

## **A Game We Made Up & Stories We Have Been Told**

Carson, J & Miller, R 2008, *A Game We Made Up & Stories We Have Been Told*, exhibited at: Bureau Gallery (Manchester UK) and Cable Factory (Helsinki, Finland), 19/07/2008 – 19/08/2008.

*A Game We Made Up & Stories We Have Been Told* were both completed during the exchange project *Swap/Vaihto* - where artists from Helsinki swapped working environments with artists from Manchester and vice versa.

In *A Game We Made Up*, Carson & Miller created a series of bespoke narrative games, designed to be played in specific locations matched to particular players, drawn from the people taking part in the exchange.

*Stories We Have Been Told* starts where *A Game We Made Up* ends. In this work - presented in audio and print - Carson & Miller reconsider the results of the games they played in *A Game We Made Up*, condensing and re-telling the narratives they had been told in this game format.

*Swap/Vaihto* was supported by Arts Council England, Arts Council of Finland, British Council, Bureau, The Cable Factory, HIAP, Laitilan Panimo Finland, Genelec, The Finnish Embassy, The Finnish Institute, Salford City Council and Fatboy.

**How do you know things are real?**  
**What do you believe in?**  
**When have you been uncertain?**  
**When have you put your faith in something?**  
**Why do you need proof?**  
**What do you see when you look in the mirror?**

**Who do you belong to?**  
**What do you treasure?**  
**What do you need to own?**  
**What do you desire?**  
**When have you had enough?**  
**Why do you keep things?**

**When do you feel better than others?**  
**Who looks down on you?**  
**How are you powerful?**  
**What do you fear?**  
**When are you alone?**  
**How close is too close?**

**Where are you safe?**  
**Who do you tell your secrets to?**  
**What changes your mind?**  
**What are you struggling with?**  
**What do you want to know?**  
**When have you been frightened  
of what you do not know?**

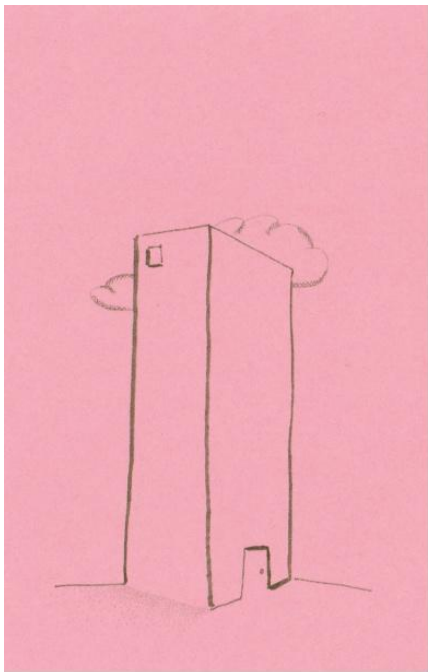
**What are the right answers?**  
**What are the wrong questions?**  
**What do you not want to know?**  
**Where is the truth?**  
**What is the purpose of knowledge?**  
**What do you hope to find out?**

**What is your perfect place?**  
**Where is a better place than this?**  
**What does a garden mean to you?**  
**How do you escape the world?**  
**When are you peaceful?**  
**Why is nature beautiful?**

## *A Game We Made Up* (2008) Carson & Miller

Extracts from the audio aspect of this work can be heard at [www.box.net/shared/33egf5wso0](http://www.box.net/shared/33egf5wso0).





**Stories We Have Been Told:  
the third story**

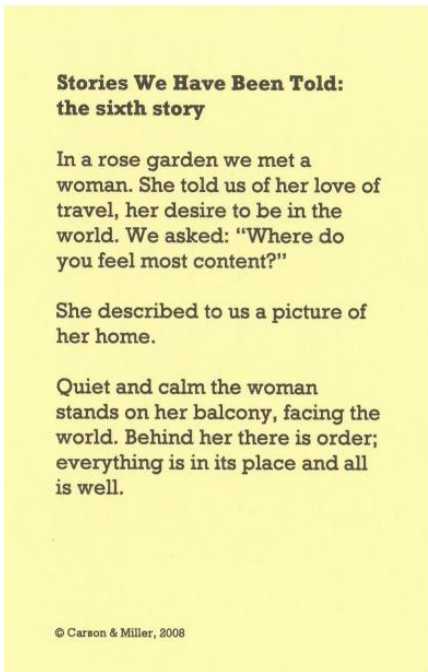
In a tall tower there sat a woman  
who was not afraid to be quiet.

We sat with her and looked out.  
We asked the woman: "Where is  
your place in the world?"

She fell silent.

In reply, the woman explained  
that it was not for her to say.

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**Stories We Have Been Told:  
the sixth story**

In a rose garden we met a  
woman. She told us of her love of  
travel, her desire to be in the  
world. We asked: "Where do  
you feel most content?"

She described to us a picture of  
her home.

Quiet and calm the woman  
stands on her balcony, facing the  
world. Behind her there is order;  
everything is in its place and all  
is well.

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*Stories We Have Been Told* (2008)

Carson & Miller

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