



**MEDIA ADVISORY  
FOR IMMEDIATE RELEASE**  
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## **MOV Asks: Mansion, Apartment, Shack or House?**

Museum of Vancouver invites Vancouverites to talk about their priorities for the future of our city's architecture with new MASHNOTES installation

**VANCOUVER, BC** – In the weeks leading up to the city's 125<sup>th</sup> birthday, Museum of Vancouver is asking Vancouverites some provocative questions about the future of our built environment. **MASH NOTES**, an interactive installation where community participation and architectural design meet, runs at the Museum of Vancouver from March 23 – April 8, 2011.

Vancouverites can share their views and respond to MASH NOTES questions at three kiosks in the downtown core, located at SFU Woodward's Atrium, Yaletown Roundhouse Community Centre, and in the 700-block of Granville Street. The results will be reflected in an interactive installation at MOV, including a light and sound table that asks us to talk about what we love, hate and everything in-between when it comes to architecture and design in our city. Residents can also join the conversation online at [www.mashnotes.ca](http://www.mashnotes.ca) and on Twitter [@mashnotes](https://twitter.com/mashnotes).

Playfully titled MASH NOTES, after the childhood game of Mansion, Apartment, Shack and House, this is the third and final instalment of "This is Not an Architectural Speaker's Series", sponsored by the Canada Council for the Arts. "The series is an attempt to broaden conversations about architecture and design outside of the normal architect, planner and academic circles," says Hanna Cho, Curator of Engagement and Dialogue.

The MASH NOTES installation was designed by Tangible Interaction, a technology and interactive firm with an international client list, and recognized for recent work during the 2010 Olympics.

According to Tangible Creative Director Alex Beim, this piece is meant to surprise and create a fun and engaging conversation in the city. "We are really interested in creating experiences that deliver moments of excitement or pleasure, and that use technology to connect people in new ways."

MOV worked with architect Michael Green on all three instalments of the "This is Not An Architectural Series." Green will present a wrap up lecture on the importance of having broad conversations about architecture and design on March 28 from 5:00 p.m. to 7:00 p.m. at the MOV Studio at 1100 Chestnut Street in Vanier Park.

For more information, visit [www.mashnotes.com](http://www.mashnotes.com) or [www.twitter.com/mashnotes](https://www.twitter.com/mashnotes).

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For photographs or to set up an interview, please contact Manjot Bains, Marketing Officer at 604.730.5309 or [mbains@museumofvancouver.ca](mailto:mbains@museumofvancouver.ca).

## Museum of Vancouver

PROVOKE, ENGAGE, ANIMATE. Our new Vision at MOV is *to hold a mirror up to the city and lead provocative conversations about its past, present and future*. Linking the historical record and the living experiences of its visitors to what is happening socially, politically, and culturally NOW; we honour the material culture of the city: mixing history, archaeology, visual arts, design, architecture, urban planning, music, performance, new media, design, fashion, popular culture and photography. For more information visit [www.museumofvancouver.ca](http://www.museumofvancouver.ca), [www.twitter.com/museumofvan](http://www.twitter.com/museumofvan) and [www.facebook.com/museumofvancouver](http://www.facebook.com/museumofvancouver).

## Tangible Interaction Design

One of the first of its kind worldwide, Vancouver-based Tangible Interaction Design creates full-on sensory experiences people can interact with in the everyday physical world. Using leading-edge digital technologies, Tangible Interaction transforms ordinary spaces like sidewalks, retail spaces, concert venues, and clubs into inspiring interactive environments people walk through, explore with their hands, or simply stand back and watch in amazement.

Founded by Alex Beim, Tangible Interaction takes design beyond the confines of print and digital, creating real world experiences people can interact with directly.

Exploration, play, and entertainment are the focus of Tangible's projects, which are developed by a team who unite strategy, graphic and structural design, programming, electronics engineering, music, lighting, and architecture.

The company is a collective of graphic and industrial designers, hackers and electronic engineers who focus on creating inspiring interactive environments for both the public and commercial sectors.

Tangible works internationally and has completed several high-profile projects in recent years including multiple installations for the 2010 Vancouver Winter Olympic Games, a custom Digital Graffiti Wall for the Chanel store reopening in SoHo New York and interactive Zygote Balls for the Blue Man Group.

## Media Contact

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