

deviator

are you ready for some serious play?

call for artists expressions of interest: [pvi collective's deviator](#)
at red earth arts festival

pvi collective and city of karratha present **deviator**, a large-scale game that charges players with the mission of seeking out hidden audio instructions which encourage them to temporarily transform their town into a playground.

from the tiniest of private deviations to the boldest of public actions, **deviator** blends radically altered versions of children's games with subtle live performance, placing audiences as interventionists out on the streets, ready to creatively disrupt the city, one game at a time.

deviator proposes that adults revisit their streets with play in mind. audiences are given a 45 minute time limit, games are scored according to difficulty and a team of sly mischief makers are positioned out on the streets ready to play hard with them.

the performers will undertake a lab prior to the performance week.



City of
Karratha

what you will do:

each performer will be allocated one or two games that they can roll out during each performance.

these will be delivered via audio cues through the pvi smartphone and facilitated by the performer. ideally they will be able to tailor and customise their services to meet their own personality and performance skills. some are highly physical and suitable for high fitness levels, some are performative, others more cerebral in nature.

we are looking for people who are:

- 18+ years of age
- responsive, playful, and brave
- able to enjoy being outdoors on their feet for four hours a night
- confident with mobile phone technology
- willing to take creative risks
- intuitive to their audience's needs and agile enough to meet them
- able to work responsibly and confidently though different situations (i.e. being approached by a member of the public, dealing with a problematic audience member).

what you will learn:

performers participating in deviator will be immersed in pvi's process, and will gain skills in:

- working with locative media
- working on the streets
- developing agile responses to dynamic situations.

it's a lot of fun and there is a strong level of camaraderie.



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