

Metacomposition Descriptive Score by Marcus Anomalous

Program Notes

The following experience is optimized by and for your participation. While upon examination, the rest of society may seem to be in discord... in here it's quite literally harmonious as a result of the system. Inside, the founding citizens offer you the latest of their inventions, and ask only that you carefully document your experience in the common language. All who like you have visited here, in each of their actions contribute to making it something you will like, as we determine which sequences of electrical impulses are pleasing, which are disgusting, which we are not sure about, and which we insist upon developing further understanding.

Characters:

Visitors/Citizens

The audience are called the visitors, and after awhile in the exhibit they are essentially citizens. Citizens will execute sequences of tasks chosen by themselves or given by the Cultural Authority. They will look for the next task by repeating the next number on their card to others until they figure out which installation they need to visit next; this continues until they finish the card. They then report to the Cultural Authority on their experiences in a prescribed way, to which the Cultural Authority chooses whether and/how to respond.

Visitors/Citizens can do four things with a sequence after reviewing their experience:

1. Discard it.
2. Give it back to the Cultural Authority and tell them what you thought.
3. Give it directly to another Citizen without documenting the transaction with the Cultural Authority.
4. Make your own sequence and give it to the CA.

Optional: Write down a verbal description of the experience as in a guest book.

Inventors

The inventors are on the stage in different places with their inventions, helping the citizens conduct their affairs, showing them how to work the inventions and do the procedures that they were instructed to do by the Cultural Authority, even altering their inventions on the spot according to the discussions.

Cultural Authorities

The Cultural Authority is composed of citizens who are acquainted with the inventors and understand certain principles of the crafting of pleasing sonic impulses, but have ascended to power and now simply make decisions regarding how the Citizens and the Inventors ought to interact.

Throughout the experiment, the CA will carefully tally all distinct sequences returned.

The Cultural Authority can do four things with a sequence after reviewing the citizen's input:

1. Discard it.
2. Pass it out again.
3. Make multiple copies and introduce them into the System.

4. Invent new original sequences and introduce them into the System.

Stage/Layout/Props:

Front desk area- Cultural Authority, index cards

Stage- inventors, inventions, enough area for discussions to be had.

Process:

A few representatives from the Cultural Authority will be sitting at a desk with index cards and writing utensils. They are the first people the audience will communicate with. As the audience member walks in and approaches the desk, they will be given an index card with a sequence of numbers on it corresponding to an Experience.

As the audience member walks in, the CA agent will provide him/her with one blank index card and one completed index card, and allow him/her through the door. At this point, other CA agents will be available to assist audience members in navigating their experience. The audience member will go from installation to installation in the prescribed order indicated on their card, or choose to rebel and go through it in a different order which they will later document on the blank index card.

After the audience member goes through the Experience, he/she will return to the front area. At this time, the audience member will either check in with the CA, return their card, and report their experience, give their card directly to another audience member, or throw their card in the trash.

Theme:

The piece is a meta-composition meant to represent the construction of a new individual culture from the ground up amidst the powerful forces of modern technology and government.