



Country / City .....  
University / School .....  
Academic year .....  
Title of the project .....  
Authors .....

**United States / New York**  
**The City College of New York / SSA**  
**2017-2018**  
**The Game of Embodied Analysis**  
**Anna Ceraulo-Jalazo**





# PERFORMATIVE NATURE

Barcelona International Landscape Architecture Biennial

September 2018 **Barcelona**

SCHOOL PRIZE

X International Landscape Architecture Biennial

Máster d'Arquitectura del Paisatge -DUOT - UPC

ETSAB- Escola Tècnica Superior

d'Arquitectura de Barcelona

Avenida Diagonal, 649 piso 5

08028 Barcelona-Spain

## TECHNICAL DOSSIER

Title of the project    The Game of Embodied Analysis  
Authors                Anna Ceraulo-Jalazo  
Title of the course    Comprehensive Studio  
Academic year        S 2018  
Teaching Staff        Catherine Seavitt Nordenson / Matthew Seibert  
Department/Section/Program of belonging    Graduate Landscape Architecture  
University/School     The City College of New York / SSA

Written statement, short description of the project in English, no more than 250 words

This project seeks to introduce the potential for a novel landscape architectural design methodology driven by queer theory in order to encourage an integrated accounting for existing agents and assemblages as collaborators as well as to integrate concepts of performativity and indeterminacy from the inception of process. As the ecologies of queer communities experience disruption almost always as a baseline condition, queer theory is well poised to inform a landscape architectural design process that intends to design for a future of unpredictable proportions. By drawing directly from queer research, this project seeks to both curate and translate strategies from queer theory into a novel methodology for landscape architectural design.

For further information

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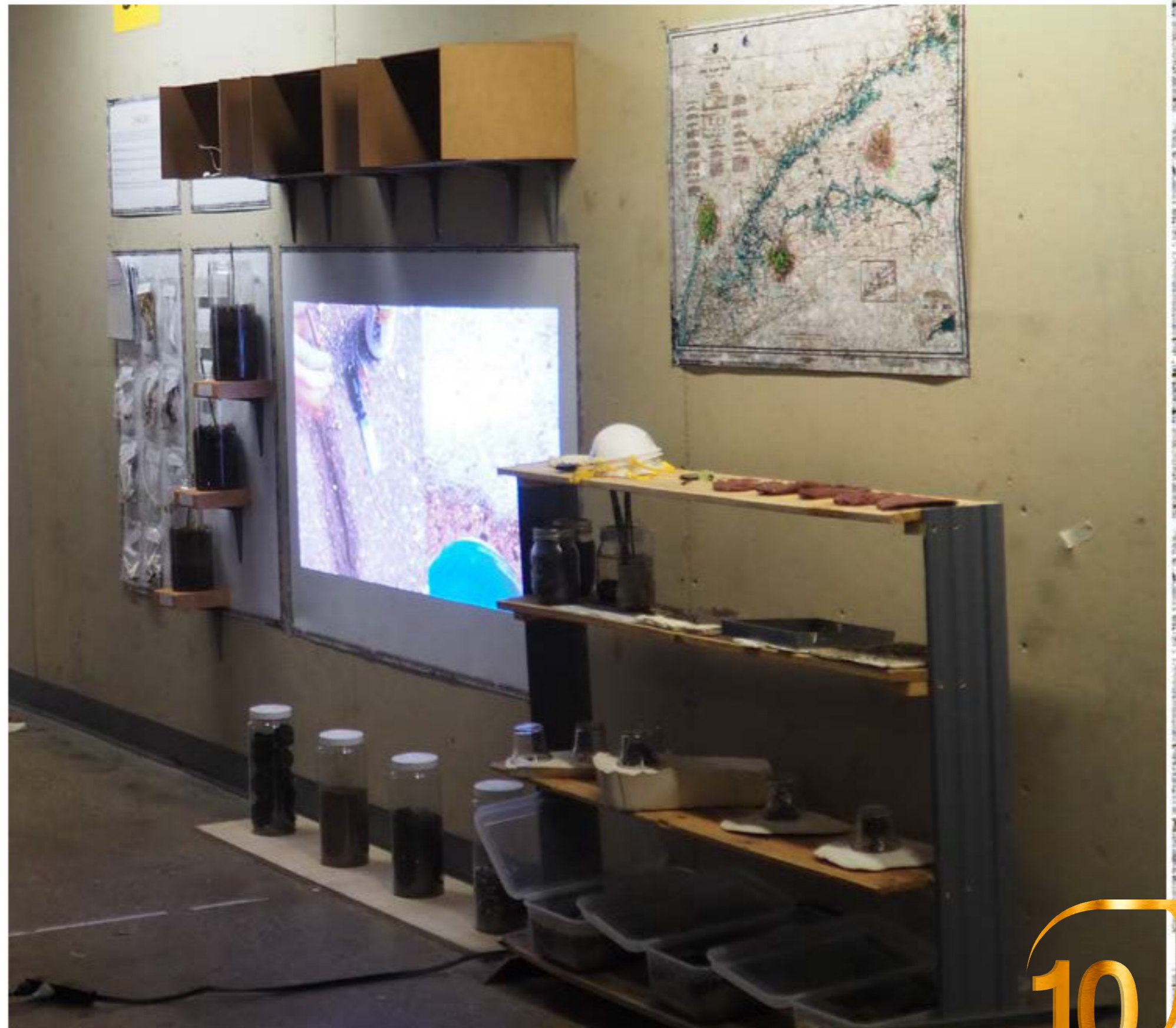
Contact via email at: [biennial.paisatge@upc.edu](mailto:biennial.paisatge@upc.edu)

Consult the web page <http://landscape.coac.net/>

# CHARTING METHODOLOGY

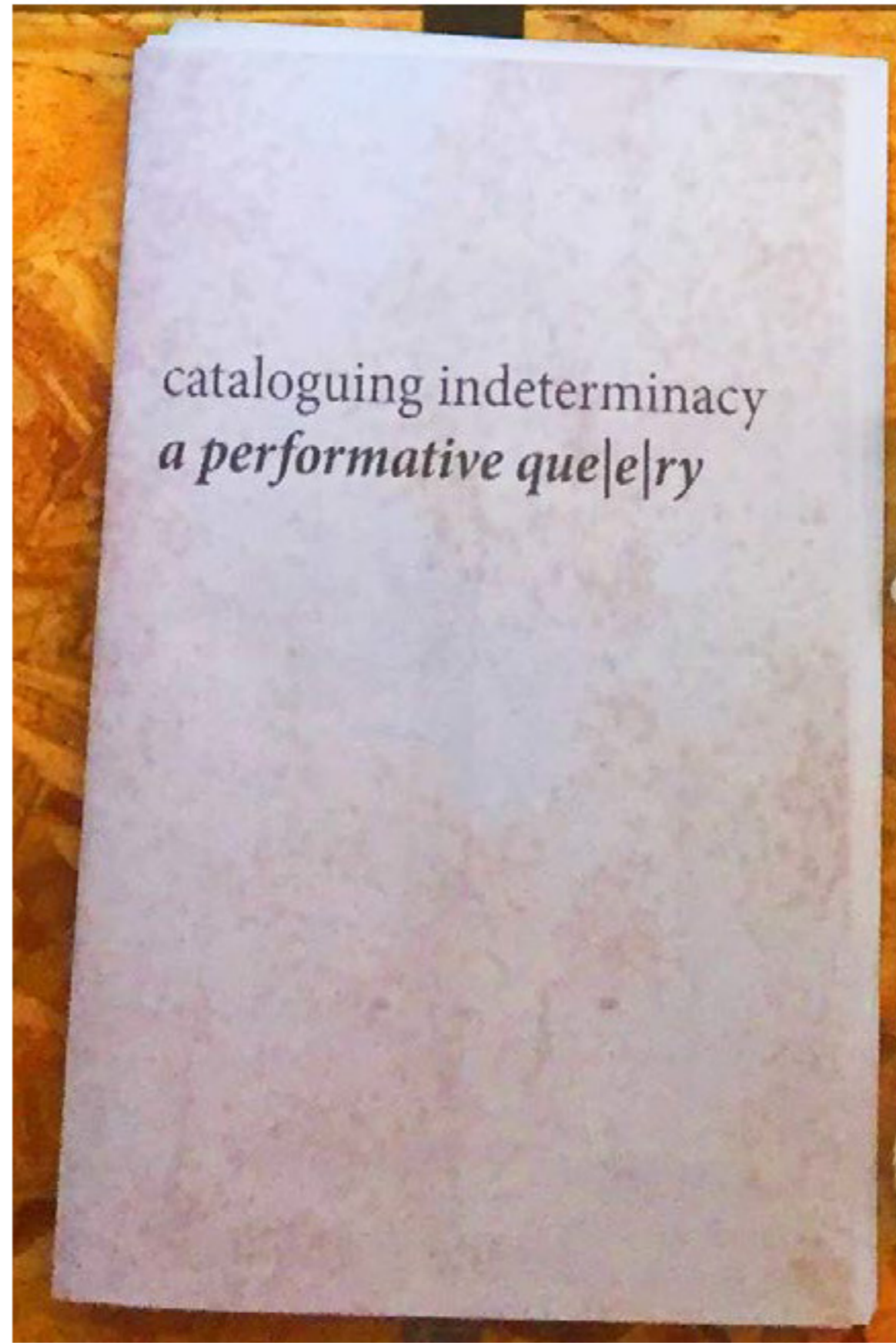
The installation is an invitation to explore a new, queer methodological approach to landscape architectural design process. Four metrics of performance are identified and used to classify artifacts and media, cataloging process informed both by theory and experience engaging with and representing the agents and assemblages that constitute the site.

Participants are encouraged to have personal experiences of both methodology and process. One could step up to eye level viewing boxes, put headphones in, and view a film that traces the trajectory of an agent or assemblage. Alternatively, one might flip through catalogs of artifacts and media, engaging directly with a new logic. And possibly, one might shuffle the cards in The Game of Embodied Analyses, choosing one from the deck and considering its meaning.



# CATALOGING INDETERMINACY

The first phase was a survey of queer and ecofeminist theory, alongside anthropological research. Using themes of indeterminacy, performativity, non-binary and non-hierarchy, material and media based investigations were categorized and experiments, which yielded similar results were grouped together.



# ENGAGING PROCESS

## The Game of Embodied Analyses

Complete with Methodological Invitations, The Game of Embodied Analyses invites the participant to embrace both play and experimentation, while instigating new lines of thought. Complete with four suits according to the metrics of performativity as established in the theory translation phase of this project, participants are encouraged to investigate, engage, represent and invite a response from both biotic and abiotic agents and processes within the context of the project they may be working on.

