Curation Project 1
By Laura Brincat

To access my curation project, please visit my website at:

www.laurabrincat.com/curation-1
Password: Curation 1A

Reflections on the project:

As I was working on this project, I knew that there was this idea, this feeling, of healing through dislocation, through arts, through magic, that I wanted to explore and connect to the work of Saolta Arts and Macnas in Galway. But as I tried to think of how to put it all together, I kept pushing against my tendencies to over-explain ideas and to not trust audience reactions. I kept putting myself into the project too much, and not letting the emotional journey happen through the images and sound.

To remedy that, I decided to present the project in the second person narration, presenting this as an exploration by a "you", by whoever needed to go on this journey. It was a very freeing choice, I was allowed to present without guiding, letting the audience member explore and feel at their own pace. It also allowed me to present this journey without spelling out what I wanted the audience to gain from it, allowing the audience to take what they needed from the experience.

Another choice I made was to cite the sources at the end of the piece, not specifically saying that this picture was from this year or this print describes this plant. I wanted there to be no boundaries, no labels that would limit what the audience member receives from these images or sound waves. I wanted it to be a true exploration, just like life, not always knowing what you are looking at but knowing that this image or this sound makes you feel something. It satisfies the dis-ease that you have in ways that you cannot name or label.

It was very important to me to present this online as a website or digital exhibit, to directly speak to this new digital world we live in where we only experience art and community through our screens. Thinking of ways to bring physicality to the digital experience, I thought of sound waves, which is a kind of physical phenomenon, as a way to get around the digital image. I also considered other ways of making the experience physical, like telling the audience member to put water on their face to experience rain, but in the end decided that it was better to focus on the aural experience and to not force the audience to experience what I experience.

Finally, I was surprised at how limiting it was to create this piece on my website, stuck within the bounds of the coding. But in the end, I decided to embrace it as a way to grapple with the idea of the amazing possibilities of the internet clashing with the constricted ways of making a website. The internet is limitless and limited at the same time, and it is through acknowledging this paradox that we are able to explore the digital world and define it by what it gains and what it lacks.