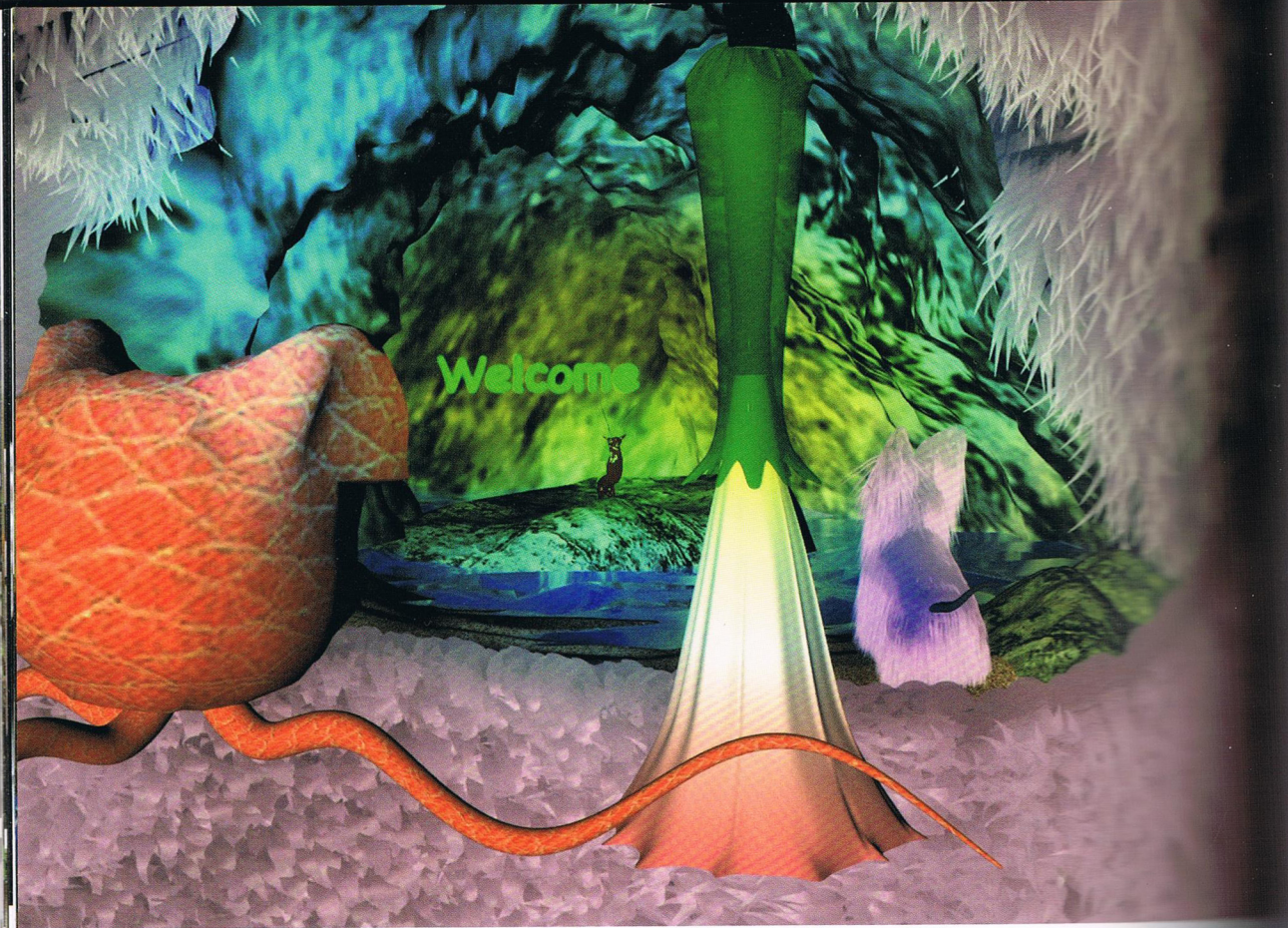


Experiences of the Common Good



**inSite/Casa Gallina,
a Project Immersed in a Neighborhood**

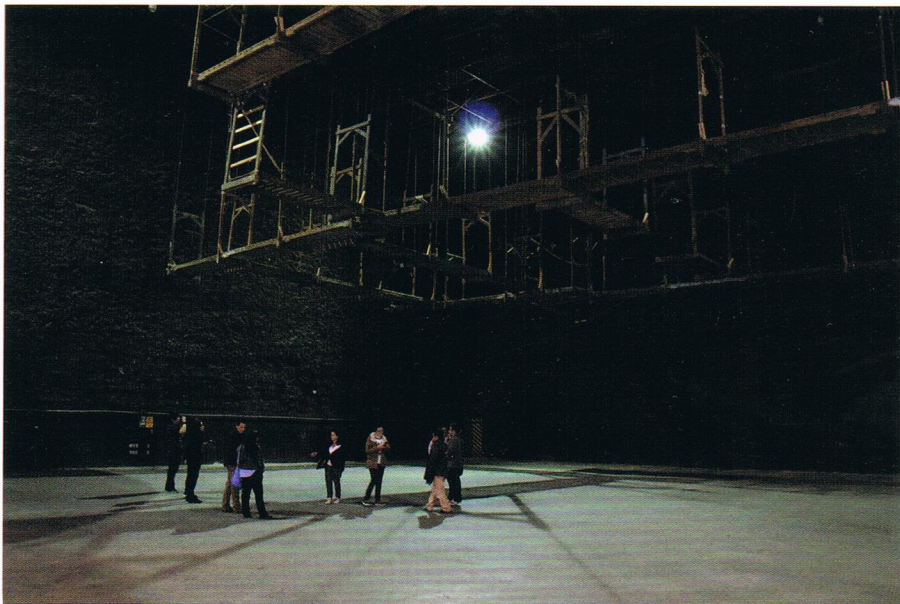


Ana María Millán

Wanderlust, 2015-17

Wanderlust by Ana María Millán was created through a collaborative work process that the artist carried out with neighborhood youth over the course of a year. When she first approached the neighborhood context, Ana María Millán identified several locales where young people would meet to play video games. Based on that energy, she brought together neighbors interested in video games, or “gamers,” to meet and propose a project together.

After a joint work process, the youth developed several characters and situations that synthesized everyday conflicts that are important to them. Sexuality, belonging to a world controlled by corporations, the constant use of masks to interact, as well as the lack of solidarity in an individualized and competitive society, were some of the themes that fueled the stories developed by the group. Millán compiled these diverse situations to create a story of a trip in which the characters pass through different universes. The piece was produced in 3D animation and it asks its audience to reflect on contemporary societies and the ways of resisting their constant domination strategies. (J.O.)



Experiences of the Common Good: inSite/Casa Gallina, a Project Immersed in a Neighborhood proposes a means of reflection on community action through platforms and strategies related to art. It is based on the experiences lived in and through inSite/Casa Gallina, the sixth version of inSite, which was undertaken over the last five years in the Santa María la Ribera neighborhood in Mexico City. The book includes commissioned texts from: María Berríos, Jesús Carrillo, Joshua Decter, Nina Möntmann and Víctor Palacios; the inSite/Casa Gallina team; and neighbors and participants at the house and its activities. This set of essays, images and materials seeks to stimulate deliberation on strategies and approaches to community dynamics and situations induced by institutional platforms; it uses inSite/Casa Gallina as an example of local working practices.



inSite

Casa Gallina_México



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