

Irena Pivka, Brane Zorman and  
Saška Rakef, Klavdija Zupan

## WALK THE CITY

in-situ sound map,  
taking place in selected locations in the city and enabled by a mobile phone application.



*Walk the City* is a multimedia performance, a sound map designed for the viewer to enter and follow by way of a mobile phone application. By listening to sound images imprinted in carefully selected locations in the city centre, the viewer is thus crossing between fictitious and real situations. The map connects sound with space, offering them as a whole to be experienced or reflected upon. Between spaces as they are. And spaces as they were. Or could have been. Or may yet come to be.

*Walk the City* is a map in which occasional spatial disorientation, instability gets intertwined with the temporal levels of space. It is a map that re-examines modern tracking devices which are increasingly reducing the space for getting lost or for discovering new spaces, which is ultimately changing the perception of space as a whole. In this perspective, *Walk the City* aims to shift the viewer's look away from the "device" while at the same time provides for an interference in the map. *Walk the City* is actually a map that is, paradoxically, based on spatial instability, or in other words, it takes disorientation as an advantage and noise as a challenge.

The sound map *Walk the City* critically outlines the modern society and the multitude of rules established by the society to facilitate life, to make it "easier". Better? More comfortable? More fair? We are not interested only in the legal provisions, though they do have an important role, but in a set of different, less visible, all-permeating, hidden, at a first glance even innocent modes and procedures which we accept, take for granted and also play out. How much power do these patterns, rules, provisions have? Can they be changed?

With an aim to critically reflect on the use of e-maps, Cona has continued and upgraded its last year's project *Response sound maps/walks*, which has focused on a sound map.

*Walk the City* is set up on Android smart phone application radio aporee:::miniatures for mobiles, created by the German artist Udo Noll, which tracks the position and movement of the spectator. Phones with applications and headphones will be available at the entrance point.

Created by:

Concept and idea: Irena Pivka, Brane Zorman

Text: Saška Rakef in collaboration with Klavdija Zupan, Irena Pivka, Brane Zorman

Sound and sound map: Brane Zorman

Space: Irena Pivka

Application radio aporee:::minatures for mobiles: Udo Noll

Dramaturgy: Klavdija Zupan, Saška Rakef, Jasmina Založnik

Text revision: Tomaž Gubenšek

Accompanying text: Jasmina Založnik

Voices: Mojca Funkl, Tomaž Gubenšek, Gašper Jarni, Saška Rakef, Marinka Štern, and children: Pika and Oskar Kapelj, Lara and Borut Bončina, Leo Pintar, Naomi Zorman, Jan Verdellis

Production CONA Institute for contemporary arts processing, Peričeva 7, SI - Ljubljana

<http://www.cona.si> Contact: [cona@cona.si](mailto:cona@cona.si)

Jasmina Založnik +38631885508, Brane Zorman +38640418681, Irena Pivka +38640418682.

The programme and projects of CONA are supported by the Municipality of Ljubljana, Department of Culture. The project is co-financed by the Ministry of Culture.



**Irena Pivka**, artists, architect, scenographer, (MA at Faculty for Architecture in Ljubljana, MA scenography at St. Martins College of Art, London)

Together with Brane Zorman she established CONA institute for processing contemporary arts. They realised series of multimedia art project with main focus on immigration and integration process in our society. In 2008 Cona started production of a long term art project radioCona/Temporary Project radio For Contemporary Arts, which employs the public space of a radio frequency and deals with combination of location and sound.

She collaborating with series international galleries. She received several international artist in residence programs and as guest artist she prepared several international presentations and artist lectures about her work.

As a set and costume designer, she designed over fifty scenographies and collaborated with the majority of performing and dance producers in Slovenia.

**Brane Zorman**, is composer, intermedia artist, sound manipulator, producer working as a freelance artist in Ljubljana, Slovenia.

He has composed music for more than 50 theatre, dance, multimedia and newmedia sound pieces, as well as released several theatre soundtrack CDs and a few dance EPs for various labels. He composes music for film, TV and radio commercials. His achievements include the first DTS surround encoded soundtrack for a theatre performance in Slovenia, the first DTS surround CD release in Slovenia. He has an interest in special sound design, effects and sound sculptures – soundscapes, as well as Brane Zorman's live surround sound projects and events in various spaces. He works with intermedia artists such as Igor Stromajer and world renowned BALLETTIKKA INTERNETIKKA guerilla internet projects, as well as Irena Pivka on Cona projects series. With Irena Pivka they founded "CONA Institute for contemporary art processing" who produces intermedia project [radioCona](#) – a legal temporary project radio for contemporary art.

**Cona** institute for contemporary arts processing, creates and promotes contemporary art works in relation to society, technology, space and sound. <http://www.cona.si/>