The Art of Oblivion

... The artistic form of the performance is experimentally and revolutionary new - it is not to be read or understood as traditional works - and the intention is not to let the spectator be able to follow the immense flow of images and sound - or to be able to remember every single detail. The zoom-function is the leitmotif of the performance and the scenography, the cross of the screens, encourages the audience to go on 'site seeing' - to choose their own perspective on the performance, their own way through the digital space.

At the same time as the fragmented, non-linear progress exactly reveals the structure of human memory - the performance also reflects the story about how mankind is able to manage the art of memory by selecting highlights, main principals - and by moving in between the two in a logical way.

Site Seeing Zoom is a hyper-complex work because it deals with complex problems. As an experiment, it manages to communicate to its audience a new artistic language - and in that sense, it reaches beyond the performance to a wider staging of the terms like performance and acting.

As regards contents it succeeds in a masterly way of thematizing memory and consciousness by comparison of the human and the digital network - fortunately in a pointing out of the difference which exists between the two phenomana: the ability to forget is human - and is not possessed of the electronic media.

In that way the performance gives food for thought as it raises an extremely relevant critique of our present society - which, to a still higher degree, works digitally in a forever now - and forgets to forget...

BY MARIE LOUISE BÜCHERT