

Susan Ploetz (US/DE) is an artist-researcher working with somatics, theory, writing, performance and real-life simulations in different speculative configurations. Her work deals with the overlapping spaces of soma and technos; she uses imagination, magical materiality and protocol to induce emancipatory emotive dissonances and expansion of perceptions and consciousness.

Nina Runa Essendrop (DK) is an artist and larp designer with a masters degree in Theater, Dance and Performance Studies. She has a strong focus on movement, sensory experiences and the meaning of physical action. Nina is an active player in the Nordic Larp community. She has designed and produced blackbox larps, freeform games, large scale-larps, audience inclusive larps and larp festivals and she has collaborated with artists internationally.

The Come Closer programme is curated by Radna Rumping. Next events take place on February 28 (a listening session with Aurélie Nyirabikali Lierman), March 20 (a performance by Geo Wyeth) and April 17 (tba). Visit oudekerk.nl for further information

oude kerk

come closer january 24 2020: Sasanel, a larp experience

This evening is part of Come Closer, a series of intimate gatherings in and around the installation *Poems for Earthlings* by artist Adrián Villar Rojas at the Oude Kerk. Artists, musicians, scientists and visitors together explore an underexposed past, alternative versions of the present and possible futures.

Tonight, we welcome you to:

Sasanel, a larp (live action role play) about consciousness, attunement, communication, and environments. Written and designed by artist Susan Ploetz, and co-facilitated at the Oude Kerk with larp designer and artist Nina Runa Essendrop.

Dear visitor,

Thank you for coming to Sasanel, an encounter with another culture, which is not terribly unlike the one outside the walls of this church, but also quite different.

The people inhabiting Sasanel, are from a nearby island and have a different way of interacting with the world around them; a sort of magic materialism, if you will. This way of being is one in which the environment is full of power: materials have power, objects are combinations of power and humans merely need to attune to these powers to communicate, amplify, and influence what happens in the world and with themselves.

In the next hour, you will hear, see and possibly encounter representatives of this culture whose ecosystem, home and way of life is being destroyed by a powerful outside force, which they discover to be coming from an inland culture that doesn't seem to be able to communicate with other consciousnesses, materials, and the environment as they can. They have come here to learn as much as they can about this other culture and environment, and see if they might be able to communicate, influence this culture and hopefully change things for the better for their island and possibly for us all.

As you enter the installation, you will be able to hear and possibly see people from Sasanel, but in order to interact with them, you need to bring them a gift: some sort of material or object to explore, experience, and integrate into their magical system. You can offer them something you have on you, or you find outside: we have also gathered some materials we thought they might find useful or interesting. You are not obliged to interact with these visitors, and they are not obliged to interact with you.

→ At 20:30 the church bells will ring, and a door into the world of Sasanel will open on one side of the church. You may enter to more directly interact with the representatives of this culture in an area you will be guided to. Feel free to walk around as you like, and interact as much or as little as you like: please do offer a material as a gift first if you want to be in this inner space.

→ How to initiate an interaction:

- Offer a material or object to explore with an outstretched hand on an open palm: they might decide to take the object out of your hand, or they may decide to place their hand on top of the object while it is still in your hand. If they accept in this way, you may continue your interaction with them as long as you would like. You may find what they do interesting, and want to try to join in, but again, do not feel obliged.
- If they have their hand over the object in yours, and you would like to remove your hand, please wave your free hand over theirs: then they will remove their hand and you are free to move on.
- You might find that someone offers you a material or object in this way: please feel free to either accept or not accept this gesture.
- Facilitators can demonstrate how this offering works, and will be in the space to answer any questions (they wear a golden sticker).

→ There may be parts of the world of Sasanel you enter that may be quite dark; because of the uneven floor of the church, take care and time in exploring the space: you may use the torch function of your phone if necessary but we request you refrain from using the light in people's faces. Also please no taking photos, texting, or calling with your phone until after 21:00.

At 21:00 the fiction of Sasanel will come to an end: the players will have a short debrief together and visitors are invited for a warm drink at the Sebastiaanskapel, where the players of Sasanel will join shortly after.