

QUEST

*Project MUSE, 1995, Harvard Project Zero
Adapted for use in the modern/contemporary gallery*

Begin by choosing a work of art anywhere in the gallery – it's your choice. Please try **not** to read anything about the work before you play the game.

Preliminary Question

Do you like this work of art? Why or why not?

One: Look carefully at the work of art in front of you. What colors do you see in it? Take turns listing the specific colors you see (for example: "I see red." "I see purple.").

Two: What do you see in the work of art in front of you? Take turns listing all the objects, shapes, lines, or textures that you see (for example: "I see an apple." "I see a triangle." "I see a curved line." "I see a smooth surface.")

Three: Do you see movement in this work of art or does it seem still? Do the colors, lines, and shapes make it seem that way? How?

Four: Does anything you have noticed in this work of art so far (for example: colors, objects, or events) remind you of something in your own life? Take turns answering.

Five: What makes this work of art look real to you? What makes it look unreal?

Six: Do you have a sense of how the artist might have felt when he or she made this work of art? Does it make you feel one way or another?

Seven: In making this work of art, what materials and/or tools do you think the artist used? What problems might the artist have faced along the way?

Eight: Take a look at the other works of art displayed around this one. Do they look alike? ? What is similar about the way they look (for example: objects, feelings, the way they are made)? What is different?

Nine: Think of a title for this work of art that is based on what you have noticed so far (colors, lines, shapes, textures, materials, or tools). Then take a look at the actual title of this work. On what do you think that title was based?

Ten: Think back on your previous observations. What have you discovered about making and looking at art? Have you learned anything about yourself or others?

Post-Game Question

Do you like this work of art? Why or why not? Has your reaction to the work changed? Do you like it more or less than you did in the beginning? Why?

NOTE: These ten questions can all be answered from your own observations. Playing this game may have made you think of questions of your own. Labels, wall text, and people in the museum can provide additional information about this work of art. Other resources may exist in the museum to address the questions you have thought of during this game. Please feel free to explore your own questions.