FRAMEWORK
Mapping
Exhibition as frame
Boundary
Support
Curatorial as framework
Pathways
Nodal point
POST-MEDIUM
Specificity
Material
(De) (Re)
As object
Materialisation
Prop
Surface
Object
Flat pack
Structure
Gestalt
Whole
Experience
Sum of parts
Unit
Module
Elements
Components
Property(ies)
Curator
Artist
Network
Intersect
Points of departure
Systems
Viewer
Relationships
Viewpoint
Expansion
Subject
Narrative
Perception
Decentred
Participation
Subjectivity
Translation
Attention
Labour
DIGITAL
Web
Internet
Technologies
Net
www
Edit
Process
Present
Binary
Virtual
Algorithm
Code
Interaction
Encode
Communication
Changing viewing
Accessibilty
Immediacy
Action
Built Environments
Physical Visuality
Rehearsal
Construct
Deconstruct
Peforming process
Transitive
Animate
Haptic
Time and Space
Reification
Intuitive
Kinetic actions of static objects
Assemble
Performance
ASSEMBLAGE
Singular
Mass
Production
Pattern
Multiple
Chance
Geometry
Sequence
Repetition