

Cross-Section: Performance

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Cross Section uses a gameplay of Omok, an old Asian game, as a main performance vehicle. The concept grew from a strong belief that its constant pattern recognition and reactions created in playing the game are reflective of interactions and dichotomies found in different social contexts.

The game involves a different sex pair. Players alternate placing stones on a grid, which is on the body of the female player. The game ends when five-stones-in-a-row, horizontally, vertically, or diagonally, has been achieved by one of the players.

The sound is also an integral part of Cross-Section and it consists mainly of a spoken text, which reflects what is considered ideal, good and "expected" of people. Those texts are generated when each player makes a move. Therefore, each game, although same rules are applied, results in a different pattern and a different set of texts.

Figure 1.

