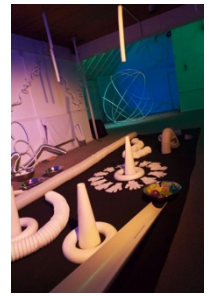
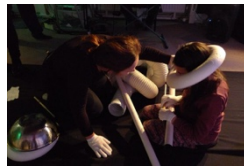


Curiouser...

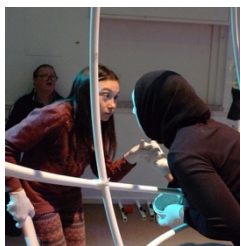
Environment Tubes space - hanging white piping loops and spirals, tumbledrier tubes and piping, corrugated tubes, half-pipes, megaphones, balls, hoops, white gloves, boomwhackers, foam tubes. Orb - giant sphere made from white plastic pipe. masked character, white handchimes and metallophone. White chocolate buttons.



Tubes Explore the creative opportunities of an abstract setting (a world of tubes), themed by shape, colour and texture. Play with vocal sounds through loudhailers and various tubes and pipes - calling and listening. Play with tubes and balls of different kinds. Balls rolled down tubes and stiff half-pipes. Textured white (exfoliating gloves) used to explore touch. Flexible tubes make shapes and sounds from corrugated outer surface. Create different sounds through scraping/tapping tubes. Boomwhackers (plastic tubes) introduced to build a rhythmic section. Dim lighting and change dynamic to explore torches and flashy lights rolling down tubes, sliding up and down inside boomwhackers.



Orb Masked character appears in a spherical frame at the high end and presents the sphere/cage to the participants before inviting interactions. Participants are invited to enter the sphere with the character, engaging individually or in pairs. Interactions can also happen through frame, where clients feel safer on the outside. This section is complemented musically with hand chimes and the big metallophone. White chocolate button gifts from character before saying goodbye and falling asleep.



Observations The large variety of tubes offered a number of different opportunities for play and invited quite a lot of peer interaction. Corrugated tube particularly effective for sound. The tube section was split into 3 - vocal exploration, ball rolling, rhythmic sound section and spooky lighting section in order to give a variety of dynamics. This gave a structure that worked against chaos. The big frame-sphere was very effective and the character remaining inside the orb was important (i.e. invited the approach of participants themselves and kept more nervous clients safe until ready.) Visually arresting.

