

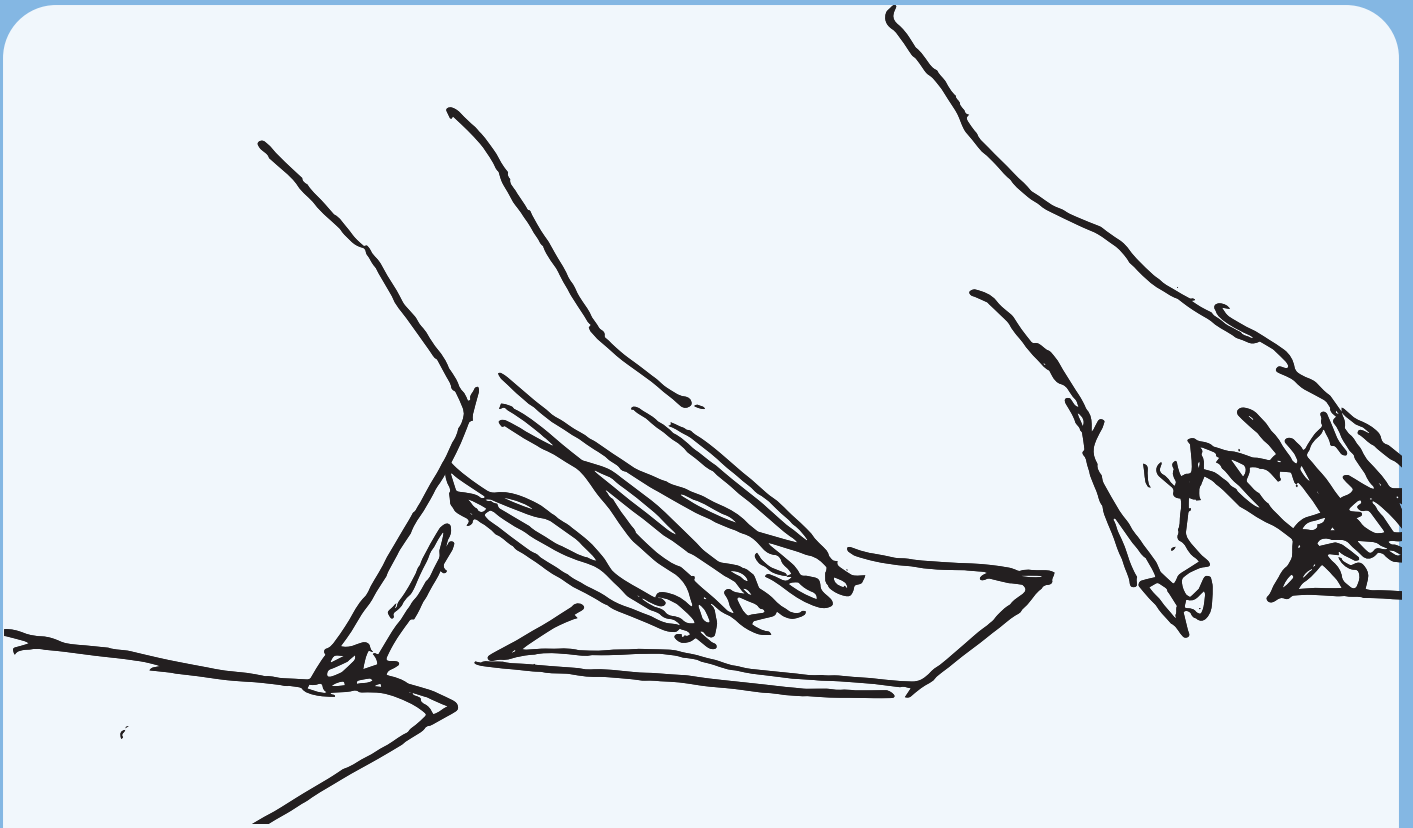
PERFORMING

knowledge

THE POST-SHOW GAME KIT

Or How to Conduct An Interview
with An Artist





The Post Show Game was conceived and designed by Marion Boudier and Chloé Déchery - Performer Les Savoirs - in collaboration with Luna Descamps and Louise Valin. It is an extension of the **Feedback Card Game** created by Performer Les Savoirs to complement the *Guide du Retour*, published by Vaguement Compétitif (Stéphane Gornikowski and Vanessa Vallée).

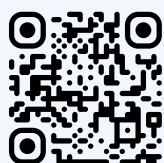
Graphic design and drawings: Luna Descamps and Louise Valin.

Co-production: Performing Identity, performing art facing contemporary societal challenges, ESA Le 75 de Bruxelles, and Performer Les Savoirs, with the support from EUR ArTeC.

The Post-Show Game was prototyped and activated for the first time at the New Performance Biennial in Turku in September 2023: the first three parts have been preserved in the form of portfolios that can be consulted on the Perform-ID website (<https://perform-id.eu>).

References: Amicale de Production, *Le jeu de l'oie du spectacle vivant, Les Thermes*; Marina Abramovic, *Instruction Cards to Reboot Your Life*; Guillaume Désanges, *Questions pour un champion (100 milliards de propositions pour faire parler un artiste)* ; Raphaëlle Doyon ; Anna Halprin ; Mathilde Maillard and Lucie Caouder (Club Travail), *Le Jeu du tarot du travail* ; feedback method DasArts Amsterdam ; Lorette Moreau, *Campement pour Spectateurices*.

The DIY game kit can be downloaded from:



Perform-ID



Performer
Les Savoirs

How to use it :

- 1 : download
- 2 : print
- 3 : cut out
- 4 : play !

THE POST-SHOW GAME

Or How to Conduct An Interview with An Artist

The non-divinatory art of artistic feedback - a game of cards to converse between artists and spectators - or how to get an artist to talk about their work and share their feelings.

The aim of the game: to conduct an interview with an artist and have a good time together.

The spirit of the game: the cards are fun and simple invitations to establish friendly horizontal communication between artist and spectator, during which observations, emotions, questions and artistic feedback can be exchanged. The aim is to create a climate of trust, respect and pleasure in which to share different perspectives on the same object, and to get to the heart of the matter by avoiding, as far as possible, obligatory passages, intrusiveness, narcissism or self-centredness. The cards aim to deconstruct the hegemony of the spoken word in its most conventional form (questions/answers) by also inviting the use of writing, drawing, scribbling or photography.

Number of players: at least two players, the artist and one spectator, referred to here as the "interviewer".

Duration: a game lasts about an hour, but requires several hours of preparation (see "Preparations" below).

Prerequisite: you must have attended a show, performance or other form of presentation of the work of the artist you are interviewing. If possible, you should have taken photos during the performance (with permission from the artist).

Decks and cards:

- **FAQ (Frequently Asked Questions):** this deck contains two cards for asking ten questions about the artist's background and creative process. The interviewers take it in turns to ask the questions in the order following the suggested order.
- **Feedback with Anna:** inspired by the method of the American choreographer Anna Halprin, this deck contains three cards that have been duplicated and completed by each interviewer. The interviewers suggest the artist to draw three cards from all those that have been completed and ask them to respond: "What I saw" card, "What I felt" card and a "What I imagine" card.

- **Self-interview:** this deck contains cards to be completed during the game; one for the artist for the questions they've always wanted to be asked, and as many cards for each interviewer for the questions that they haven't dared ask orally so far.
- **Snapshots:** the interviewers must have chosen a series of three to five photographs taken during the performance or have asked the artist to bring a selection of photographs relating to his or her work.
- **Shower of love:** this card is given to the artist at the end of the game and marks the end of the game; it is not placed on the table at the start as it is a surprise. The interviewers write on it one or more things they loved about the show (or performance).

Before the game: print the cards double-sided. Make sure you have as many cards to complete as interviewers for the cards in the "Feedback with Anna" deck and for the "The question we didn't dare ask" card. Each interviewer must complete the three "Feedback with Anna" cards; complete the "Shower of love" card together; choose between three and five photos from those you have taken during the performance, or ask the artist to bring some images from the show.

Playing area: you can play this game anywhere, indoors or outdoors, but it's best to set up the game on a table that's large enough to hold the four game decks and to spread out the cards, which are to be drawn at random by the artist. Leave pens, coloured pencils, pens, coloured pencils and post-it notes on the table to encourage players to take spontaneous notes, scribbles or sketches during the game.

Start of the game: lay out the four game decks "FAQ", "Feedback with Anna", "Auto Interview" and "Snapshots" in front of the artist and invite them to decide the order in which they will draw the cards from these decks. Reposition the decks on the table according to the artist's choice. The game can begin.

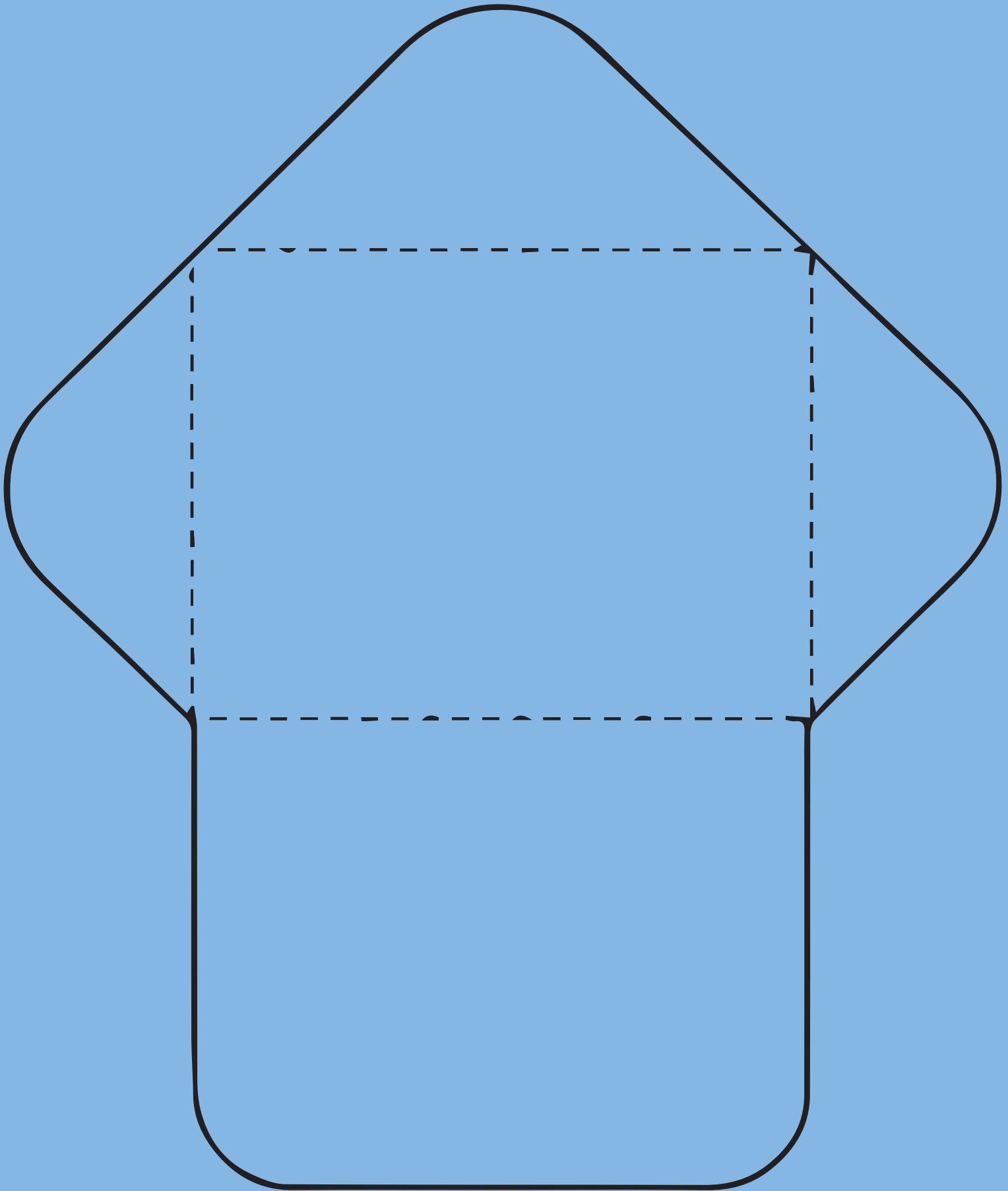
End of the game: the game ends when all four decks have been drawn and played. The interviewers give the « Shower of Love » gift card as a memento and thank you note to the winner, who is the artist.

Note: there are no losers in this game. It is possible to play in public: in this case, we advise you to distribute the « Feedback with Anna » cards to the people present and have the artist draw them when the time comes.



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Your own envelope to put your cards in!



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FAQ



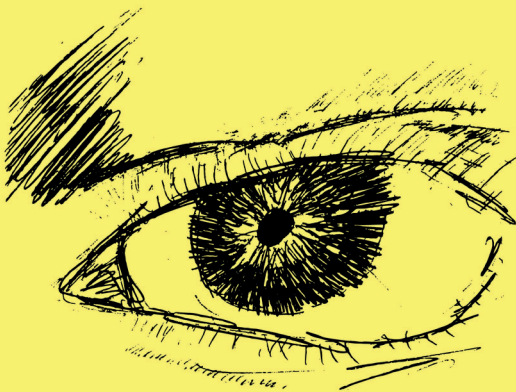
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FAQ



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SNAPSHOTS



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SELF INTERVIEW



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6. who has influenced you the most for this project ?

7. has your project changed a lot since its initial conception ?

8. how long have you been working/ rehearsing this project ?

9. how many times have you presented this work to the public ?

10. do you make a living as an artist ?

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1. what is your training ?
Did you go to art school, to University or did you learn by doing ?

2. when have started your career as a professional artist (or what you would consider as such) ?

3. in what country/countries do you work ?

4. since when have you started thinking about this project? Since when have you been working on it ?

5. who is the first person you talked to about this project ?

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Choose a caption or a title
for the series of selected pictures:

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THE QUESTION
WE DIDN'T
DARE ASKING

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THE QUESTIONS
YOU'VE ALWAYS
WANTED TO BE
ASKED

PERFOR
MING
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FEEDBACK
WITH ANNA



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FEEDBACK
WITH ANNA



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FEEDBACK
WITH ANNA

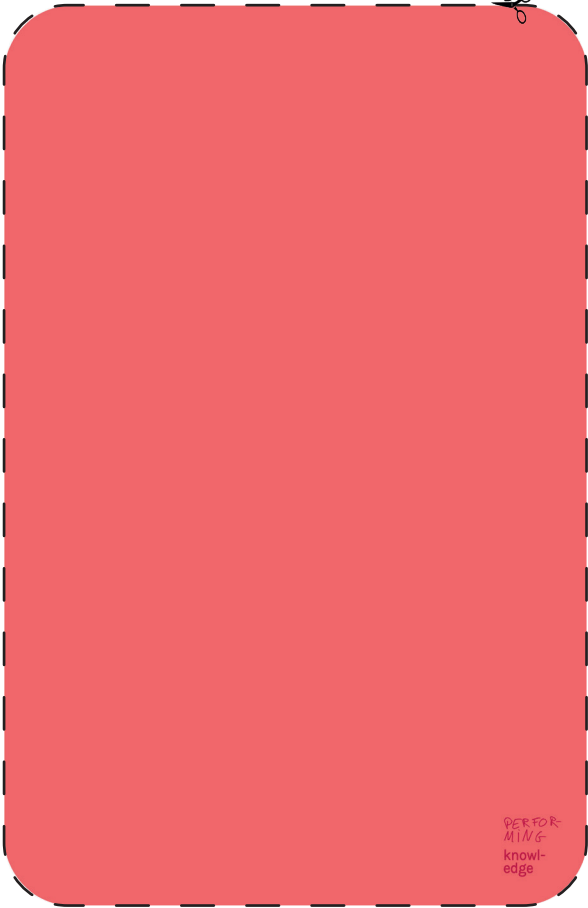


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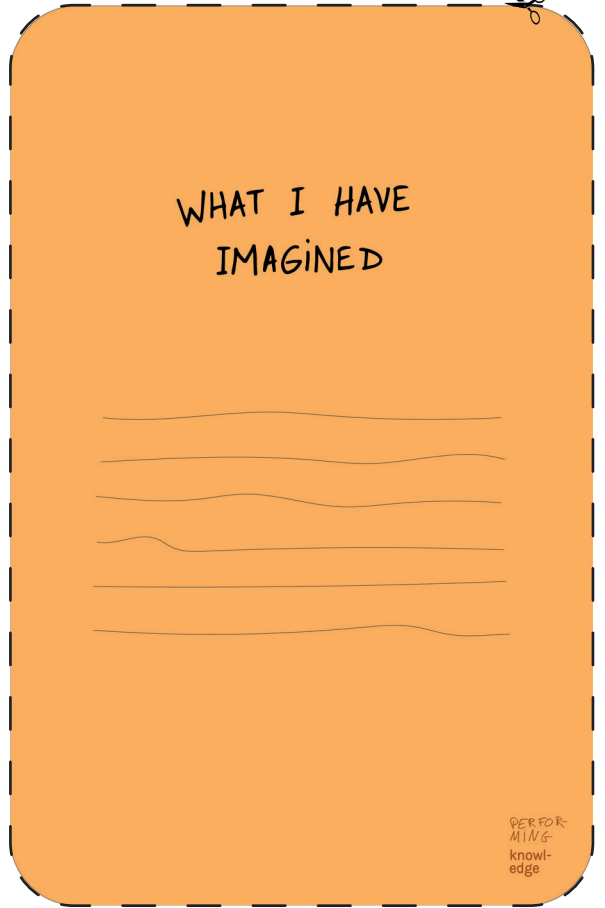
SHOWER
OF LOVE



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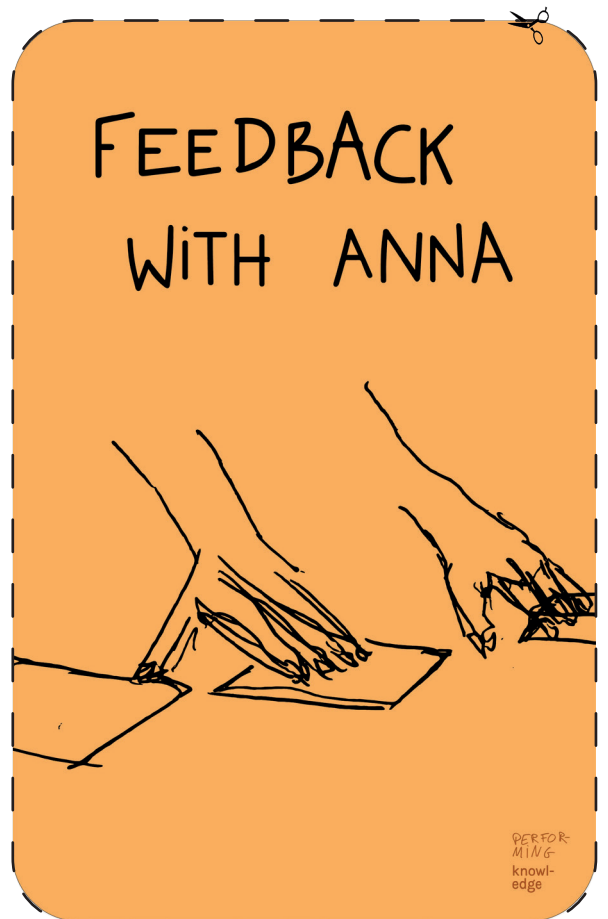
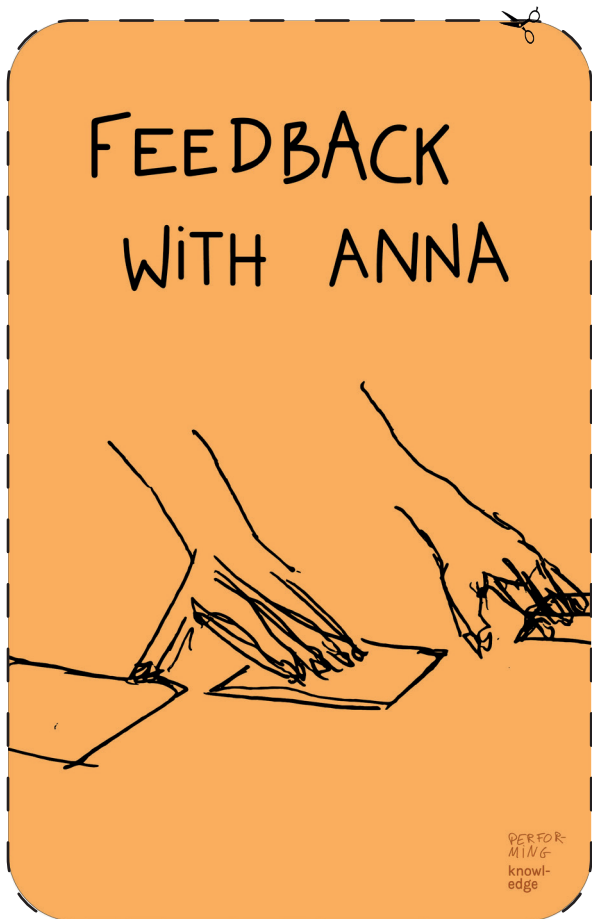
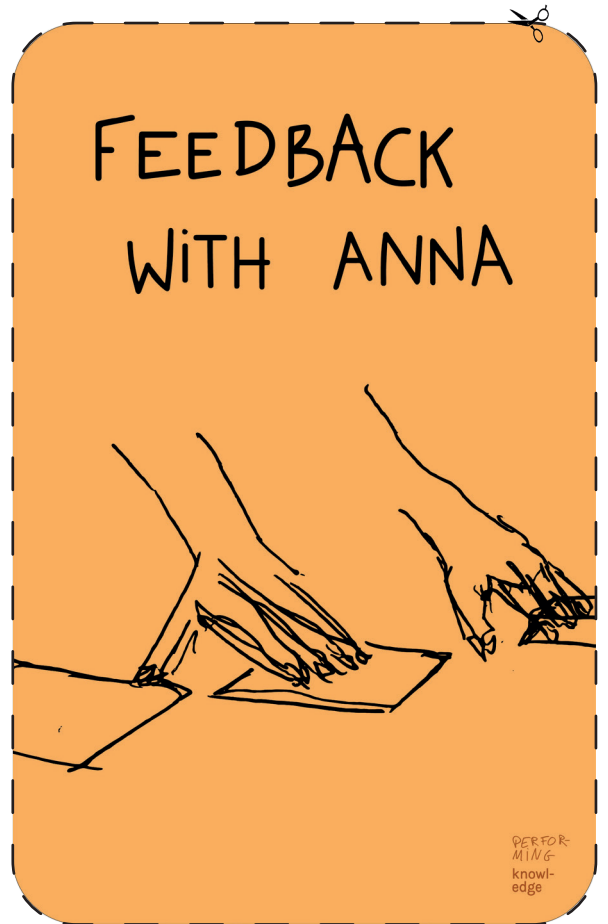
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WHAT I HAVE
IMAGINED

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knowledge

Refill your cards !



WHAT I HAVE
SEEN

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WHAT I HAVE
SEEN

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WHAT I HAVE
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WHAT I HAVE
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FEEDBACK
WITH ANNA



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FEEDBACK
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FEEDBACK
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WHAT I HAVE
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FEEDBACK
WITH ANNA



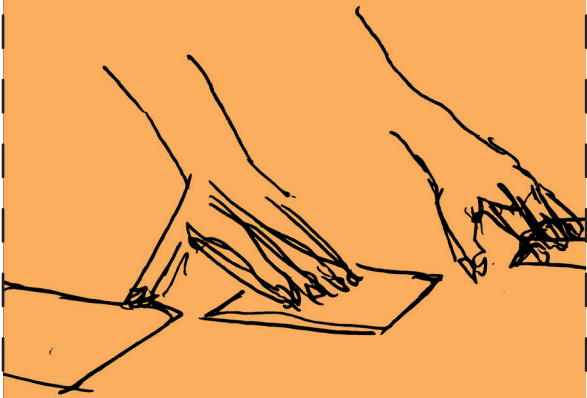
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FEEDBACK
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WHAT I HAVE
IMAGINED

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WHAT I HAVE
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WHAT I HAVE
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