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FutureFarmers Class Visit

Bingo: Field of Thoughts was created in 2006 by a group of artists consisting of Amy Franceschini, Michael Swaine, Stijn Schiffeleers with Albert Coleman, Rich Humphrey, and Corinne Matesich. They first started their research by reading guidelines in creating a nonprofit. The Futurefarmers wanted to find a way to make money for carrying out non-profit related activities. One way the artists figured out was to play bingo and fundraise. The materials and methods to create the project were recycled legal files, die-cut, silk screen, offset printing and thread. Each card was punched with numerous holes in a circular pattern. Seventy-five inserts were printed with random configurations of the seventy-five lowest GNP countries. The artists also initially researched and considered using recycled mediums with multiple attempts to see how the inserts would stay in place and how the printing would be set. The players were instructed to bring an obscure or interesting piece of information and to bring an item of food or drink from their assigned country. The guests had to research one of the seventy-five countries. Many of them were small countries with food that was unique and about facts that most people would not know. They came together in one undisclosed location to play bingo as a way to test whether this platform would work to raise the money needed to bring artists to speak in San Francisco, offer workshops, and hold discussions. In this scenario, the inflows of this system

would be the information about the countries as well as the players, the stocks would be the bingo game and the outflows would be the amount that was fundraised.

Extra Credit

One of the variables that could change is the information introduced into the system, as well as others such the materials of the cards or the players, that would ultimately alter it. If the Futurefarmers changed the the information — the seventy-five lowest countries in GDP — to a different world measure such as unemployment and types of jobs, environment, or popular culture, then the impact of understanding would be different as well. GDP is very factual based and may not be as relatable. However if we compare what we notice on a everyday basis, such as using individuals as measurements rather than percentages or statistics, we may sympathize more and perhaps draw more interest to this way of fundraising.

Map

