

24 INTERMADES

James Johnson-Perkins

1. BOUNCE INTERMADE SCORE 2001

James Johnson-Perkins

ASK A BLOW-UP BOUNCY CASTLE OPERATOR TO SET UP A BLOW UP CASTLE IN A GALLERY

INVITE PEOPLE TO USE IT (ADULTS ONLY)

CONTINUE UNTIL THE EXHIBITION FINISHES

2. WORLD WISHING WELL INTERMADE SCORE 2003

James Johnson-Perkins

COLLECT WATER FROM AS MANY WATER SOURCES AS POSSIBLE (RIVERS, SEAS, ETC.)

COMBINE THE WATER IN A VESSEL AND STERILISE IT BY BOILING IT TWICE

MAKE A WISHING WELL (LABELLED WORLD WISHING WELL) AND POUR THE MIXTURE INSIDE

ASK PEOPLE TO THROW COINS INTO THE WELL AND MAKE WISHES

COLLECT THE WATER AT THE END AND KEEP ADDING OTHER COLLECTED AND STERILISED WATER TO IT

3. FUNFAIR INTERMADE SCORE 2006

James Johnson-Perkins

ASK A FAIRGROUND OPERATOR WITH A RIDE/STALL (E.G. BUMPER CARS, CAROUSEL, SHOOTING DUCKS...) TO SET UP THEIR BUSINESS IN A GALLERY INSTEAD OF ITS USUAL LOCATION

TELL THEM THAT THEIR RIDE/STALL IS NOW ART

INVITE PEOPLE TO USE THE RIDES/STALLS

CONTINUE UNTIL THE EXHIBITION IS FINISHED

4. ROBOTS INTERMADE SCORE 2007

James Johnson-Perkins

CREATE A SERIES OF CHARACTERS (ROBOTS) MADE OUT OF LEGO, MEGABLOCKS AND COLOURED CRATES

ARRANGE THEM IN A LARGE SPACE OR SPACES

INVITE PEOPLE TO DO THIS

USE COLOURED MATS

PAINT THE WALLS USING GEOMETRIC SHAPES, ALSO SHOW ARTIST VIDEOS CONTAINING DANCING ROBOTS

CONTINUE UNTIL THE INSTALLATION IS FINISHED

OPTIONAL: ASK PEOPLE TO DRESS UP LIKE ROBOTS AND TRY TO BEAT THE WORLD RECORD FOR THE LARGEST NUMBER OF PEOPLE DOING ROBOTICS IN ONE PLACE

5. INVADERS INTERMADE SCORE 2009

James Johnson-Perkins

BUY/COLLECT/FIND A SERIES OF HANDHELD SPACE INVADER GAMES

LEAVE THEM ON A TABLE OR PLINTH AND ENCOURAGE PEOPLE TO PLAY THEM

BUY/COLLECT/FIND ARCADE/RETRO GAME SYSTEMS

SET THEM UP, PLUG THEM INTO TVS (OLD ONES IF POSSIBLE) AND ENCOURAGE PEOPLE TO PLAY THEM

6. MERRY INTERMADE SCORE 2009

James Johnson-Perkins

BUY/COLLECT/FIND A SERIES OF NOSTALGIC VINYL RECORDS

FIND A SIMPLE RECORD PLAYER WITH A SPEAKER SYSTEM

LEAVE THEM ON A TABLE OR PLINTH AND ENCOURAGE PEOPLE TO PLAY THEM

ASK PEOPLE WHAT THEY ARE THINKING WHEN THEY LISTEN TO THE RECORDS

7. HULA INTERMADE SCORE 2012

James Johnson-Perkins

FILL A ROOM OR AN OUTSIDE SPACE WITH AS MANY HULA HOOPS AS POSSIBLE, USING CABLE TIES TO TIE THEM TOGETHER

(200+ IS AN IDEAL AMOUNT)

ASK PEOPLE TO ARRANGE THEM IN INTERESTING/EXCITING WAYS

THINK ABOUT TRYING TO FILL AS MUCH SPACE AS POSSIBLE

ALLOW AND ENCOURAGE PEOPLE TO TOUCH OR INTERACT WITH THIS WORK

OPTIONAL: A HULA HOOPING COMPETITION BEFORE YOU START

OPTIONAL: PLAY MUSIC OR VIDEOS ALONGSIDE THIS WORK WHICH SUIT "HOW YOU THINK IT LOOKS"

8. TWIST INTERMADE SCORE 2016

James Johnson-Perkins

FILL A LARGE SPACE OR SPACES WITH MANY TWISTER MATS JOINED TOGETHER

THESE CAN GO ON FLOORS, WALLS AND THE CEILING

(TRY TO FILL AS MUCH SPACE AS POSSIBLE)

ASK PEOPLE TO ARRANGE THEM IN INTERESTING/EXCITING WAYS

PLAY A FILM ON A LOOP WHICH CALLS OUT WHERE PEOPLE'S HANDS AND FEET SHOULD GO (MADE BY THE ARTIST)

ENCOURAGE PEOPLE TO PLAY

9. TARGET INTERMADE SCORE 2017

James Johnson-Perkins

PLACE AN RAF TARGET ON THE WALL
(A SMALL RED CIRCLE INSIDE A MEDIUM-SIZED WHITE CIRCLE INSIDE A LARGE BLUE CIRCLE)

PLACE A LARGE PILE OF A4 PAPER A GOOD DISTANCE AWAY (THIS MAY BE BLANK OR HAVE A POETIC STATEMENT ON IT)

HAVE INSTRUCTIONS ON HOW TO MAKE A PAPER AEROPLANE ON THE WALL

LEAVE THE PAPER PLANES WHERE THEY LAND

REPLACE THE PAPER PILE REGULARLY AS IT DECLINES

CONTINUE UNTIL THE EXHIBITION IS OVER

10. BLACKBOARD INTERMADE SCORE 2017

James Johnson-Perkins

PLACE A LARGE/GIANT BLACKBOARD IN A ROOM

TELL PEOPLE:

THE CLASSROOM TEACHER (OR PERSON) WHO IS IN CHARGE OF THIS BLACKBOARD HAS JUST LEFT THE ROOM

ASK PEOPLE TO:

WRITE OR DRAW SOMETHING ON THE BLACKBOARD

REPEAT UNTIL THE EXHIBITION IS OVER

11. SELFIE INTERMADE SCORE 2017

James Johnson-Perkins

FIND EXISTING SIGNS WHICH COULD MAKE YOU LAUGH IF YOU TOOK A SELFIE BESIDE THEM

E.G. DIRECTIONAL ROAD SIGNS WITH THE WORDS DULL OR LOST

PRINT THEM OUT OR PLACE THEM IN THE GALLERY OR SPACE

ENCOURAGE PEOPLE TO TAKE SELFIES WITH THEM

12. WHAT? INTERMADE SCORE 2017

James Johnson-Perkins

BUILD AN AESTHETICALLY PLEASING SHELF

FILL THE SHELF WITH IMPORTANT BOOKS WRITTEN BY FAMOUS PHILOSOPHERS

ON THE END OF THIS SHELF PLACE A CUP FILLED WITH HIGHLIGHTER PENS

MAKE A SIGN WHICH INSTRUCTS PEOPLE TO READ THE BOOKS AND HIGHLIGHT STATEMENTS WITHIN THEM WHICH THEY ENJOY, THEN RETURN THE BOOKS TO THE SHELF

REPEAT UNTIL THE EXHIBITION IS OVER

13. BELIEF INTERMADE SCORE 2017

James Johnson-Perkins

FILL A ROOM WITH THE SOUND OF A COMPUTER NARRATION OF A VERSION OF THE BIBLE AND/OR OTHER HOLY TEXTS

ASK THE PUBLIC/VISITORS TO RESPOND TO THIS IN A CREATIVE WAY

CONTINUE UNTIL THE EXHIBITION IS OVER

14. BACKWARDS INTERMADE SCORE 2017

James Johnson-Perkins

RE-WRITE BEETHOVEN'S 5TH SYMPHONY SO EVERYTHING IS BACKWARDS
(BUT IN THE SAME TIMING)

DO THIS WITH ALL OF THE INSTRUMENTAL PARTS

WORK WITH AN ORCHESTRA SO THEY CAN LEARN HOW TO PLAY THE NEW
VERSION

PLAY THE NEW BACKWARDS VERSION

ASK A GROUP OF FOOTBALL FANS (AS MANY AS POSSIBLE) TO SING MANY
TIMES, AT THE TOP OF THEIR VOICES, AT THE END OF THIS BACKWARDS
SYMPHONY: "DOWN WITH THE MONARCHY, DOWN WITH..."

NOTE: YOU CAN PLAY A PAIRED-DOWN/SIMPLER VERSION OF THIS SCORE BY
FINDING A PIANIST TO PLAY "BEETHOVEN'S MOONLIGHT SONATA"
BACKWARDS, AND ONE FOOTBALL FAN TO SHOUT JUST ONCE: "DOWN WITH
THE MONARCHY"

15. TICKETS INTERMADE SCORE 2017

James Johnson-Perkins

TAKE A LARGE SUM OF MONEY

DIVIDE THE MONEY INTO 100 ENVELOPES (GOLD ENVELOPES ARE BEST FOR THIS)

ON EACH ENVELOPE WRITE THE WORDS "YOU HAVE WON A GOLDEN TICKET"

INSIDE EACH ENVELOPE, WITH THE MONEY, PLACE A NOTE:

"THIS IS A GOLDEN TICKET. SPEND THIS MONEY ON SOMETHING SPECIAL AND PLEASE SAY WHAT YOU HAVE USED IT FOR BY SENDING AN EMAIL TO: (CREATED EMAIL ADDRESS)"

FIND SOMEBODY WHO IS HONEST TO DISTRIBUTE/LEAVE/HIDE THE GOLDEN TICKET ENVELOPES AROUND A TOWN OR CITY

ASK LOCAL RADIO STATIONS AND NEWSPAPERS TO MAKE AN ANNOUNCEMENT THAT THIS HAS HAPPENED

PRINT OUT THE EMAIL REPLIES AND PIN THEM TO A NOTICE BOARD IN A PROMINENT PLACE

16. REMOTE INTERMADE SCORE 2017

James Johnson-Perkins

FIND/BUY REMOTE CONTROL CARS THAT HAVE GOOD LIGHTING FEATURES ON THEM

FIND/BUY A SERIES OF LIGHTS/DISCO LIGHTS

CREATE A CAR TRACK AND ARRANGE THE LIGHTS/DISCO LIGHTS AROUND IT

TELL PEOPLE THAT THEY CAN PLAY WITH THE CARS

CHARGE THE CARS' BATTERIES WHEN NECESSARY

REPEAT UNTIL THE EXHIBITION IS OVER

17. TIME INTERMADE SCORE 2017

James Johnson-Perkins

FIND/BUY 720 (STANDARD 12-HOUR FACE) CLOCKS

SET THE CLOCKS UP SO THEY ARE EACH ONE MINUTE APART

THEY WILL DISPLAY EVERY MINUTE OF EVERY HOUR

ARRANGE THEM IN TIME ORDER AROUND THE WALLS SO THAT THEY CIRCLE THE ROOM, WITH THE LAST 11:59 CLOCK NEXT TO THE FIRST 12:00 CLOCK

PLACE A MONEY BOX IN THE CENTRE OF THIS ROOM (IDEALLY A PIG-SHAPED ONE)

CREATE AND DISPLAY A SIGN ASKING PEOPLE TO: PLEASE PUT MONEY IN THE BOX

DISPLAY ALL ELEMENTS UNTIL THE END OF THE EXHIBITION

NOTE: YOU CAN PLAY A PAIRED-DOWN/SIMPLER VERSION USING 12 CLOCKS, EACH ONE HOUR APART

18. CONNECT 4 JAZZ TENTS INTERMADE SCORE 2018

James Johnson-Perkins

PLACE A SERIES OF TENTS IN A GALLERY OR IN UNUSUAL/INTERESTING PLACES

PLACE CONNECT 4 GAMES INSIDE EACH TENT

PLACE A MUSIC DEVICE WHICH PLAYS CONTINUOUS JAZZ MUSIC INSIDE EACH TENT

CONTINUE UNTIL THE END OF THE EXHIBITION

19. CLIMB INTERMADE SCORE 2019

James Johnson-Perkins

CREATE A LARGE CLIMBING WALL IN A SPACE

ASK PEOPLE TO ARRANGE THE VARIOUS GRIPS/COMPONENTS IN INTERESTING/EXCITING WAYS

DO ALL THE NECESSARY SAFETY CHECKS

HIRE EXPERIENCED CLIMBING WALL PROFESSIONALS TO SUPERVISE AT ALL TIMES

ENCOURAGE PEOPLE TO CLIMB AND PLAY ON THE WALL

20. PERFORM INTERMADE SCORE 2019

James Johnson-Perkins

CREATE A STAGE IN A SPACE

ASK PEOPLE TO PERFORM SOMETHING ON THIS STAGE

ASSIST PERFORMERS AS MUCH AS POSSIBLE WITH ORGANISING THEIR PERFORMANCES (E.G. SOUND EQUIPMENT, STAGE SETS, ETC.)

REPEAT UNTIL THE EXHIBITION IS OVER

21. STANDBY INTERMADE SCORE 2021

James Johnson-Perkins

FIND AN EXHIBITION SPACE WITH TWO ENTRANCES

LOCK ONE ENTRANCE WITH A LARGE PADLOCK

HALF-COVER THE OTHER WITH A BROKEN DOOR OR DRAPE (ALLOW ENTRY THROUGH THIS ONE)

PLACE LOCKED BOXES IN THE SPACE WITH SIGNS "DO NOT TOUCH" AND "REMOVED FROM THE EXHIBITION"

PLACE COVERED-UP ARTWORKS IN THE SPACE

PLACE TRAFFIC CONES AND DANGER TAPE THROUGHOUT

CREATE A WET FLOOR AND/OR RUBBISH TIP AREA

GUARD THE SPACE

ENCOURAGE PEOPLE - NOT TO PLAY

DO NOT ALLOW PEOPLE TO TOUCH ANYTHING

ESCORT PEOPLE OUT (WEAR POLICE UNIFORMS OR SIMILAR)

22. HOPE CEILING INTERMADE SCORE 2023

James Johnson-Perkins

COVER ALL FLOOR SPACE OF A GALLERY WITH CANVAS

LEAVE LARGE POTS OF GLOSS PAINT AND POURING MATERIALS AT THE SIDES OF THE ROOM

ALLOW PEOPLE TO POUR AND CREATE ABSTRACT PATTERNS FOR ONE DAY

DISPLAY THE WORK ON THE CEILING OF THE GALLERY

23. TAKE A BREAK INTERMADE SCORE 2023

James Johnson-Perkins

BUY AS MANY KIT KAT BARS AS POSSIBLE WITH THE BUDGET

PLACE THEM IN A COMFORTABLE SPACE WHERE PEOPLE CAN RELAX

TELL PEOPLE **TO TAKE A BREAK** AND TAKE ONE KIT KAT

REPEAT UNTIL ALL KIT KATS ARE CONSUMED

24. DANCE INTERACTIVE READYMADE 2025

James Johnson-Perkins

CHOOSE A SELECTION OF MUSIC THAT INSPIRES MOVEMENT.

CREATE A DEDICATED SPACE IN THE ART GALLERY. CLEAR AN OPEN AREA, ENSURING IT IS SAFE AND FREE OF OBSTACLES. ADD A SIGN TO WELCOME PARTICIPANTS AND PROVIDE BRIEF INSTRUCTIONS. CONSIDER LIGHTING AND HOW IT COMPLEMENTS THE ACTIVITY.

ENCOURAGE THE AUDIENCE TO JOIN AND DANCE IN THE SPACE, CREATING A SHARED EXPERIENCE.