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DANCING WITH EARS AND HEARING WITH EYES

Experimental artists and musicians host *PLAY!: A Festival of Art and Technology*

As humanity encounters the ways in which technology is impacting the human condition, artists have taken upon the role to help us soak in the new world as they strive to make sense of it all. In explorations of gesture, technology, and everyday noise, they craft works that can challenge yet enlighten us on how we perceive. Meanwhile, they find new ways to heal themselves and the world in the process.

On March 23 and 24, Tempe-based non-profit art collective urbanSTEW is celebrating the creative, curious, and perceptive nature of human beings in an upcoming event, *PLAY!: A Festival of Art and Technology*. *PLAY!* defends the very birthright of all people: the right to *play*.

In its first year, the *PLAY!* Festival draws inspiration from fringe practices of experimentalism and the avant-garde to explore this year's theme: disability perception. Inspired by lived experiences of people with disabilities, the festival asks each of us to explore and play with our most basic perceptions of human limits and ability.

PLAY! brings a series of concerts, digital art installations, and DIY workshops to the MADCAP Theaters on Mill Avenue in downtown Tempe. urbanSTEW invites those who have never considered themselves artists or musicians to bring their "inner children" and join percussionists, dancers, and digital artists as they revel in what they do best: *play*.

Interactive exhibits give participants a fresh experience with human limits and abilities as they communicate and navigate in alternative realities. urbanSTEW's Groovology invites participants to demonstrate their rhythmic chops. "Interrogations," an interactive installation by ASU Art Faculty David Tinapple, uses headphones that delay auditory feedback and flashing bright lights to distract and confuse users, leading them to express unexpectedly creative insights.

Phoenix-based contemporary music ensemble Crossing 32nd Street puts teacups, chopsticks, couches, and other everyday objects into the limelight of virtuosic performance in works by American experimental composers Steve



Reich, John Cage, and David Lang. Jessica Rajko's choreography lights up the stage with dance featuring stretch electronics hand-sewn into dresses by Galina Mihaleva. And two percussionists battle to the end in generative electro-acoustic rendition of Pac-Man. Performances take place in three concerts on Friday at 7:30pm, Saturday at 1pm and 7:30pm.

For those who have never considered themselves artists/musicians, come out to *PLAY!* and renew your creative core from within.

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If you'd like more information about this topic, or to schedule an interview with urbanSTEW, please call Lisa Tolentino at 661/301-9856 or e-mail Lisa at lisa@urbanstew.org