THE MUSEUM FACADE IS AN EASILY CONSTRUCTED AND ADAPTABLE NODE SERVING UP A GEO-MAPPED NETWORK OF PROJECTS AND INSTRUCTIONS CULLED FROM THE WORLDWIDE WEB.

THE MUSEUM IS A SPACE TO EXPLORE AND CREATE NEW LINKAGES BETWEEN SOCIAL GROUPS, PROBLEMS, AND SOLUTIONS. EASILY CUSTOMIZED TO SLIP SEAMLESSLY INTO ANY PLACE WHERE PEOPLE NEED A DIVERSION FROM THE BUSY WORK OF CRAFTING INDIVIDUAL, THE LOCAL SHOPPING MALL OR YOUR BASEMENT WORKSHOP.

EXPLORE NEW INVESTIGATIONS; CHECK YOUR FAVORITE PROJECTS FOR NEW DEVELOPMENTS; USE THE WORKSPACE TOOLS; AND PRINT LAMINATED CARDS TO SHARE WITH YOUR FRIENDS.

Objects are used to negotiate balance between differentiation and integration.

How an individual manipulates the material of their environment communicates the realities and aspirations of that individual's past, present, and future place in hierarchies of self, community, and cosmos. Objects convey a sense of individual achievement, group development. This flux is where culture grows, in the individual interpretation of a social artifact.

DIY is the practice of wearing subjective control of meaning in a media-saturated consumerist environment. It involves the manipulation of materials with the intent to not only meet the needs of a differentiated self but to develop a greater sense of the same in the larger, integrated, societ.

DIY is a practice of self-sufficiency through integration. Although seemingly parochial, it is only through communication with an informed social group that an individual can acquire the skills to act autonomously. This compulsion to participate manifests itself in websites, manuscripts, and events with varying degrees of differentiation from the dominant elements of the marketplace.

This museum archive attempts to negotiate an urban environment by making tools and artifacts embedded with greater meaning than mass-produced goods. It concerns itself especially with how the method, process, and technique of creation is communicated. That communication reveals much about assumptions of meaning of both author and audience...
Concept

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