

**THE MUSEUM OF MODERN ART LAUNCHES INTERACTIVE SPACE,
MoMA STUDIO: COMMON SENSES**

Studio Features Free Activities That Foster Community Interaction and Creative Play for All Ages

MoMA Studio: Common Senses

September 24–November 19, 2012

Open daily, Wednesday–Monday, 12:00–4:00 p.m., except where noted

Mezzanine Level, The Lewis B. and Dorothy Cullman Education and Research Building

NEW YORK, September 13, 2012—Organized in conjunction with the exhibition *Century of the Child: Growing by Design, 1900–2000* (on view through November 5, 2012), **MoMA Studio: Common Senses** is a multisensory environment at the intersection of education, design, and art that aims to foster our evolving relationships with nature, technology, and our everyday surroundings through community interactions and creative play. A series of drop-in activities, workshops, and ongoing projects for audiences of all ages creates an interactive learning environment that integrates components such as light, nature and food, textiles, games, and technology. Artists, designers, and educators, including Fritz Haeg, J. Morgan Puett of Mildred's Lane and The Mildred Complex(ity), and Karen Hewitt of Learning Materials Workshop, the organization Reggio Children, and others, engage visitors in generative and sensory experiences, from harvesting an edible garden and creating light-based landscapes to engaging with the practices of an experimental school and playing with new and familiar toys and games.

Programs are free, with participation on a first-come, first-served basis. The Studio is open to all ages, and children must be accompanied by an adult.

SPONSORSHIP:

MoMA Studio: Common Senses is made possible by a partnership with Volkswagen of America.

Additional support is provided by The Contemporary Arts Council of The Museum of Modern Art.

PROGRAMS:

DIGITAL LANDSCAPES ATELIER—The Transformation of Light

Drop-in, open to all ages. Children must be accompanied by an adult.

In collaboration with Reggio Children—an organization that develops the educational experience of preschools in Reggio Emilia, Italy—MoMA hosts the Digital Landscapes Atelier, a light-based, interactive installation where visitors are encouraged to build landscapes and imagery that explore the effects of light from various points of view. Video and digital components simulate landscapes that can be investigated in three-dimensional space using physical materials. A rich array of materials—transparent and opaque, natural and recycled, smooth and textured—offers opportunities to build and inhabit a constantly transforming “lightscape.”

Domestic Integrities

Drop-in, open to all ages. Children must be accompanied by an adult.

This two-part community project consists of an outdoor garden along with a complementary interior field by artist Fritz Haeg, in partnership with Annie Novak of Eagle Street Rooftop Farm in Brooklyn. *Domestic Integrity Field Part A-1* is a circular organic garden of medicinals, herbals, edibles, and plants for pollinators that was established on June 20, 2012, in MoMA's Abby Aldrich Rockefeller Sculpture Garden, for cultivation throughout the summer and harvesting throughout the course of MoMA Studio. After being harvested, the products of the garden are presented on a crocheted rug made out of discarded textiles. Members of the public are invited to participate in the project through discussions by turning their attention to local patterns and rituals of interior landscapes, testing, performing, and presenting ideas about how we want to live.

Mildred's Lane and the Mildred Complex(ity)

Drop-in, open to all ages. Children must be accompanied by an adult.

"What is it that we need to learn in the 21st century?" J. Morgan Puett of Mildred's Lane poses this question to visitors to MoMA Studio in a series of events and a workshop space. Based in northeastern Pennsylvania, Mildred's Lane is a working/living/research environment made up of a community of artists interested in fostering new modes of social engagement with every aspect of life. From discussions to meals, interactions at MoMA Studio focus on our relations with each other and our environments, systems of labor, and aspects of holistic living as they relate to contemporary culture. Gleaning from her sense of aesthetics and design, Puett's installation, living archive, and frequent visiting artists invite visitors to explore inventive forms of domesticity, tactile qualities related to textiles, and the natural states of food—gathered from Fritz Haeg's *Domestic Integrity Field Part A-1*, also a part of MoMA Studio.

Building Blocks: Interactive Installation and Workshops

Drop-in, open to all ages. Children must be accompanied by an adult.

Led by toy designer and educator Karen Hewitt of Burlington, Vermont-based Learning Materials Workshop, these two workshops and drop-in activities invite visitors to channel their inner sense of creative play to design their own stories and reinvent their urban landscapes with building blocks.

Blocks Tell a Story: Creating Narratives in Space and Time

Wednesdays, October 3 and November 14, 1:00–2:30 p.m.

Workshops begin with a brief visual tour of the history of building blocks as a learning tool from the 1850s to the present—from Friedrich Froebel to computer Smart Blocks. Participants then create narratives using only blocks. Without the aid of figurative miniature objects, the blocks must be used creatively to symbolize objects, people, and animals. Participants' narratives will be documented and shared.

Workshops are free, but tickets are required and are available on a first-come, first-served basis at the Cullman Desk in the Education and Research Building as of 12:00 p.m. on the day of each program. Participation is limited to 25 people. Each workshop runs for 90 minutes.

Games on the Go

Drop-in, open to all ages. Children must be accompanied by an adult.

In the spirit of encouraging creative play, visitors will take a look back at some of their favorite childhood games or discover them for the first time. Visitors can play a game of chess on a Bauhaus set designed by Josef Hartwig, try their hands at solving Ernő Rubik's famous Cube, take Richard James's Slinky for a walk down the stairs, or try out some new digital games on computers and iPads designed by contemporary artists.

Digital Interactive Station

Drop-in, open to all ages. Children must be accompanied by an adult.

These portals give you access to MoMA.org/MoMAstudio, program-related websites, games, and creative platforms like MoMA Art Lab App and Photoshop Elements, so you can experiment with creative play in digital formats. Additionally, you can visit the interactive website for *Century of the Child: Growing by Design, 1900–2000* at MoMA.org/child.

COMMON SENSES AT LUNCHTIME:

Select Mondays and Thursdays, October 1–November 19, 12:30–1:30 p.m., Classroom B
Conversations are free, but tickets are required and are available on a first-come, first-served basis at the Museum at the lobby information desk, at the film desk, or in the Education and Research Building lobby.

In this lunchtime series, talk with artists and MoMA educators as they explore subjects—from toys, games, and playgrounds to furniture design and educational theories—featured in the exhibition *Century of the Child: Growing by Design, 1900–2000*.

Monday, October 1: **Variations on a Theme Park** – Jennifer Gray

Since Walt Disney opened the quintessential utopia of leisure in 1955 in Anaheim, California, Disneyland and its empire—actual amusement parks such as Disney World, Euro-Disney, and Tokyo Disney, as well as its atomized offspring in the form of The Mickey Mouse Club, brands like Hannah Montana, and Disney Films—have transformed notions of childhood, spaces of leisure, and concepts of public urban space. This dialogue explores the design innovations that produced spaces like the Magic Kingdom, the utopian aspirations behind EPCOT, and the urban planning concepts driving Main Street and New Orleans Square, which together produce an environment of innocence, exploration, and adventure for children and adults alike.

Monday, October 15: **Can Food Be Art?** – Midori Yamamura and Nancy Hwang

Artist Nancy Hwang has been engaged in making communication-based participatory art projects, and she proposes that food—cooking with strangers and sharing their recipes—can be a good way to get to know one another on an intimate level. Following a brief introduction of previous works by Hwang, audience members are invited to share their childhood food memories to open up a conversation. This participatory talk is open-ended, much like Nancy's own performative work.

Thursday, October 18: **Duck Duck Goose** – Paula Stuttman

In museum education, educators are often taught to pose open-ended questions, allowing for answers that further conversation and understanding. For this project, a selection of works is chosen from MoMA's collection, and audience members are invited to share their views on each work—but they must observe the rules of the game. Though this project diverges from the format of the children's game Duck, Duck, Goose, it retains the game's playful nature and uses the form of childhood games to further an exploration of what transpires when we talk about art together.

Monday, October 22: **Are Games Art?** – Colleen Brogan and Sheetal Prajapati

In this conversational presentation, we explore games as an art form. From looking at games in MoMA's collection to discussing how some artists use games as a medium for making their work, this talk looks at games and play through the lense of visual art. After inviting participants to share their ideas about the relationships between art and games, the program ends with a conversation about art projects that toe the lines between games, art, and social engagement.

Thursday, November 1: **High Design, To Scale** – Molleen Theodore

Explore what is at stake when children have made-to-size versions of adult objects and how this early exposure to a particular aesthetic sensibility may affect a child's developing taste. For example, how does the child-sized Breuer chair differ from a chair originally designed with a child

in mind? Join us for an interactive discussion that addresses the strategies behind both modes of design.

Visit the website MoMA.org/momastudio for more information about additional opportunities at lunchtime to speak with artists from Mildred's Lane, a working-living-researching environment and experimental school made up of a community of artists interested in fostering new modes of social engagement in the world.

SPONSORSHIP:

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For downloadable high-resolution images, register at MoMA.org/press.

Public Information:

The Museum of Modern Art, 11 West 53 Street, New York, NY 10019, [\(212\) 708-9400](tel:2127089400), MoMA.org

Hours: Wednesday through Monday, 10:30 a.m.–5:30 p.m. Friday, 10:30 a.m.–8:00 p.m. Closed Tuesday

Museum Admission: \$25 adults; \$18 seniors, 65 years and over with I.D.; \$14 full-time students with current I.D. Free, members and children 16 and under. (Includes admittance to Museum galleries and film programs). **MoMA.org:** No service charge for tickets ordered on MoMA.org. Tickets purchased online may be printed out and presented at the Museum without waiting in line. (Includes admittance to Museum galleries and film programs).

Film and After Hours Program Admission: \$12 adults; \$10 seniors, 65 years and over with I.D.; \$8 full-time students with current I.D. The price of an After Hours Program Admission ticket may be applied toward the price of a Museum admission ticket or MoMA Membership within 30 days.

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