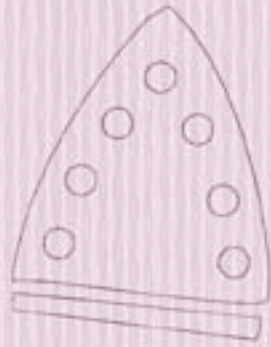


THE

IRONING



MAIDENS

Shiny Shiny's new project - "The Ironing Maidens" is a multi-media, eclectic electronic arts piece that is resonant, relevant and thought provoking. Using unconventional gestural controllers and hacked hardware this explorative piece travels through gender roles, queer and women's issues and technology.

The project deconstructs the role of the archetypal housewife, incorporating household items, primarily the domestic iron, to highlight the clear association with women and subservience. The domestic iron is sampled, deconstructed and repurposed to form and modulate layers within the creation of electronic music.

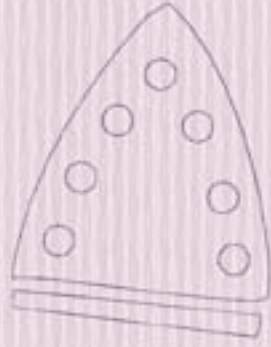
The 30 minute show follows the narrative of a young maiden who is enslaved in her home, being driven insane by the doldrums of domestic duties. The resonance of the piece relies on her capacity to transform her labour into art and explores the boundaries of gender, sexuality, power and purpose in the world.

Projected visuals, costume, humour, drama, narrative & social commentary are threaded through the performance.



THE

IRONING



MAIDENS

“The Ironing Maidens” creative development and experimentation processes with key artists and collaborators is underpinned by a series of Labs with key focus mediums and questions of inquiry. These process driven Labs will be led by the core team of collaborators, who will engage in a process of deconstructing and repurposing household items.



Over a 3 month period collaborating artists will participate in 4 x 1 week Labs, with a creative development showing outcome aimed to experiment and test outcomes with audiences for feedback into Stage 2 - New Work with a public outcome. Based on the narrative of a young maiden who is enslaved in her home and being driven insane by the doldrums of domestic labour, each Lab will make reference to exploring the transformative ways in which this character can turn her labour into art as well as exploring the boundaries of gender, sexuality, power and purpose in the world.

Specifically the Labs will experiment with unconventional gestural controllers and hacked hardware to explore gender roles and technology. The Labs will incorporate household items, primarily the domestic iron, which is commonly associated with women and their subservient duties as the archetypal housewife.

THE IRONING MAIDENS



Why?

Since its inception, electronic music has enjoyed a variety of styles, colours, textures, productions and performances. The ways in which we as producers, musicians and composers interact with and create electronic music is just as varied. From the invention of the synthesiser, the sampler, the keytar, MIDI and the drum machine, interactive technology is constantly being experimented with.

Finding mediums, which allow curious interaction and greater creative freedom within electronic music, has the ability to shape both the users. This work contributes to the body of work of gestural / new interactive media pieces that explore gender inequalities within the electronic music industry. It combines the use of pre-fabricated MIDI sensors with steam irons and ironing boards in order to create a new interactive environment for the performance of an electronic piece of music.

This piece aims to increase the visibility of women within the electronic music scene and stimulate critical thought and discussion around the stereotypical roles of women within society.

Research questions for this project are:

1. How can common household items, historically attached to women's work, be used to create sounds and trigger time-based effects to communicate a concept in the wider scope of an audio-visual production?
2. How can irons and ironing boards be used to trigger sounds in an interactive sound control environment?
(With a particular of the natural and absurd gestures involved in the process of ironing.)
3. How can this interactive environment be used to communicate the underlying concept of gender inequality through an audio visual production?