



Idit Elia Nathan

Idit was brought up in Israel in the 1960s, her memories of playing in the streets of Jerusalem either side of the Six Day War have frequently influenced her thinking and actions, on how she, her children and all of us can and might 'play the city'. Recently she has exhibited and presented work in galleries based on documenting her seven walks through Jerusalem and an adaptation of a Monopoly game that she calls *Hegemonopoly* (in which you can win power to control the movement of others). Believing that playfully limiting a walk often generates creativity and unexpected encounters, she has worked with fellow artist Helen Stratford as "Play the City now or Never" to develop an app which will disrupt people's movements through the city to reclaim some of its spaces through play. Concurrently, she is completing a PhD titled *Art of Play in Zones of Conflict* focusing on the case of Israel Palestine.

Notes from the podcast interview by **Andrew Stuck**: Recorded in February 2015, on a walk around Hampstead in London not far from where Idit's father lived during the Second World War. The route followed was determined by a throw of a dice. Published in July 2015 on <http://www.talkingwalking.net> to coincide with the publication of Idit's artist's book *Please Watch U R Head*, by Marmalade publishers of Visual Culture at IMT Gallery. The book offers a handheld virtual tour of Jerusalem and is designed to evoke walking.

Idit Elia Nathan's website: <http://www.iditnathan.org.uk/welcome.html>

Play the City Now or Never: <http://playthecitynowornever.com/>

Earlier this year, Idit produced a limited edition die entitled "Walk Anywhere Anytime" proposing a different way of looking at a city - this was produced for an exhibition, *Footnotes Playing Dead*, at the Standpoint Gallery at the time the interview was recorded: <http://www.standpointlondon.co.uk/gallery/2015/udit-nathan/> The exhibition was a culmination of 7 years of work on play and conflict, including *7 Walks in a Holy City*, a 2011 project in Jerusalem in which she walked seven walks, originally to collect images as post card art, and to establish whether it was possible to walk through the city without being aware of conflict or contested sites. A video documenting the walks was made in collaboration with James Murray-White: <https://vimeo.com/70270505>

49 images as post cards, 7 from each walk, curated thematically were also produced following the walks. During the walks, Idit kept a blog, posting 'reports' at the end of each walk, and this prompting some intriguing comments: http://www.iditnathan.org.uk/SW_Blog/SW_Blog.html

Idit describes her childhood play experiences as taking place in a 'feral place' - memories of a place before, during, and after it was a battlefield, as space which offered more freedom to run around - and where almost anything might turn into a play thing.

A catalyst for an earlier work, was Idit's discovery of a pre-1967 Monopoly board, which revealed a colonising paradigm, that she has appropriated, adding checkpoints and settlements, with the pawns' colours corresponding to the ID cards carried by people moving in the area, into a game that she calls: *Hegemonopoly*. <http://www.iditnathan.org.uk/Projects/Pages/hegemonopolymachsomopoly.html>

Idit is currently collaborating with Helen Stratford whom she met while working on a project exploring how children play in contemporary art spaces, for *Cambridge Curiosity and Imagination*: <http://www.cambridgecandi.org.uk/projects/reimagine/childrentakethelead#chil> . Helen and Idit are currently artists in residence at METAL: <http://www.metalculture.com/> - where they are developing an app *Play Peterborough Now or Never*: <http://www.metalculture.com/event/play-peterborough-now-or-never-3/> Idit & Helen have received an Arts Council grant to develop the app. <http://www.artscouncil.org.uk/>

Buy one of Idit's limited play die at: and cards: <http://www.iditnathan.org.uk/Iditnathan.org.uk/Editions.html>

Idit Elia Nathan's recommendation for a walk is: Walk anywhere anytime and set yourself some limitations to see and experience even the most familiar route in new ways.