POST-EXPERIENTIAL: Speculative Collaborative Methodology and Its Implications on Contemporary Aesthetic Practices Part 2

Mitchell Kane
Part 2 begins the transitional phase from the Individual to Group ownership, from ontological self interest to shared aesthetic experience.
How Does Project #1 convert into Qualities?

How Do I Select Only Five or Six Qualities?

Which Qualities Are the Best Qualities?

Which Qualities Do I Eliminate?

Should I Be Honest About The Qualities I Choose?

Should I “Stack The Deck” and Make-Up Qualities?

What Group Will I Be In?

Will My Qualities Matter When Mixed with Other Qualities?

How Do Qualities Translate Into A Collaborative Methodology?

How Do We Test Our Qualities With So Many Other Qualities?

What Happens If My Qualities Get Lost or Disappear?
### Post-Experiential: Selected “Qualities of the Future” Per Each Group

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<tr>
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<td>SENSORY PERCEPTION</td>
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Over the next few weeks, several different iterations (including testing, conversation and editing) of the final subject occurred to make sure each participant felt that their qualities were represented in some percentage -- whether 5% or 80% -- in the final outcome.

One of the greatest challenges is making sure each participant has some degree of ownership in the final result.
Located globally these sensibility stations would be specific destinations where anyone could go to acclimate or replenish feelings they believe are lacking. These stations, though scattered around the globe, take form as an ethereal fog or cloud or light-field with intangible boundaries.

With the loss of an abundance of diversity and recognizing a strategic absence in the survival of the food chain Bee offers a stand-in, man-driven fleet of nano drones that would swarm, collect and return pollen to a centralized hive.

The most abstract and purposefully misdirected of the three propositions. Unrelenting and uncompromising in its acceptance of a position on the future, paranonia suggests a nervousness in the spatial-diemsional relationship between objects, ideas and space. In this model, a somewhat inert, colorful, encased textured object in stasis. Roving around the room in proximity is a humorously plotting clumsy monolithic form. Both are strategically involved and simultaneously unaware of each others presence.
Post-Experiential Five Map: Lost Sensibilities Renewal Stations
Post-Experiential Paranonia: Random Transit & Dimensional Encroachment
The participants were ages nineteen through thirty-two. They were students enrolled in an art and design college in a variety of areas from Fine art, Illustration, Media and Graphic Design. The nationalities represented in the class included American, Nicaraguan, Korean, Japanese and Serbian. In my observation, nationality played little to no role in the final outcome, whereas the overall generational interest -- in defining what a future may be -- was crucial, i.e., the difficulty of successfully naming a future, though regularly reintroduced, became a reoccurring impediment to inventiveness. The participants individually and in their respective groups kept returning to this future as a stumbling block.

Creativity is consciously aware of what it is and where it “must” fit in. Creativity is something onto itself and it has distinct boundaries. Creativity is not an imaginative act.

What are the limitations of collaborative model?

(+) Get different results
Unexpected confluences of opinions
Potentially invent less predictable forms
Technology just a tool - not prioritized or special - normalized

(-) Pervasive subjectivity
Impulse to revert back to personal stylistic concerns
Individual ownership of a shared project was lacking
Individual ownership within a group is debateable
Too early to tell if Post-Experiential can work - not there yet.

In the three groups all were idealistically searching for a tangible result/product which may be seen as something for the betterment of mankind.


The participants engaged and carried out the process described to them. They honestly invented within the boundaries. Often falling comfortably back into a prevailing populism mixed with both pragmatic and altruistic insights. The outcomes were highly relational, meaning that the idea/objects conceived were contingent on their use or in conjunction with the specific environment.

When asked if they would incorporate this project outcome into their personal portfolio only 12% said they would. 80% said they learned from the process and would use it as part of their creative/decision-making proces.
BIMESIAL

A Future › between now and 10,000 years forward
An ambiguous comprehension of spatal dimension
Often, a confluence of forms
Oddly situated
Appearing nonsensical
Behaves badly/unreasonable
Self governing
Without taste or smell
Humorous
Technological [yes/no/whatever]
Intentional
Sincere
Scalable
Experimental [untested]
Post - Experiential
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Image credit: Cueva de las Manos, Santa Cruz province, Argentina