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PLEASE SAY DANIELLE FREAKLEY

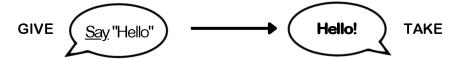
SEYCHELLES PAVILION - ARSENALE 60th La Biennale di Venezia ARTE

AUDIENCES ARE INVITED INTO CONVERSATIONS IN A 'PLEASE SAY' WAY, A SOUND PIECE, A GAME, A SCORE, A CHAT, CO-SCRIPTING EACH OTHER IN REAL LIFE

Seychelloise-Australian artist Danielle Freakley 'Please Say' is on exhibition in the Arsenale for the duration of the 60th International Art Exhibition, La Biennale di Venezia. Freakley invites members of the public and media to engage in 'Please Say' way of speaking. It tweaks the structures of communication, probes power relationships and empathetic exchange in words spoken and the way we script each-other, project and prompt each-other in daily life. This project allows audiences to explore their vulnerable selves openly and playfully, anytime, anywhere with each-other.

'Please Say' is a conversational tool, a game, a perpetual echoing soundpiece, a score and a way to script each other in real life, making the world into a stage. With transparency and negotiation audiences can get to know each other, feeding each-other vocally, asking each other to please say anything they wish.

HOW DOES 'PLEASE SAY' CONVERSATION WORK?



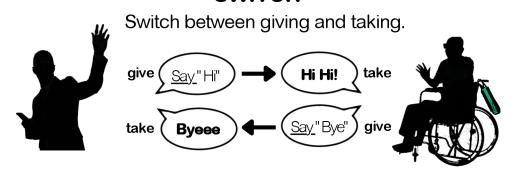
TO GIVE Always use magic word 'SAY' before you give others anything to say.

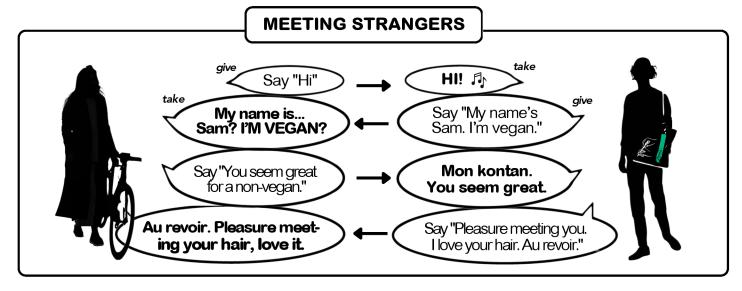
- See what comes intuitively in the moment.
- Give freely with no demands on others.

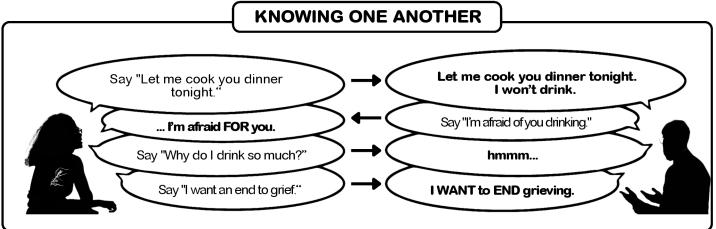
TAKE what someone gives you and adapt it.

- Try to work with what you're given (there are no demands.)
- Repeat exactly, if it feels right, or edit it, skip it, play with it, change tone & body language. See how you feel. Say it your way. Own it

SWITCH







Having spoken this way herself for years, Freakley now invites visitors to engage in their own way. Drawing from a history of conceptual performance art as well as methods of radical pedagogy, sociology and psychology she presents a world-bending experience with bare means: a conversation. Audiences are given wearable items, green straps bags or pendants which invite others into 'Please Say' conversation with anyone, who may be at the Biennale or more widely across Venice and beyond somewhere else in the world or with people they know over lunch a year later. The green straps and bags contain instructions to play anytime. This can be a light silly game with friends or strangers however, it can become more serious if you ask your parents, children, siblings, partner to say something you wished they would say to you for years - do they say it, do they edit it? and if so, how? What will they ask you to say? Audiences are invited to play 'Please Say' in the Arsenale and also are invited to try it in their own time and space later.

Freakley is a sculptor and performer with has a history of experimental language pieces included speaking exclusively in referenced quotes in her daily life for years, she also spent months learning the invented language of her 3 year old cousin in Seychelles who continuously invents new words for everything everyday. Her works can distort social communication, exposing lurking historical relationships, private subtexts, and slide into an unfading pit of re-authorship.

Artist
Ghost Curators
Ghost Facilitators
Artistic Producers
Assistant Curator
Assistant Dramaturg
Ghost Continent

Danielle Freakley
Raimundas Malašauskas & Rory Macbeth
Ghostartschool
Rory Macbeth & Vittoria Mornacchi
Elia Rosa Guirousamasse
Maarten Van den Bussche

The 'Please Say' work is part of the Seychelles pavilion but Freakley is representing a particular part of Seychelles, a newly discovered underwater continent Seychelles sits upon. This sunken continent under Seychelles does not yet have an agreed upon name, it's unclear how much of it belongs to Seychelles or not. Mythologically it was part of the first maps of Lemuria, a underwater land which occultists invented mystic civilisations within. In the last decade through rock testing, echo location devices and continental drift studies, the sunken continent is seen now to be a part of of Gondwana. Millions of years ago Gondwana contained and connected Africa, Antartica, India, Australia and other regions in one land. The 'Please Say' piece is a hidden in mouths, also discovered through echo location, finding each-other through editing voices and echoing voices.