at this part of the process is with me, however, in a sense, I am a member of the public in this point in time.

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Aharon Amir – aha@aharonic.net - 07860146216*