

Idit Nathan & Helen Stratford

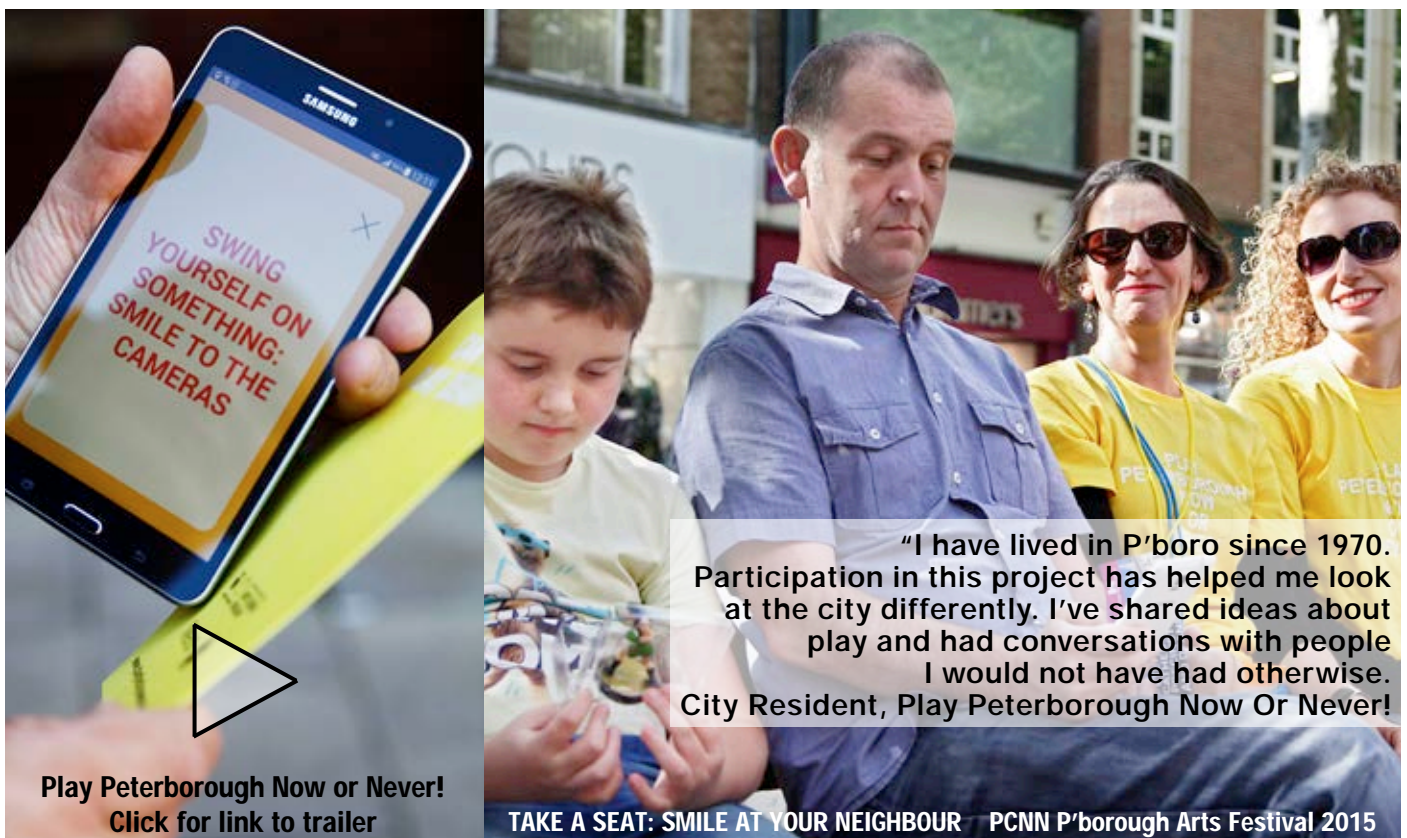
Collaborative CV

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Coming from different backgrounds (Nathan: theatre design / visual arts, Stratford - architecture / live art) we collaborate on projects that explore how different publics interact with complex ideas within both challenging and familiar spaces in performative and playful ways. Our work shares an engagement with everyday encounters in the built environment. Many projects include participatory workshops, alongside creating playful works that employ props cards and apps to offer participants opportunities to discover something new about the built environment or landscapes. We are currently working on an installation of five sculptural objects at Yorkshire Sculpture Park.

"I have known of Idit and Helen's work for a number of years. Both have developed innovative and playful projects that explore the public realm, and the uses and navigation of outdoor space. Idit and Helen attended a digital LAB at Metal (Peterborough) in 2013, a week long intensive professional development programme in new media and digital projection funded by ACE. Both artists found the experience exciting (both in terms of the context of place and the new technologies). With this in mind, we offered them a Time & Space residency to undertake R&D to work up a longer term proposal. We were delighted they chose Peterborough and Southend-on-Sea to develop Play the City Now or Never! and were keen for them to share this process with the wider local networks of artists. Whilst the artists have a history of developing new collaborations and site specific work, neither of them had worked together in these two urban environments. Over the course of the project, the artists worked with local community groups and individuals to develop and test the concepts of the game and the content of the app, ensuring both local relevance and user friendliness. The workshop activity offered a platform to engage the public in complex dialogues about the public realm, and the regulations that control it. Through playful and fun interactions and interventions, and using language that was very accessible, Idit and Helen managed to engage a diverse range of participants across ages, abilities and experiences. This included intergenerational groups, those with complex needs, those with English as a second language and those with no or very limited engagement with the arts. The project offered a new way to see the city centre, and gave permission to push the boundaries of what was deemed 'acceptable' or normative behaviour in increasingly managed and patrolled public spaces."

Mark Richards, Director METAL Peterborough



SWING YOURSELF ON SOMETHING: SMILE TO THE CAMERAS

Play Peterborough Now or Never!
Click for link to trailer

"I have lived in P'boro since 1970. Participation in this project has helped me look at the city differently. I've shared ideas about play and had conversations with people I would not have had otherwise. City Resident, Play Peterborough Now Or Never!"

TAKE A SEAT: SMILE AT YOUR NEIGHBOUR PCNN P'borough Arts Festival 2015

Residencies / Research Projects / Permanent Works (including digital)

- 2018-21 Between the Gallery and the Park - development of permanent work for Yorkshire Sculpture Park
2019 Play Then Now or Never! 2019 App development for Citizen Sci-Fi Future Fair
Furtherfield Gallery, Finsbury Park, London.
- 2017/18 Walk & Play YSP! - 2 week residency and mobile artwork development Yorkshire Artspace
2017 Play Cambridge Now Or Never!
App development and launch at Watch Out Festival for Summer season
- 2015/16 Play The City Now Or Never! METAL Peterborough & Southend
18 month residency and app development in each venue
- 2014 Blast Theory Materclass Cambridge Junction, Cambridge
- 2013 Time & Space METAL 1-month residency, METAL Peterborough
METAL Culture Lab 1-week residency, METAL Peterborough
- 2012 Children Take The Lead 12-month research project with
Cambridge Curiosity & Imagination, Wysing Arts Centre and Kettle's Yard, Cambridge

Selected Performative Walks & Actions

- 2019 Sound Walk Sunday, The Museum of Walking
- 2018 Creating Change - Peripheral Centres playful games & seminar talk for Wysing Arts Centre,
in partnership with Whitechapel Gallery, Istanbul Biennial, Aberystwyth University, myvillages
Walk & Play Cardiff's Desire Lines, Royal Geographical Society: Walking Together
- 2016/17 Lightbulb Walks playful walks for National Theatre, London
- 2016 Walking Women - Pecha Cucha events at LADA London and Forest Fringe Edinburgh
- 2015 Play The City Now Or Never playful interactive workshop for
Counterplay 16 Play When It's Difficult Play Summit Aarhus, Denmark
- 2014 Curating Cambridge commission
playful walk for 'Curating Cambridge' and Cambridge Festival of Ideas
Walking 5 years from now forecast for
'Talking Walking' project by Andrew Stuck, Rethinking Cities
- 2013 Sunder & Land On Walking conference
Sunderland University & Northern Gallery for Contemporary Art
- 2012 Time to C&B, commission - Cambridge Curiosity & Imagination & Aid&Abet, Cambridge

Selected Exhibitions & Installations - physical and online

- 2020 'Home (not quite) Alone Too!' downloadable activity for
Norfolk and Norwich Festival Bridge Let's Create Pack
- 2016 Loitering With Intent - Group Exhibition
The Art and Politics of Walking in Manchester and Beyond
People's History Museum 23 July - 13 October 2016
- 2015 Play Wellcome! Interactive installation,
Play Spectacular: The Wellcome Collection, London
- 2014 The Walking Encyclopaedia Group show
AirSpace Gallery, Stoke-on-Trent
- 2013 Eastern Approaches Open group exhibition
UH galleries at Museum of St Albans
Walking in the City a four-day event exploring Bristol
The Parlour Showrooms Bristol

Online Podcasts

- 2016 Walking 5 Years from Now
podcasts with artists, specialists and walkers talking about how
walking inspires their work and shapes our world. www.talkingwalking.net

Publications

- 2018 Cut Your Nose Like Your Hair Review of Play The City Now Or Never! Mobile App
Art in the Public Sphere, Volume 7, Number 1, 2018
- 2016 CounterPlay '16 publication
- 2015 Ways To Wander edited by Claire Hind and Clare Qualmann
www.triarchypress.net/waystowander.html

Idit Nathan & Helen Stratford

Project Images & Testimonies



18 MAY!!!

FREE! ALL WELCOME



**Find a Line to Follow and Face
The Future! 'Walkshops'**

Join artists Idit Nathan & Helen Stratford to walk and play around Finsbury Park. Using dice, cards and props - the conversations will help inform a unique play app that is also an artwork for the park launching on 10th August during Free Fair and Alive Festival - come and take part!!

18 May 3:00pm Furtherfield Gallery - McKenzie Pavillion

www.playanywherenowornever.com

furtherfield
www.furtherfield.org

Between the Gallery and the Park

We are currently completing a commission for Yorkshire Sculpture Park and Furtherfield Gallery, London. Between The Gallery and The Park is supported by arts council england and will see us develop a mobile artwork both digital and analogue for Furtherfield Gallery London and YSP respectively to be launched in 2019/2020.

'I visited new parts of the park I've never seen before and it was great to play rather than just drop off and pick up.'

Participant of Between the Gallery and the Park
Furtherfield Commons 2019.

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Project Images & Testimonies



Walk&Play YSP

Selected through a limited call to be visiting walking artists for Art & Wellbeing at Yorkshire Sculpture Park, West Bretton, we are currently developing a mobile artwork for the Park. Inviting visitors and staff to join us to explore and experience the setting and the works through walking and playing.

The YSP 'walkshops' have been specifically designed to evoke memories and stories about play, walking and art. The mobile artwork will be launched in 2019/20 as part of the opening programme of the new visitor's centre at YSP.



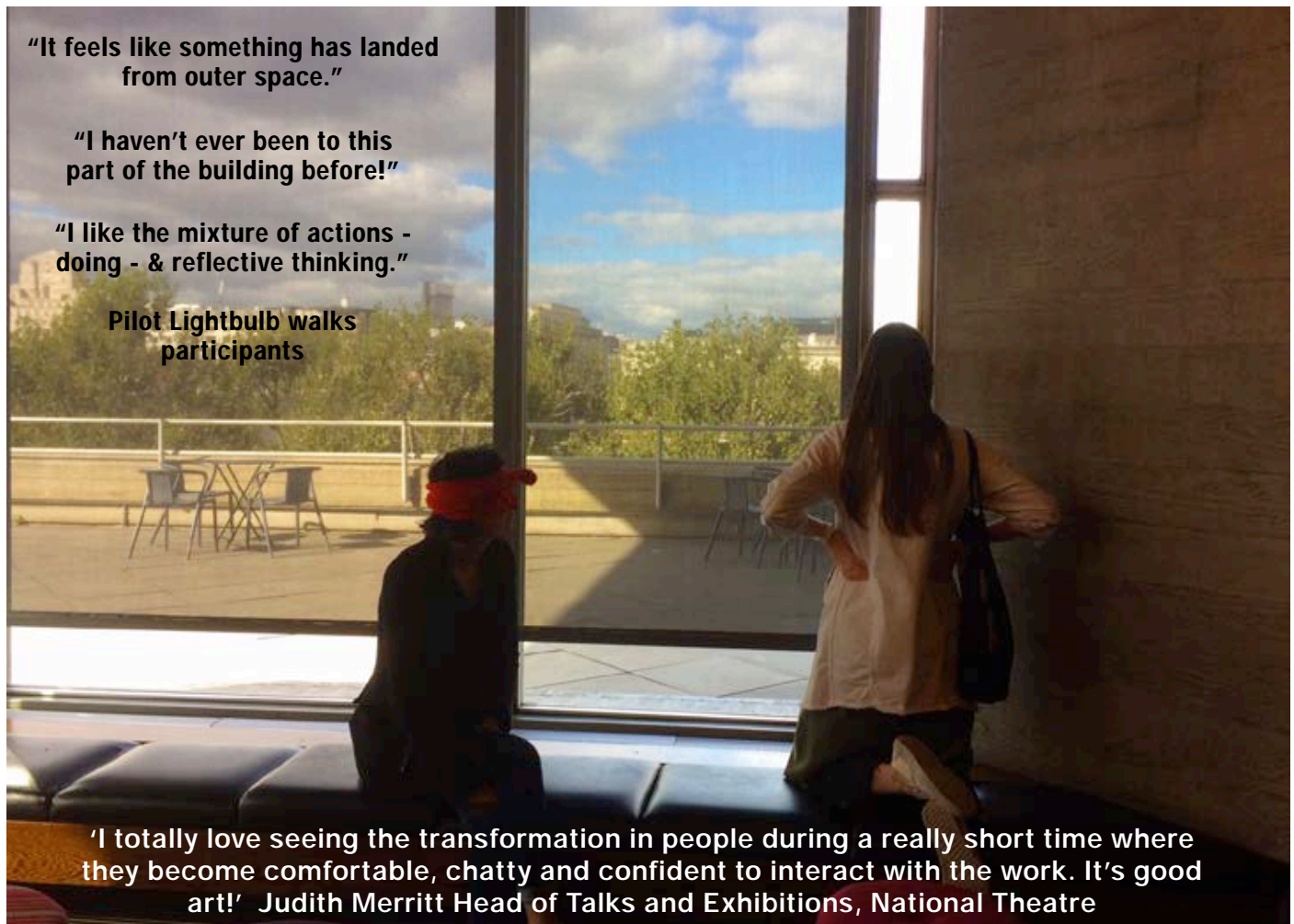
'We loved doing the walks as a group. It gave us permission to play and our visit had a different feel this time..'

Participants of Walk&Play YSP



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Lightbulb Walks and Dice Workshops



Lightbulb Walks, National Theatre ▲

▼ Dice workshop, CounterPlay '16 & Wellcome Trust, London



Idit Nathan & Helen Stratford

Play The City Now Or Never!



PLAY PETERBOROUGH / PLAY SOUTHEND NOW OR NEVER ! (2015/16)

Have you ever hummed a Lulu lullaby?

Play Southend Now or Never! and Play Peterborough Now or Never are site-specific Apps for mobile devices that make visitors and residents alike experience both urban environments in fresh, imaginative and mischievous ways. The App uses geo-mapping technologies to send visual and audio prompts that suggest specific actions as you walk around the town and the city. Both Apps were developed with local residents, arts organisation Metal NetPark and launched at Peterborough Arts festival (festival trailer) Village Green Festival and part of Estuary art biennial for the Thames Estuary. In 2017 Play Cambridge Now Or Never! was commissioned by Cambridge Junction and launched at Watch Out Festival for the Summer season.

