



Education Programme: Art and Design

Martino Gamper *Hanger* 2006

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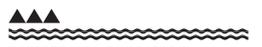
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Civic Square, 101 Wakefield Street
Wellington 6140, New Zealand
T: +64 4 913 9029
E: citygalleryeducation@experiencewellington.org.nz

citygallery.org.nz

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Teachers' Resource Card

Martino Gamper: 100 Chairs in 100 Days

About the exhibition

Over ten years ago, Martino Gamper started his project *100 Chairs in 100 Days*. He made a new chair a day for a hundred days by collaging bits of chairs that he found discarded or in friend's homes. Blending the stylistic or structural elements, he generated poetic and humorous hybrids—each one unique. The project was all about being creative, but within restrictions—being limited to materials at hand and the time available. He explains:

'I didn't make one hundred chairs just for myself or even to rescue a few hundred unwanted chairs from the streets. The motivation was the methodology: the process of making, of producing and absolutely not striving for the perfect one. I wanted the project to stimulate a new form of design-thinking and to provoke debate about the value, functionality and the appropriateness of style for certain types of chair. What happens to the status and potential of a plastic garden chair when it is upholstered with luxurious yellow suede?'

Martino Gamper was born in Italy in 1971. After completing a furniture-making apprenticeship, he studied in art schools in Vienna and London. Working across design and art, Gamper has engaged in a variety of projects, including making one-off and mass-produced furniture and creating gallery exhibitions. He has created collaborative exhibitions with jeweller Karl Fritsch and artist Francis Upritchard, under the name Gesamtkunsthandwerk.

Pre-visit

Discussion: Where is your favorite place to sit? Do you have a favorite chair? Is a good chair big enough to share—a place to chat, or a secret place to read and think? Should a chair help you sit up straight or let you sink in and curl up? Share your ideas and discuss. Is there any such thing as the perfect chair?

During the visit

Students will:

- View and discuss Martino Gamper's exhibition observing the materials and techniques used.
- Examine contrasting features of the works and discuss the effects of making unlikely connections. (CI)
- Consider the purpose and functionality of the chairs and think about how these works either reinforce or subvert traditional design process. (UC)
- Respond to the 'personality' of the chairs and generate creative descriptions. (CI)
- Use divergent thinking skills to come up with multiple solutions to a problem. (DI)
- Make an artwork(s) using collage techniques. Cut up existing images and reassemble them to make something new. (DI, PK)

Elements and principles: form, space, contrast

Techniques and processes: construction and deconstruction, collage, transformation

Ideas and themes: repurposing, innovation, value/status

Follow-up activities

Reflect on your visit. What did you learn about Martino Gamper's approach to design and creativity?

Write a poem or short story involving one of Martino Gamper's chairs building on the creative descriptions generated at the Gallery.

Build a cardboard chair, learning about strength and stability. Take part in a cardboard chair challenge: brainstorm ideas, design, build, test and refine.

www.jamesdysonfoundation.com/cardboard-chair/
www.galileo-camps.com/blog/entry/diy-cardboard-chair-challenge

Experiment with materials and techniques to make a chair or stool from a repurposed object. Investigate different methods of joining materials together. You could: tie, bind, wrap, weave, stick, staple or slot. Experiment with elastic bands, stapler and staples, buttons, pipe cleaners, cable ties, zippers, wool, ribbon, shoelaces, string, rope, glue, tape, Velcro.

Research iconic chair designs. Compare and contrast with Gamper's work. www.theguardian.com/culture/gallery/2013/apr/06/the-10-best-chairs