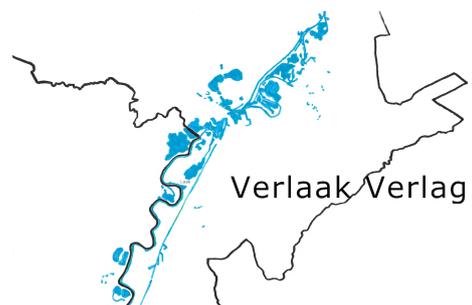


A recipe.

DO IT YOURSELF: Create a musical game

September 2017

Maya G. L. Verlaak



Condition

1. Withdraw yourself from the community you feel artistically affiliated with.
2. Move to the margin: Position yourself in **The Hexenhaus** (witch house)
3. Adopt the attitude of an outsider and cultivate an ability to critically engage with the world

Humans are contingent beings because their movements are directed along certain pathways by natural and cultural things in their surroundings. (...) humans are not completely contingent. There is in their surroundings one place without things. From the vantage point of this place a person may gain an overview of his surroundings. If this place did not exist, the previous lines could not have been written. This place that is free of things may be called the ironic. When we take an ironic stance, we are afforded a clearer view of our contingency [...] movement away from irony is a form of engagement. With this motion the person returns to his state of contingency to change it. The two movements taken together are called freedom.¹

The 'Hexenhaus' is akin to Flusser's *place that is free of things*. The Hexenhaus position is necessary in order to gain an overview of the context within you operate. The Hexenhaus necessitates learning new techniques but also allows humour. It allows to be playful and necessitates *verwondering*. A Dutch word for a sort of childish innocence, an urge for attentiveness, mystery, imagination, surprise, astonishment, discovery and research.

¹ Flusser, V. (2003). *The freedom of the migrant, Objections to nationalism*. Illinois: University of Illinois Press, p.21.

START

By performing the following instructions, you will be composing a musical game. The instructions are also a game, it is a puzzle for you to solve.

Step 1: Create a working space; name it your '**Hexenhaus**'.

Step 2: Lay out the given material:

- a) Musical
- b) Game
- c) Puzzle
- d) Performed and composed by you

Step 3: Attitude: Take a '**Hexe**' attitude: A critical hands-on composing attitude in which one takes nothing for granted. This attitude should make you not only deconstruct and reconstruct the given and found material, but should also make you continuously self-reflect on your critical process. This process will create a distance from **the subject** because you are standing near the fence so to speak (in your **Hexenhaus**), observing the situation from the periphery.

Step 4: Create a point of focus: What is **the subject**?

Step 5: Research, what can you find or what interests you about the given material and **subject**?

Game (adjective): willing to do things that are new, difficult, or that involve risks.

Game (verb): To use the rules of a system in order to get what you want, in a way that is slightly dishonest.²

Musical (adjective):

- 1) *Relating to music.*
- 2) *Set to or accompanied by music.*
- 3) *Fond of or skilled in music.*
- 4) *Having a pleasant sound; melodious or tuneful.³*

² <http://dictionary.cambridge.org/dictionary/english/game?q=Game>

³ <https://en.oxforddictionaries.com/definition/musical>

Step 11: Antonym for 'Hex': 'Reality'⁶

In alphabetical order, synonyms of '**Puzzle**' (baffle, confuse) are:⁷

- A** *Amaze*
- B** *Befuddle*
 Bemuse
 Bewilder
- C** *Complicate*
 Confound
- D** *Discontent*
 Distract
 Disturb
 Dumbfound
- F** *Flabbergast*
 Flummox
 Frustrate

Step 12: Repeat

Contextualise your work; question the creative process and its connection to the context. Go back to **step 1** and focus on inconsistencies in the earlier performed process. Abandon material if necessary.

Step 13: Create. Do not dismiss ideas that seem impossible, use your creativity to make them possible.

Synonyms of **accomplish** are:⁸

- A** *Achieve*
 Attain
- B** *Bring about*
- C** *Carry out*
 Conclude
- D** *Do*
- F** ***Finish***

Step 14: Structure – Arrange – Organise:

A-B-B-B-C-C-D-D-D-D-F-F-F
A----A-----B----C----C----D----Finish

Step 15: Repeat

Go back to **step 1** and focus on inconsistencies in the earlier performed process. Abandon material if necessary.

Step 14: Perform - Share the result.

⁶ <http://www.thesaurus.com/browse/hex>

⁷ <http://www.thesaurus.com/browse/puzzle?s=t>

⁸ <http://www.thesaurus.com/browse/accomplish?s=t>

