

THE WORLD TELEKINESIS COMPETITION

The 2008 World Telekinesis Competition is a first of its kind event, in which teams from around the world compete to psychically influence the behavior of a candle. Players are not expected to be physically present during competition, but rather will compete remotely from their home locations around the world. The World Telekinesis Competition is an open event, and all teams who satisfy the submission requirements have been included in the competition.

PROJECT STATEMENT

The 2008 World Telekinesis Competition brings together teams from disparate geographic locations to enact their own visions of telekinetic potential in competition with one another, with the ultimate aim of crowning a singular winning team. The winning team will receive a trophy as well as bragging rights, both of which will – eventually – be returned for next year's competition. The first of a yearly series of competitions, the 2008 World Telekinesis Competition is open to artists, psychics, and otherwise interested parties who are willing to engage with the competitive framework according to which this tournament will proceed.

Telekinesis – the remote psychic influence of object behavior – has a history of controversy and provocation. Neither proven nor dis-proven, the possibility of remote psycho-kinetic influence remains active as a potentially relevant force within our current modalities of understanding. We invite explorations into possible strategies for telekinetic influence – not stated, but enacted through competitive interaction with other like-minded teams. Stated otherwise, our mission is not to explore rhetorical strategies for telekinetic participation but rather to assess the relative merit of any given method of psychic influence by its equally relative efficacy in a competitive setting.

COMPETITION STRUCTURE

The 2008 World Telekinesis Competition follows basic competitive rules for multi-team events. Based on an assessment of the number of participating teams, a preliminary competitive structure was randomly determined, in which 2 teams will compete remotely to psychically influence the behavior of a game candle. The winning team will advance to the subsequent round while the losing team will be eliminated. This competition structure will continue until only one team is remaining. This team will be crowned the winner of the 2008 World Telekinesis Competition.

SELECTION OF TEAMS

Noxious Sector Artist Collective – in collaboration with Deluge Contemporary Art – composed and disseminated an international call for submissions for the 2008 World Telekinesis Competition. Teams responded to the call for participation on an international level, resulting in the 28 teams comprising the tournament.

ABOUT NOXIOUS SECTOR

Noxious Sector is a formalized forum for informal inquiry. Dedicated to the exploration of questions of the imaginative, the paranormal and the absurd, Noxious Sector attempts to redefine the meaning of artistic possibility through extended propositions that challenge consensual norms while also provoking stimulating forums for dialogue and discourse. The members of the Noxious Sector Arts Collective are Ted Hiebert, Doug Jarvis and Jackson 2bears. Our past projects can be viewed at www.noxioussector.net.



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deluge contemporary art

636 Yates Street, Victoria, BC
250 385 3327
deluge@shaw.ca
www.deluge.ws

Deluge Contemporary Art
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a noxious sector project

2008 World Telekinesis Competition: Tournament Board

