## orangcosong

The artist collective is made up of Chikara FUJIWARA and Minori SUMIYOSHIYAMA, who are based in Yokohama and have worked in various cities. Their works are based on the theme of human mobility or crossing borders. Especially after covid-19, they have been trying to create onsite/online spaces where people can meet safely and develop their trust.

From 2024, some associate members have joined the collective.

https://orangcosong.com/ https://www.instagram.com/orangcosong/ https://www.facebook.com/orangcosong orangcosong@gmail.com (contact person: Chikara)

#### <Members>

#### Chikara FUJIWARA

An artist based in Yokohama. He studied political science at university and has previously worked as a magazine editor and theatre critic. Chikara's artistic journey began in 2014 when he invented a flaneur style touring project "Engeki Quest". And in 2017, he invented "IsLand Bar" with transnational artists at ADAM in Taipei. His artistic focus revolves around two main themes: the exploration of 'invisible walls' that breed discrimination and prejudice among people, and 'mobility/gravity' which are caused by cross-border journeys or emotional attachment to specific places. He is recognized as a Saison Fellow of The Saison Foundation (2017-20), East Asian Cultural Exchange Envoy of Japan Agency for Cultural Affairs (2017), an adjunct lecturer at Kanagawa University (2023-).

He was also invited as a critic/curator/mentor for holding a lecture or presentation, such as Theatre Der Welt (Mannheim, 2014), Dialogue about Theater after Disasters (Seoul, 2014), Penghao Theater (Beijing, 2015,16), Shanghai Dramatic Arts Centre (Shanghai, 2016), Ming Contemporary Art Museum (Shanghai, 2016), KARNABAL X (Manila, 2017), FFT Nippon Performance Night (Düsseldorf, 2015, 16, 17), ADAM Artist Lab (Taipei, 2017), Power Station of Art (Shanghai, 2018), Kyonggi University (Seoul, 2018), Xintiandi Festival (Shanghai, 2018), iPanda (Shanghai, 2018), Hong Kong Book Fair (Hong Kong, 2018), Myanm/art (Yangon, 2018), Asia Art Media Roundtable (Singapore, 2019), APAF Lab. (Yogyakarta/Tokyo, 2019), The 4th International Symposium for Media Art (Tokyo, 2020), Rose University (Makhanda, 2022), Nafasi Art Space (Dar es Salaam, 2022). He had also appeared in contemporary theater section of NHK Yokohama's radio (2016-18) -Interview about his background http://performingarts.jp/E/art\_interview/1.html

#### Minori SUMIYOSHIYAMA

A multimedia artist, Dancer, studied architecture at Kyoto Institute of Technology. Based in Kyoto, she has acted in the works of numerous directors such as dance, butoh, and theater, and belongs to the Sennichimae Aozora Dance Club (2009-11) and Ensemble Sonne (2013-18). She started solo work creation in 2010. Currently, she is a member of the art collective orangcosong (2019-) and a registered member of dracom (2018-). Her works are focusing on the relationship between space and body, and also creating relationships with audiences by making tools herself such as balloons or karuta (Japanese card game)...etc. Sometimes she collaborates with musicians or

architects. Since 2017, she has been active in various parts of Asia, holding "Hitsudankai - From now/here, Silence" in a completely silent situation with only writing. Since 2020, she has launched an online international collaboration project "2x2 WindowS" with Vietnamese multimedia composer Tam Thi Pham.







## **Biography**

2009 (M) Joined a buto group "Sennichimae Blue Sky Dance Club" studied under Akadama (-2012)

2012 (M) Joined dB Academy (Kobe, Japan)

2013 (M) Joined a contemporary dance group "Ensemble Sonne" (-2018)

2013 (C) Co-published the book "Engeki Saikyo-ron: New Currents in Japanese Contemporary Theater" with Kyoko Tokunaga

2014 July- (C) 3 pieces of "Engeki Quest" in Yokohama (offered by blanClass, Honmoku Art Project, Theater zou-no-hana)

2015 February (C) "Engeki Quest" at TPAM 2015

October (C) "Engeki Quest" at Kinosaki Art Center

December (C) Program director of Honmoku Art Project in Yokohama

2016 June (C) "Engeki Quest" at KARNABL Festival in Manila

October (C) "Engeki Quest" at FFT Düsseldorf, Nippon Performance Night

#### 2017 January (M) Started "Hitsudankai"

May (C) "Engeki Quest" in Ansan Street Art Festival

#### May Chikara & Minori started to work together.

May "Woman In A Port" at KARNABL Festival in Manila

July Workshop series "Port Detectives" at blanClass in Yokohama

August (C) Joined ADAM artist lab in Taipei, created "IsLand Bar"

October (C) "Project from 'Nothing'" at Paratriennale 2017 in Yokohama

December "Engeki Quest" in Yokohama.

2018 (M) Became an associate member of the performing arts group "dracom"

July "Engeki Quest" at Hong Kong Art Center

August "IsLand Bar" at Taipei Art Festival

September "HONEYMOON" at Myoko Cultural Hall and blanClass

October "Engeki Quest" at Waseda University Tsubouchi Memorial Theatre Museum

2019 February "Engeki Quest" at Low Fat Festival in Bangkok

### April orangcosong was founded.

August "Engeki Quest" at Museum of Contemporary Art Tokyo September "IsLand Bar" at Rockbund Art Museum in Shanghai Sep-October co-captains at APAF Lab in Yogyakarta and Tokyo 2020 February "IsLand Bar" at YPAM Fringe July (M) Started "2x2 WindowS" with Tam Thi Pham July "Stay Home Labyrinth"

2021 January "Engeki Quest" at Namiki Art Plus in Yokohama

February "Solidarity?" at TPAM Fringe

July "Engeki Quest" at Festival de la Cité in Lausanne

August Joined Fei-hao Chen's "Othello" at Tokyo Biennale

November "Hitsudankai" at TOKAS Open Site 6 in Tokyo

December "Good Morning, Yokohama" at YPAM Fringe

2022 March "Engeki Quest" in Macau

June "Engeki Quest" in Makhanda

September "Engeki Quest" in Takatsuki

December "Coffee Conversation" at YPAM Fringe Center

2023 May "Hitsudankai" at Prototipoak in Bilbao
June "Hitsudankai" at Afrobanana Festival in Cyprus
September "Engeki Quest" in Myoko
December "Shuki-Shuki Juicy" at YPAM Fringe

#### <Works/Projects>

## Engeki Quest (2014-)

"Engeki Quest" is a flaneur-style walking project to explore a city. The participants wander the city alone, relying on the instructions written in the 'Adventure Book'. It has been created in Yokohama, Kinosaki, Manila, Düsseldorf, Ansan, Hong Kong, Tokyo, Bangkok, Lausanne, Macau, Makhanda, Takatsuki, Myoko, and Milan.



This project, which is not only a game but also an art, will bring a new perspective to the participants and try to drill holes in 'invisible walls' that divide people.

orangcosong usually stay in the place for about 6 weeks for research, and edit the book (JP/EN). The team members are at least Chikara and Minori (research, writing, editing), and the additional members are Haruka Shinji (illustrator), Stéphane Noël (producer), and Moe Matsuhashi (assistant researcher). And we need local collaborators, including a translator for the local language on the book. The size of the area and the number of pages can be flexible according to the condition.

https://orangcosong.com/project/engeki-quest/ https://www.youtube.com/watch?v=FedzHYtFVas

(introduction by Materialise <u>https://materialise.io/works/engeki-quest/</u>)

a path. The sound of water is coming from the main ad.  $\rightarrow$  1891





What do we mean by "rich" anyway? What do you think? Please choose one from these seven rainbow elements

"Money" → [8] "Economy" → [80] "Mental Health" → [45] "Freedom" → [125] "Diversity" → [97] "Love" → [31] "Dream" → [130]

#### **V** 18

You may see a beautiful face here... Anyway, go deeper and eventually you will reach an escalator which is to be a toff this market.  $\rightarrow$  [11]

photo: Hong Kong Art Centre, 2018

# Hitsudankai - From now/here, silence (2017-)

"Hitsudankai" was initially a small gathering held in Minori's home in Kyoto. It has since taken different forms, travelling to Osaka, Busan, Shanghai, Hong Kong, Taipei, Kochi (Japan), Yangon, Yogyakarta, Yokohama, Tokyo, Bilbao, Cyprus.

Participants try to communicate by writing on a large paper under complete silence. Here, writing communication is not an aid to normal conversation. It is not about perfect/fluent communication, rather, like as dance, music, film, painting and poetry etc., it is a place of communication with mysterious possibilities. The participants will be watching, listening,



Photo: TAKAHASHI Kenji, Photo courtesy of Tokyo Arts and Space

waiting for the others' narratives, and the time accumulates on the place.

Short version: 60-90min. It can be like a workshop for 5-8 people at an each table.

Long version: Several hours. It's more performative. The participants can come and leave anytime.









## IsLand Bar (2017-)

Island Bar is a performance project conflating cocktailmaking and storytelling in a bar environment. Each of the artists hosts an island to serve a signature cocktail, a political concoction of island histories and realities. Audiences are invited to drink and rethink about what has made cultural and social identities.

IsLand Bar is an open-source project by Taipei Performing Arts Center (TPAC), first initiated as an experiment in ADAM (Asia Discovers Asia Meeting for Contemporary



@Taipei Art Festival 2018 photo: Taipei Performing Arts Center

Performance) 2017. It was commissioned in Taipei Arts Festival 2018, led by principal artists Scarlet Yu, Chikara Fujiwara and Lee Ming-Chen. orangcosong presented it at Shanghai Rockbund Art Museum (2019) and at TPAM Fringe in Yokohama (2020).

(introduction by Materialise https://materialise.io/portfolio/island-bar/)



IsLand Bar (Shanghai) - Butterfly Dream @Rockbund Art Museum (2019)





IsLand Bar (Yokohama) - Port Undersea @TPAM Fringe 2020 photo: Taipei Performing Arts Center



# Stay Home Labyrinth (2020)

A video work. The audience can chose their way from some choices, while staying home.

In 2020, the human mobility was restricted by covid-19 and a "Stay Home" status was recommended by people and governments. orangcosong wondered: 'Is it possible to have an adventure in such a situation?' So, they made this artwork.

Language: JP/EN

https://www.youtube.com/watch?v=pszEjJEE2gI



## 2x2 WindowS (2020-)

This is a collaboration performance between Minori Sumiyoshiyama and Tam Thi Pham (Vietnamese multimedia composer based in Hamburg), an improvised networked music and dance performance project since 2020. By using two cameras per a performer, the audience can watch more diverse images.

https://www.youtube.com/watch?v=s9\_lnAKzSrA

Good Morning, Yokohama (2021)

### **Coffee Conversation (2022)**

In a situation where people are divided, distrustful of each other and believe only in their own justice, what are the ways in which we can still have something to say?

Orangcosong started with this question in mind and tried to move away from the formal battlefield of discourses. Rather, it is an experiment in the possibilities of sustainable communication and presentation.

This project was born under the umbrella of "Solidarity?" project, it has been running for several months as an online form, but at YPAM 2021 and 2022, it happened as an onsite project with some local / international guests. Trailer: https://www.youtube.com/watch?v=Q6x9-hZIdFM



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2x2 WindowS



# Shuki-Shuki Juicy (2023)

1873, Yokohama Port. A girl was on board a ship from faraway Shanghai...

"Shuki-Shuki Juicy" is a collaboration project between the art collective orangcosong (Yokohama), Erik Kuong (Macau), and Jimi Zhang (Taipei). Participants can experience the story by downloading the programme implemented within the app "Chito". The app is linked to GPS and the story progresses by visiting the actual location. The story is about the 150-year history of a family in Yokohama Chinatown.

A pilot version was tested at the YPAM 2023 Fringe. A development version is currently being planned.

Trailer: https://www.youtube.com/watch?v=zhHoHGRiznc





# Rendez-vous Possible (2024)

In Guy Debord's 1956 text "Theory of Dérive", there is the phrase 'rendez-vous possible'. The details were scarce, but it was probably something like a workshop, a play, or a prank. orangcosong has devised this project based on this mysterious word. This might be a workshop, a play, or a prank.

This project was conceived as a workshop that could be implemented during a residency. By conducting this workshop, for example at the beginning of the research phase of 'Engeki Quest', we could deepen our understanding of the city and build relationships with the local people.

Planned by : Chikara FUJIWARA, Minori SUMIYOSHIYAMA, Moe MATSUHASHI



