„City Metaphors" – Work-in-Progress Show

City as a Bridge – if now was somewhere else
城為橋樑 ― 宛如他方

„if now was somewhere else" is a site specific performance dealing with the frame of the bridge. The performance – a live-audio-walk crossing a bridge from one side to the other in three different cities of Zurich, Hamburg, and Hong Kong at the same time – was documented as an audio-recording. Visitors of the exhibition will be guided across a bridge within fifteen minutes by three different voices. The sound-connection is understood as a kaleidoscope of narration, evaluation and description of the concrete situation in each city.

Benjamin Jagdmann / Laura Ferrara / Charlotte Sarrazin
Collaborators in Hamburg: Marie Knop, Mara von Zitzewitz;
Collaborators in Hong Kong: Siddharth Choudhary, Lau Ming-Wai,
Cheuk Wing Nam

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City as Austerity
城為嚴竣

Household objects, such as furniture or containers, or-
ganize space but also occupy it. Considering that
Connecting Space provides me exactly one square me-
ter of floor space for this exhibition, I occupy this area
with household objects of someone who lives in a typical
Hong Kong flat. That person had to choose what things
he/she could give away for the exhibition period for one
week in exchange of an additional square meter of space
in his/her appartement.

Philipp Spillmann

„City Metaphors" – Work-in-Progress Show

The city as a Landscape of Conflicts – Utopoly
城為爭端景觀 一烏托大富翁

The historical and social fabric of a city is always shaped by conflicts between different interests. Utopoly is a game that reproduces some of these conflicts and lets the players experience them. It is based on The Land-lord's Game from 1904 of Elizabeth Magie, which was meant as a critique on capitalism, but later evolved into Monopoly. By adding a few rules we want to discuss and rethink the means of reclaiming the right to the city. Let's play!

Diana Bärmann / Daniel Drognitz / Laura Sabel / Tobias Strebel

„City Metaphors" – Work-in-Progress Show

City as a Question Mark – „Dole 7"
城為問號 一 七號渠蓋

The manhole cover (swiss german: Dole) is mostly regarded as an unspectacular object of urban infrastructure. We trust in its functions, but we know little about the world underneath it. In the mockumentary „Dole 7", the manhole cover opens up a space for imagination. What if it served as an entry to a secret high speed travel system, in which one could travel for free without border control and surveillance between Zurich, Hamburg, and Hong Kong?

Nadia Canonica / Bruno Heller / Erika Unternährer

„City Metaphors" – Work-in-Progress Show

City as a Pulsating System
城為脈動系統

Standing in a soundproof room, one can hear his/her heart beating, blood flowing and frequencies produced by the nervous system… a pulse, an inner rhythm, a soundscape. Understanding the city as a body, power lines could represent the nervous system, water pipes and underground railways the blood circulation, a pulsating current. Those systems keep the city alive, they are its heartbeat. The field recordings in different underground systems of Hamburg, Hong Kong and Zurich – mechanical rhythms, breathing tunnels, atmospheric noises, and dropping pipes – make up the soundscape that simulates the pulse of the cities.

Eve Hübscher
Mentor / Soundartist: Omar Fra

„City Metaphors" – Work-in-Progress Show

City as a Trace
城為痕跡

„City Kit" is a project gathering cultural probes from the three cities of Zurich, Hamburg and Hong Kong. Locals from all three cities have been asked to document their environments with the help of the City Kit, consisting of an instruction book, a single-use camera, a note pad, a pencil, a USB-Stick, little plastic bags and stickers. The presented photo collage shows city impressions from several participants from Zurich, Hamburg, and Hong Kong.

Inbal Sharon

„City Metaphors" – Work-in-Progress Show

City as a Library of Emoti(c)ons
城為表情符號庫

With this project I started to produce a cyclic „neurola-bium" of audiovisual reflection about contemporary culture of living in artificial contexts: Love, Fire, Flesh and Stone (LFFS). The aim is to produce 96 video-tracks of 15 minutes length each to complete a loop of 24 hours. Each track is related to a specific quarter of an hour of the day. The first five tracks are shown in Connecting Space Hong Kong:

08:45 – LFFS #1
      Apocalypse and Redemption. Travelling I
19:45 – LFFS #2
      Fire, Flesh and Stone. Dancing around the Fire
01:15 – LFFS #3
      HURT. Amateurish song cover
22:15 – LFFS #4
      Ghosts in Bottles. Travelling II: Hyperculture, Stratosphere,
      Quantum Theory and Desert History
16:30 – LFFS #5
      UTOPOLIS. Re-Developping the „Land-Lord's-Game":
      Human Habitat – Social Value – Return on Investment.

Tobias Markus Strebel

„City Metaphors" – Work-in-Progress Show

City as a Game Board – A Playful Exploration
城為棋盤 一 探索中作樂

When you move around in a city you usually choose the places you want to visit consciously. In our project we handed this decision to the dice. Rolled on a map of Hong Kong, the dice brought us to random places where we spent the number of hours shown on the dice. We exhibit the results generated during these playful explorations.

Marie Knop / Selina Müller / Tang Yiu Ho, Perry

„City Metaphors" – Work-in-Progress Show

City as Last Home
城為最後的家

Today it is very common to travel: people migrate to other countries, they live in foreign countries for many years, they may even forget what their family members at home look like. However in this world of continuous movement the notion of „going home" at the end of one's life – to rest in peace – still gives peace of mind. People may not have seen each other in a life time, but they take comfort in the prospect of staying together after life. This idea has never changed.

Cheuk Wing-Nam

City with Implants
城為植入店

Big Mama is a Korean chain restaurant that recently moved into my neighbourhood as it probably did into many other neighbourhoods. It is amazing, but also scary to observe how originally very distinct city areas within the shortest of times suddenly become inter-changeable, simply by the implantation of a few alien units. Instead of supporting or supplementing the original city character the implant seems to expand its impact ever further entirely taking over its host.

Fung Kuen-Suet, Michelle

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City as Oxymora
城為矛盾

To me, the notion of a city is self-contradicting. We view cities as formation of settlements, settlements based on uprooting of rural environments. One moves to a city for a better livelihood, yet ends up spending far more. One is attracted by a city's rich infrastructure but ends up looking for natural surroundings within it. A city, where millions of people live together, also happens to be a place for deliberate unsociability. I view oxymora as a metaphor for city; as a figure of speech that comprises self-contradicting elements
in conjunction.

Siddharth Choudhary

„City Metaphors" – Work-in-Progress Show

City as a Collection of Artefacts
城為文物庫

With the increasing popularity of stored value smart card systems, we are now leaving less physical evidence when we travel, especially when we travel within a city. However, most inter-city travel still requires a ticket, whether it is an e-ticket or a physical ticket, by bus, by ferry, or by train. Tickets as personal artefacts hold great potential for examining individual lives.

Lau Ming-Wai, Maggie

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City as Distinct Sound
城為獨特的聲音

Very obviously different places have different sounds. However, my intention for my project was to explore whether there may also be auditive similarities between two cities – Zurich and Hong Kong – via a comparison of their soundscapes. By recording audio fingerprints of these two cities and then playing – and visualising – them in parallel I was hoping to be able to identify a common core in the experience of city.

So Man-Wa, Arabii