

Now we are in isolation, but perhaps not alone, we are inclined to rethink who we are, what we want, and why. We are already inside. Let's go further to discover our inner character. Isolation can be hibernation or metamorphosis, stasis or transformation.

We are going to design a room that reflects the discovery of our inner world in which no one is our critic, except ourselves. We put this room, maybe it's a cabin, in our dream surroundings (forest, garden, lake, ocean, town) and place the objects that symbolise our psychic transformation.

With our hands we are going to craft small, strange but deeply meaningful objects, that will be able to speak (for us). Inspired by the universal visual languages that we have in our collective consciousness, from our materials we will each forge symbols, objects that represent words and concepts. We want to look for what the 'things' that we live with say, and how they could be used to create meaningful conversations.

After that is accomplished, we will all play with the result in a game called 'The Mind Game - a home analyses Kit'. We will analyse each other's room, with all the analytical power we possess, Freudian, Jungian or with an entirely personal and completely new system of rules.

We will take a fresh look at ourselves and see ourselves through the eyes of others. We might learn something about our personality. We might be happy with the new perspectives on our character, or we might disagree or disregard them. We might feel we learn more about others and prefer to share our observations on their character. But of course we want to reveal something about our own nature that we hadn't noticed before.

In this game, there are no losers. It's a WIN-WIN situation.

THE ROOM: OUR STAGE

In psychoanalytic theory the room represents the mind, as it forms the structure in which our private selves roam.

Rooms reflect our own interiority. Rooms dramatize parts of our psyche. Each type of room prefigures different expressions of relationships, as well as different modalities of being oneself. Our living room is the essence of an image of ourselves which we want to project and to feel comfortable with - a zone of both fixed and free expression of our desire. The embrace of a soft sofa or a warm chair can be a place to gather our thoughts. Divided by aspirations and necessities, some rooms are mysterious and full of secrets, like attics and cellars. Some are familiar, some have a need for certainty and rest. Cosy or spacious, cluttered or empty, they reflect our personal views; fixed or open. We can become imprisoned by our craving for approval, but we can also allow it to become a place for improvisation, constant experiment.

STAGE ONE:

Set the stage for the mind game

1. On the material-list, there are 2 cardboard walls. You will need to con-struct these walls to make a room.

The room has two walls and a door. Whether you give it windows or wallpaper or artworks on the walls is up to you. You are setting the stage for your symbols. You can make the room as you want, you can decide the context you find fitting - windows can reveal weird worlds, or you can leave context out all together.

STAGE TWO:

2. You will create a set of around 6 symbolic objects that will eventually inhabit your room.

We recommend that you make as many of them as possible by hand. You can also choose existing things for your objects. These should be things from around your house that, once removed from there mundane contexts and placed on the 'stage' they must become filled with potential meaning, they must have what we call 'symbolic charisma'. Examples that have been used in the past are nails, balls, coins, dolls and (other) children toys.

STAGE THREE:

3. Now your task is to arrange those objects in relationships to each other.

You can use all or one of the objects that you have made, when you arrange the stage.

Give them symbolic tension. Put them into dynamic relationships. Attempt to make a meaningful set up. Think about how the symbolic meanings interact. How do the objects speak to each other, reflect each other and change their identities? Try not too overthink. You should be tapping into your subliminal self. Let your psyche create the composition. You should feel like you are playing. Remember the child that you once were, playing with toys to create a private world that mirrored you exterior world.