



**PRÁCTICAS
DE LA
IMAGINACIÓN**



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Imagination Rehearsals

Imagination Rehearsals is the container of a set of procedures that allow us to modify our environment, creating a different version of reality using theatre as a tool. The areas in which Imagination Rehearsals operates are: the family, the neighbourhood, the school, and the nation.

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□ THE FAMILY



The Family:

Cut, copy, and paste: A game in which we create a false biography for a relative about whom the participant does not have much information, for example, a grandfather who died when he or she was just born. During the procedure we interview volunteers and gather information about the relative in question, then we edit that information and use it to build the history of this absent person. The history is presented to the volunteers and to the general public in a simulated family reunion.

https://www.youtube.com/watch?v=XQO3bEHgz0E&ab_channel=laCOpcional

https://www.youtube.com/watch?v=o08XOrUIMwk&ab_channel=MuseoUniversitariodelChopo

Road life:

A game in which we create a road movie for a spectator who will also be its protagonist. Through this movie the participant is able to change every aspect of their life, personality or body.

<https://vimeo.com/148630343>

□ THE NEIGHBOURHOOD



The neighbourhood:

Fictional neighbourhood: A game in which the residents of a neighbourhood create a series of instructions for using the spaces of their environs in a way that differs from the usual, turning the streets, parks and buildings into the stage of a play in which their community becomes the place they wish it were.



The school:

The Seagull, a machine to travel to the future: A theatre play in which a group of high school students of the Escuela Preparatoria No 3 of Guadalajara imagine their future.

<https://vimeo.com/147250286>



The nation:

The Present: A theatre play in which a group of young people design a possible future for Mexico, inviting the public to participate.

Future Forum: A meeting place for politics, culture and art specialists where they can share their ideas about the future of México. The aim of this forum is to get to know people who are trying to make a change in political, ecological, social, urban and cultural matters, and to try to find ways to actually make those changes happen.

THE THIRD TERRITORY

He gives you a piece of paper and leaves.
You think that in this piece of paper is written the final threat that will end your life will and you go out running back to your home to look yourself y find out what is written in that small piece of paper.

As you open it what you find is a map, a map that is not of a trip, it is a map of a city, a city drawn in miniature but with many details. You notice that this city has something that reminds you of your own city, you notice that this city has what all other cities have and that you would like it to be near you, you even notice that in the drawn details people and things are accompanied by short descriptions that allude to their jobs, to how they relate with the others. And separated from the city two silhouettes, the figures of a boy and a girl, my little brothers says the note.

After a whole week of working on the map, of filling it with questions you go out in search of the boy who gave it to you and you give it to him.

Where are you going?

Who you are looking for?

Why that place?

The third territory is a game that helps to generate fictitious maps of the cities that migrants hope to reach who cross different countries hoping to fulfill any commitment.

The object of the game is to generate maps of these ideal cities that different groups of migrants hope to reach, then these maps are converted into infographics that contain a variety of information about those who are crossing a foreign territory and in a third moment are distributed to the local population.

The infographics act at the same time as an invitation to socialize with whoever prepared these maps in a temporary facility that is made in migrant crossings, generating a third territory where it is possible for those who face thousands of kilometer travels to find what they want moving away from those they love and from their lives to get to a place they do not know if it exists.

The game consists of:

Map workshops for migrants.

Distribution of map infographics to locals.

Installation that recreates the imagined territories by those who travel.

Installation that works as a meeting space between migrants and locals.

Compañía Opcional was formed in Madrid in February 2010 while developing *The First Tour*, the opening piece of a three-episode theatrical series called *The party of the Indian*.

In the summer of 2012 the group travelled to Guadalajara, Mexico, in order to participate in an artistic internship at the School of Arts of the Ministry of Culture of Jalisco. During this internship the members of the company created the second part of the trilogy (a play named *Tree*), managed the Performing Arts Workshop and taught the course *Stage Movement Design* to the Bachelor of Arts students of the Cabañas Cultural Institute. In July 2012, *The first tour* premiered in México, at the Experimental Theatre of Jalisco. Six weeks later, *Tree* was performed at the Tolsá Chapel of the Cabañas Cultural Institute.

During 2013, Compañía Opcional started working on *As a working title we chose: The Underdogs*, a play that uses a documentary style to build a fictional story based on the biography of the company members. During this process the group developed a series of stage resources which they call “deceit rehearsals”. These are a set of ways to approach the stage representation of reality through narrative resources typical of fiction. Many of these techniques were incorporated into the play, while others formed the basis for the following project: *Secret Encounters*.

Secret Encounters is a piece of ‘expanded theatre’ for which the residents of the city of Guadalajara were encouraged to write postal cards to Compañía Opcional telling them about the places of their city that made them feel alienated or strange. The company responded to the letters by creating a story that solved (in a metaphorical way) the problems of the citizens. This story was told to the audience while they did a tour through a scale model of the city. *Secret Encounters* was performed in February 2014 at the Art and Culture Forum of Guadalajara and won the first prize in the 2014 Jalisco State Exhibition of Theatre. The play has been appreciated not only for its theatrical value but also for its utility as a tool for urban development and design. For this reason, Compañía Opcional was invited to perform the play at the opening of the Master in Urban Planning at the UNAM (National Autonomous University of Mexico).

In 2015 the Chopo Museum invited the Compañía Opcional to repeat the experience in its own neighbourhood, Santa María de la Ribera. Subsequently, *Secret Encounters Santa María* premiered in June and was selected to participate in the 36th National Exhibition of Theatre. Also in 2015, Compañía Opcional was invited to create a play for the opening of the FESTA 2015 (Arts Festival of Jalisco). The result of this request was the play *Nobody writes the book they would wish to write*, a tribute to the Mexican writer Vicente Leñero. This play was performed at the Degollado Theatre in Guadalajara.

At the end of the same year, the group presented at the LARVA Forum of Guadalajara their last work to date: *Imagination Rehearsals*, a series of theatrical procedures that allow the members of the audience to temporarily alter their reality.

Compañía Opcional is currently working on a research project called *Stays*, a programme in which national and international artists are invited to inhabit and appropriate spaces that are related to the contemporary performing arts. The purpose of this programme is to rethink the forms and devices of education, creation and research used in the performing arts.

Aristeo Mora

3349567172

aristeo.com@gmail.com

companiaopcional@gmail.com

Valentín Castillo

valentin.castillo.r@gmail.com