



Royal College of Art

Postgraduate Art & Design

School of Arts and Humanities



NAFAE RESEARCH STUDENT CONFERENCE 2019

LIVING RESEARCH: THE URGENCY OF THE ARTS

15 March 2019, 9.30am – 8pm

Gorvy Lecture Theatre
Royal College of Art
Dyson Building
1 Hester Road
London SW11 4AN

NAME: Martha Jean Lineham
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INSTITUTION: Manchester Metropolitan University

PHD TITLE: Amusement Arcades Project

YEAR OF STUDY: 2nd year

SUPERVISOR: Dr Rosemary Shirley

STRAND (Please tick one)

N.B. If your paper is thought to be more suitable for a different strand you will be notified of this at the point of acceptance.

Collaboration	<input type="checkbox"/>	Documents	<input type="checkbox"/>	Environment	<input checked="" type="checkbox"/>
Me	<input type="checkbox"/>	Reenactment	<input type="checkbox"/>	Entanglement	<input type="checkbox"/>

TITLE OF ABSTRACT:

Sensation and affect down at the seaside arcade

ABSTRACT (300 WORDS):

Contemporary British seaside resorts are contradictory spaces of excess and restraint, the real and the imaginary, interruption and flow, the fantastic and the banal. Born out of seaside modernity, at the forefront of gaming technology in the computer age, and persistent in the contemporary, is the underexplored and uniquely atmospheric British seaside amusement arcade. Beyond problematic representations of arcades as abject commercial spaces of low culture, the sensory and affective affordances of these leisure environments form the focus for my current PhD study.

The subtle glow of coloured light onto bodies. Warped reflections in polished, translucent surfaces. Musty, patterned carpets softening footsteps. The unintentional buzzes, crackles and hums that quietly determine these electric environments. Sweet, sugary scents. That metallic smell arising from handled 2ps. The nostalgic sounds of coins in an increasingly contactless society, when you rummage through them or cascading from change machines. The signage and language of fun. People debating with people, people conversing with machines, machines flirting with machines. Ambiguous soft toy prizes in museum-esque glass cases, probed at by repetitive pushes of hard plastic buttons. Gaffer tape plasters revealing the worn materiality that punctures these fantasy realms. The arcade as a familiar, instagrammable site of wonder and visual culture.

This presentation, therefore, focuses on the arcade's contribution to the immediacy of the seaside through its modes of sensual responsiveness, and how this generates possibilities for the arcade to become an affective space that stimulates imagining and remembering. Utilising auto-ethnography and moving through documentary approaches from Fine Art and Geography (photography, sound, mapping and writing), this presentation introduces new perspectives on the contemporary amusement arcade as an undervalued space in society, highlighting how creative, critical practice can contribute to rethinking the value of existing leisure environments in new understandings of British culture.

FORM OF PRESENTATION:

Paper Workshop Performance Other (please specify below)

Poster N.B. There will be limited space for the display of posters for delegates not allocated a timed presentation.

ALL CONTRIBUTIONS SHOULD LAST NO LONGER THAN 15 MINUTES

WHAT EQUIPMENT WILL YOU NEED?

AV Equipment YES NO (If yes please select from the list below.)

Monitor Projector Speakers

INSTITUTIONAL NAF AE MEMBERSHIP

INDIVIDUAL NAF AE MEMBERSHIP

Please email completed form to admin@nafae.org.uk no later than 6 January 2019

Queries regarding the conference should be directed to nafaestudentconference@rca.ac.uk