



On being in, above, and between places:
The performative potential of attending to place in wargaming practice

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Context



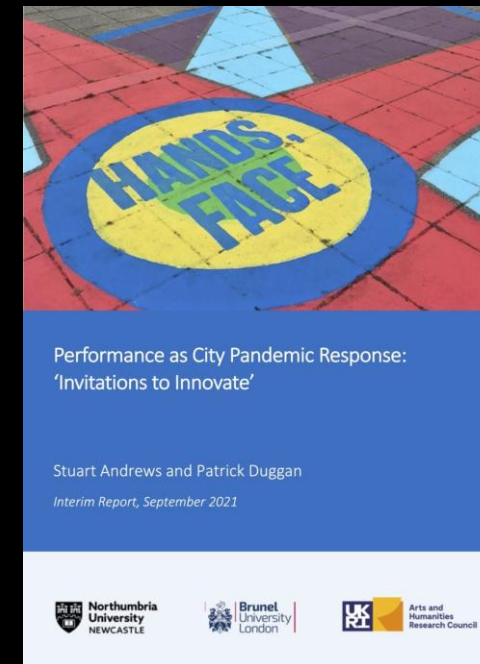
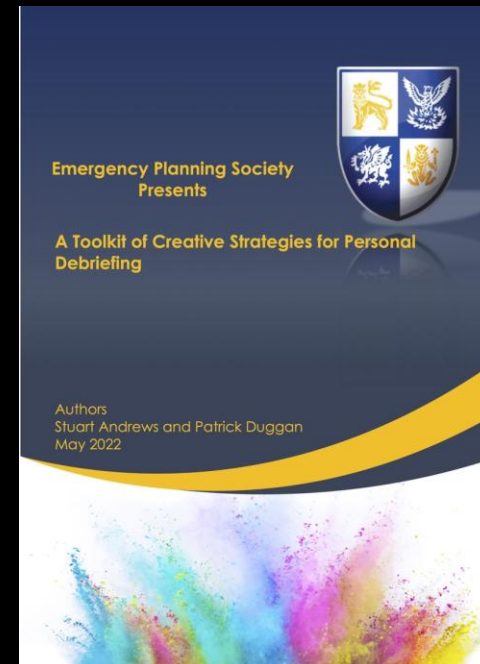
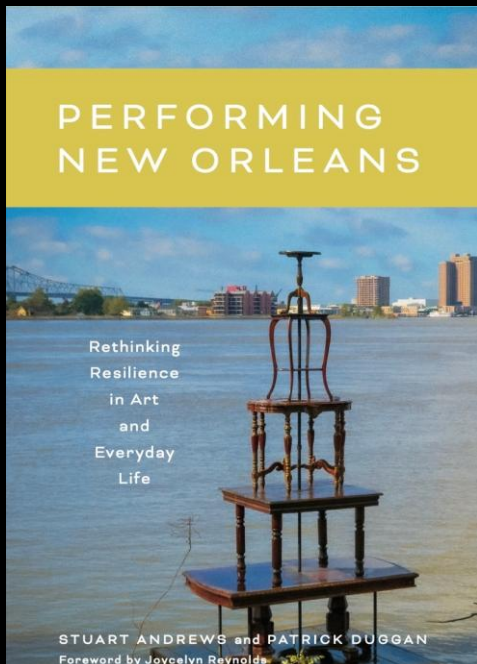
PERFORMING CITY RESILIENCE

Stuart Andrews (Brunel) and Patrick Duggan (Southampton)

How can concepts, strategies, and practices of 'performance' contribute to and reconfigure ideas and practices of 'resilience' for organisations and communities?

Aesthetic and social performance | New knowledge and 'real world' impact

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PERFORMING CITY RESILIENCE

- Research and impact to rethink strategy and practices of managing critical challenges:
- e.g.: arts as resilience | living with water | playful streets | whole society resilience | ...



Decision/Game Places & Places of interest

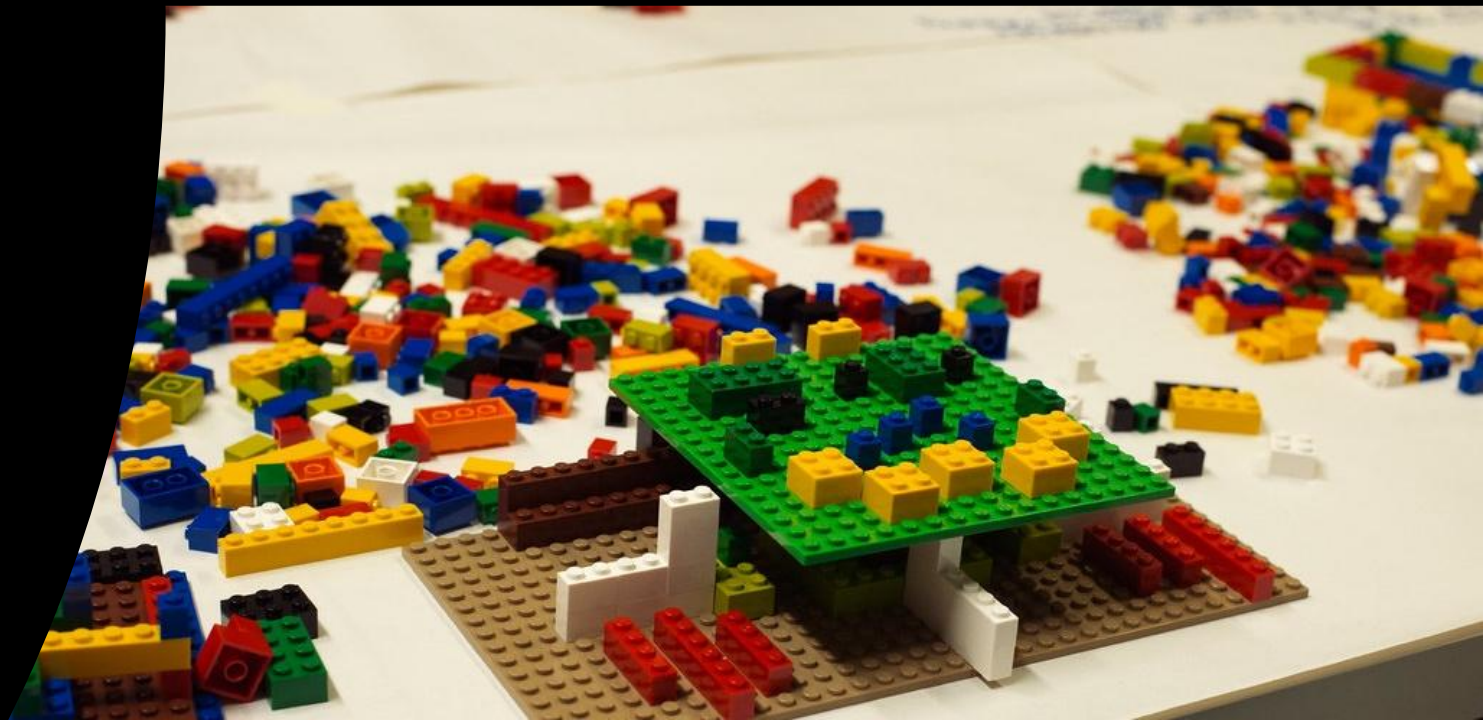
- We need to understand the places of decision-making, and the professional practices of these places.
- The more we understand these decision-making places and practices, the more we can understand the ways in which these places/practices impact on decisions affecting places of interest in the real world.



Stephen Hodge, *Where to build
the walls that protect us*
(2014/2016)

In *and* above places of interest

- Conversations in a city
- Resilience planning workshop





Ana Mendes, *Map Series* (2014-2018)

Portuguese artist attending to post-colonial context

Live reworking of maps | display of reworked maps | 'crafting' place
remaking the world in a room

What do changing maps/ handmade objects do to readings of place in a game?



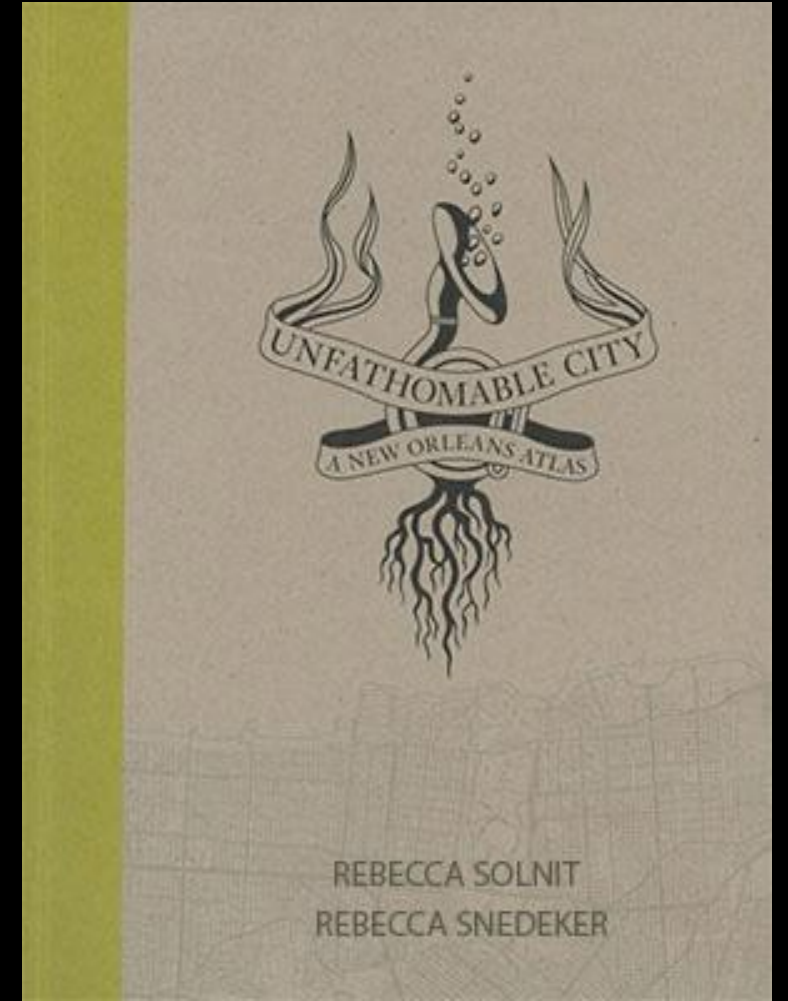
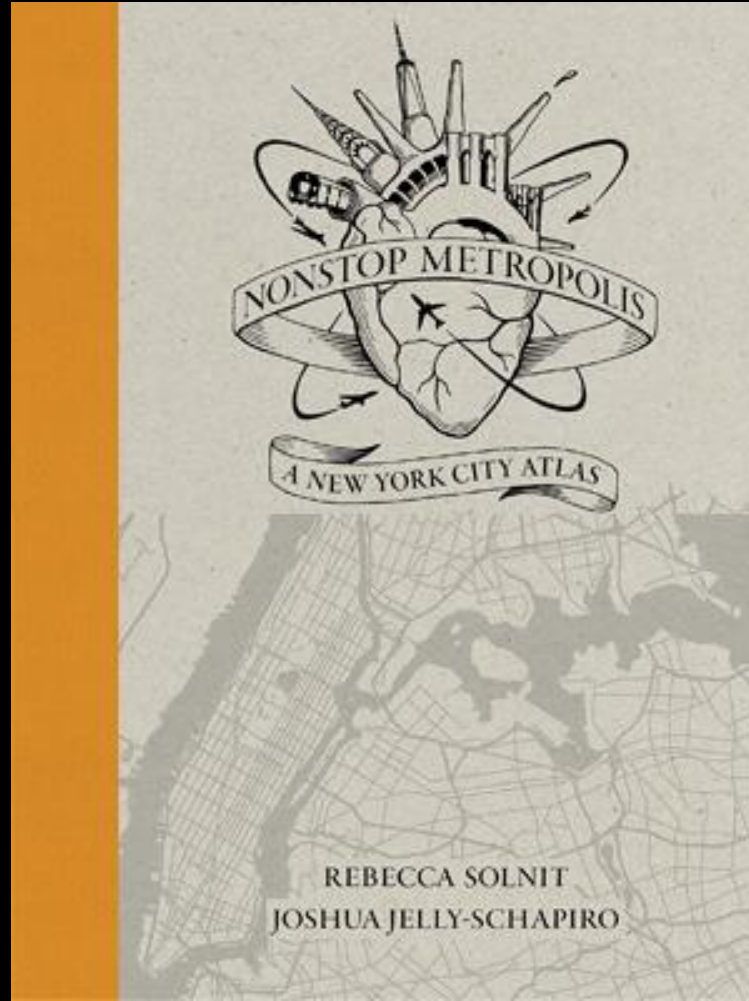
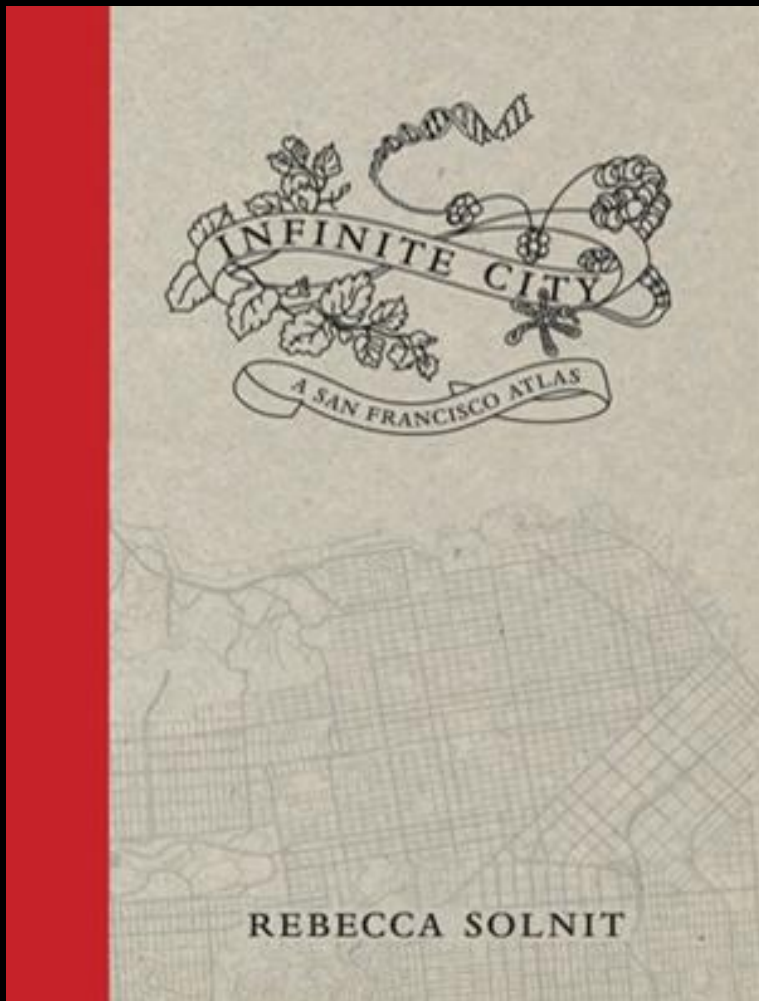


Remoteness

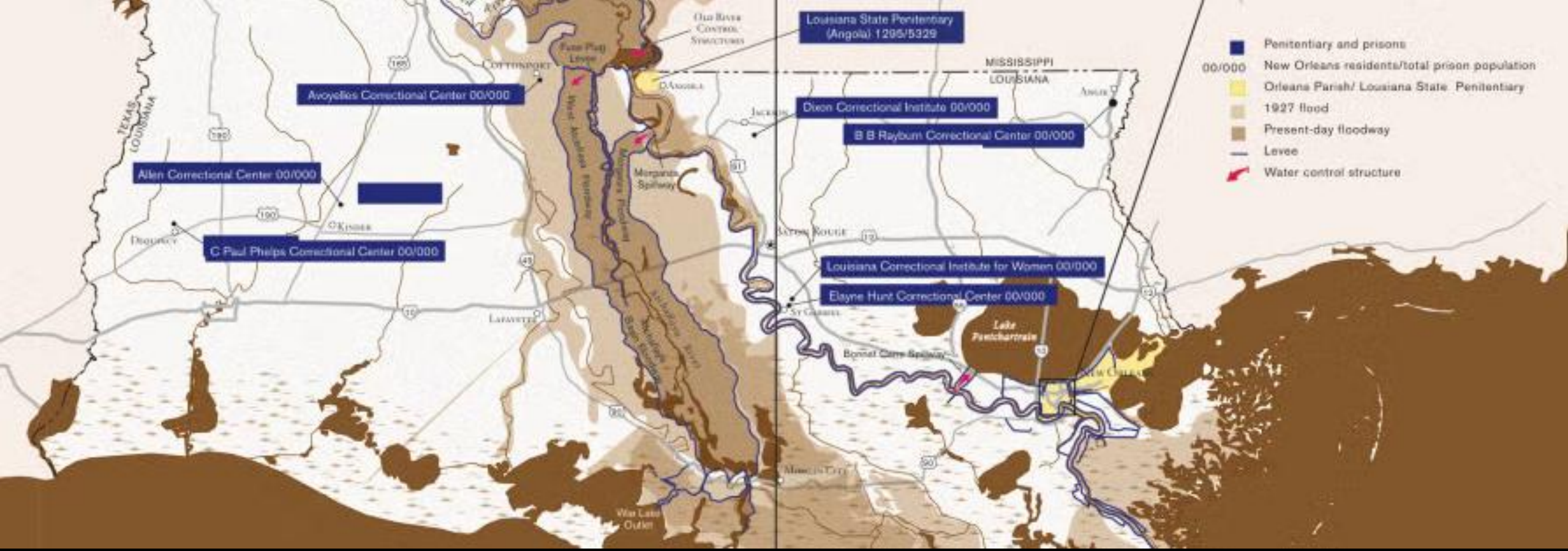
Is the remoteness of a game place (from the place of interest) important? How can this be enriched?

How can performances of remoteness inform, trouble & rethink the wargame process?

(*Outlandia* and projects by Blast Theory)



Cities: Infinite, nonstop, unfathomable



- Selected elements for focus
- Revealing connections/contrasts
- Invites new readings of a city, of each element and of the city as elements in combination

Shizue Seigel: Remaking maps: 'Of Levees and Prisons'
Unfathomable City: A New Orleans Atlas

'Here' and 'There'

How is the place of interest (there) made evident in a game (here)? People, maps, images, objects?

How important are people, objects, places, sensory aspects of place to a game?

How does the detail of here and there impact on wargaming decisions?



'Above' and 'Below'

Michel de Certeau: From the World Trade Centre, New York

'To be lifted to the summit of the World Trade Centre is to be lifted out of the city's grasp. One's body is no longer clasped by the streets [...] It transforms the bewitching world by which one was "possessed" into a text that lies before one's eyes. It allows one to read it [...] looking down like a god.'

The ordinary practitioners of the city live 'down below', below the thresholds at which visibility begins. [Their] bodies follow the thicks and thins of an urban 'text' they write without being able to read it.'

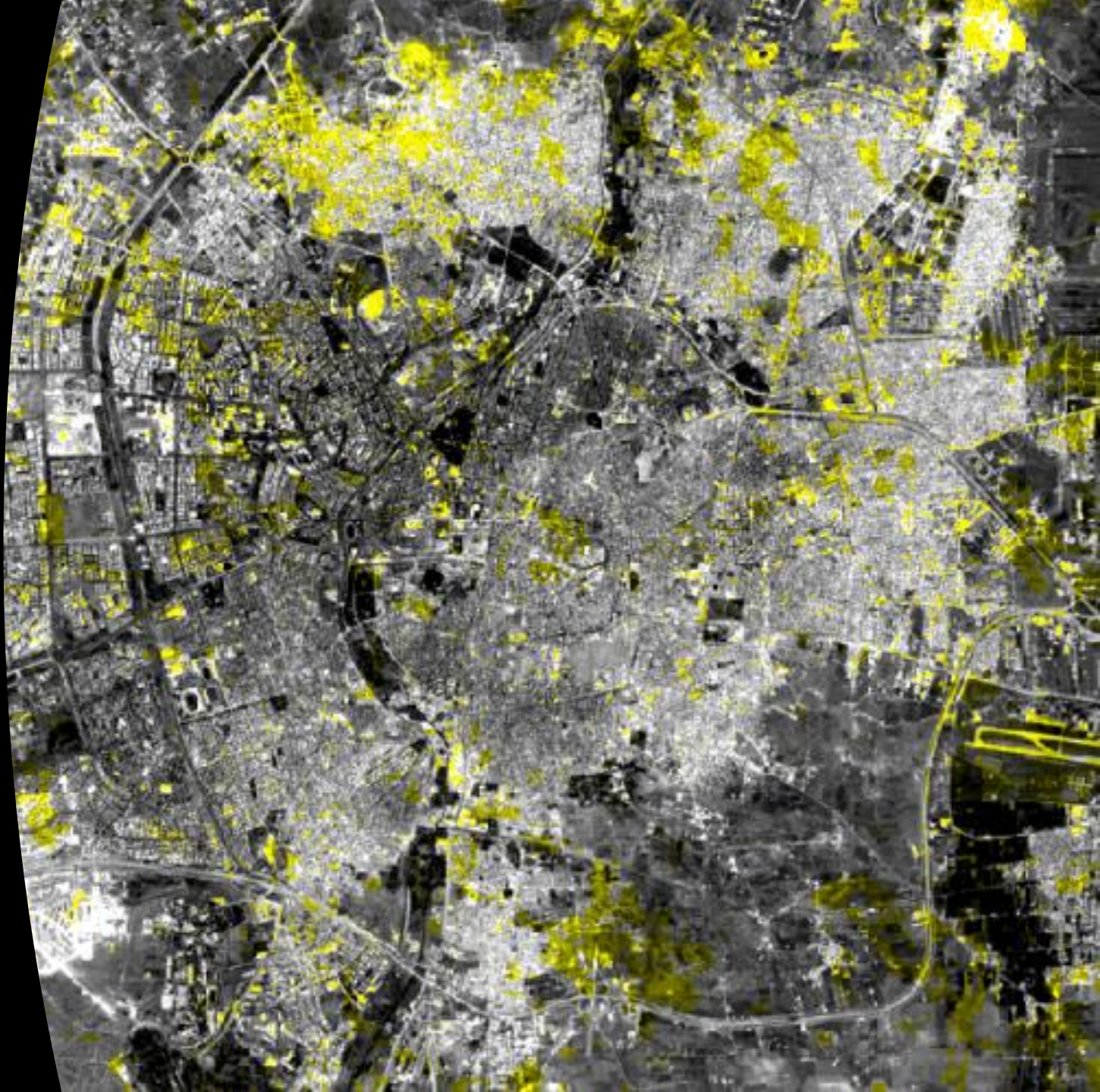
Doreen Massey: The 'throwntogetherness' of place, urban space as "moments of encounter, collision, touching, fighting, engaging, ignoring'.



Places in Flux / Dispute

‘Streets, squares, and pavements are areas of permanent dispute as different forces struggle to establish uses and identities that define the fragments of the city’ (André Carreira)

1. In a wargame, is it productive to be aware of places (in the game place/ place of interest) being in flux/dispute?
2. How do wargames conceive of/manage place disputes?
3. What dialogue might exist between local disputes and remote players?
4. Can the awareness of locally disputed place enhance the practice of a wargame?
5. How do we represent dispute, conflict, insurgency, instability? Does the framing impact (even invite) on our response?



‘Life sized’ and ‘Miniaturized’

For Richard Yarwood (2014), Miniaturization (in recreational games) also speaks to wargames

– can ‘allow participants to imbue their own characteristics on the production of space through models’

-‘can help to fix certain political viewpoints’



Possible Questions

- **Can we make maps less static?**
 - Less empty, less about infrastructure?
 - How can maps reveal the embodied, processes, instability, nuance, and risk?
- **How are we in and between places?:**
 - Here/there | above/below | local/remote?
- **How can we creatively use the complications of being in different/multiple places?**
 - In and between multiple places?
 - Between different modes of performance?
 - In liminal intersecting, edgeland spaces?
 - Can we productively incorporate playful, performance strategies of disruption, intervention, multiplicities - and is this useful?
- **Is it productive to explore materials of representation?:**
 - Easily replicable/handmade one-offs