

The Words Change into Pictures - A resource by Abigail Gilchrist ■

We are going to explore the work ‘**The Sea Changes into Words**’ by **Bettina Fung** and dream up some visual responses. Her piece includes a text-based game which presents an imaginary world using words.

For this activity you are going to need at least two players.

To begin, the first player accesses the game through the aspex website to find an interesting description (or you can use the text extracts included here). Remember at this stage keep the chosen text piece a secret.

Now Player 1 can turn the words into a drawing or a collage, you could film something like a play or performance on a phone perhaps. Be as creative as you want with your reimagining of the words into an artwork.

Then, without showing Player 2 the original words it was based on, show them your new artwork, this could even be done by email.

Next Player 2 writes a description of Player 1’s artwork and accesses the game (or looks at the text extracts) to try to work out which piece of original text the artwork was based on.

Finally compare the two text pieces to see what might be similar, identical perhaps, or maybe very different. You can see how each of you have interpreted someone else’s imagination.

Please share a three slide post of your game on Instagram and tag us **@aspex_takepart**

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Selected text extracts from *The Sea Changes into Words* by Bettina Fung ■

You are standing on a cement floor in an airy space filled with light. The ceiling is high and white gallery walls surround you except for the wall behind which exposes the red bricks of this building.

This building shapeshifts, its walls expand and contract as if it is breathing. As you move through the space it feels as if the places themselves are moving towards and appearing before you.

Against the wall behind you are glass display cabinets and shelves revealing hand-crafted jewellery and ceramics by independent craft-makers.

On top of the tables are more small potted green plants. You can see copper pendant lights hanging from the ceiling.

You are facing a large board attached to the wall. Numerous notes are pinned onto it with threads connecting some of them to each other creating a kind of web.

You could also make a completely new drawing of an imagined world.

What would the world look like?
What would you rub out?
What would you draw in?

Use these boxes to write a description of the other player's artwork ■

