# 18.08. – 25.08

# Christina Kubisch

22



# Electrical Walks Trondheim

Kunsthall Trondheim nyMusikk Trondheim

Since the early 1980s Christina Kubisch has worked with the system of electromagnetic induction, which she developed from the basic technique to an individual artistic tool for her sound installations. In 2003, she started the series "Electrical Walks" which offers a new experience of the normally hidden electromagnetic phenomena of our surroundings. Armed with special headphones which makes audible the electromagnetic fields around us and a map marked with magnetic landmarks, the visitors are offered an auditory adventure that shifts perception of everyday reality by giving substance to invisible wavelengths and charges.

Use of headphones is not harmful, but please be cautious as certain sound sources, particularly security gates, can be extremely loud. Never walk through a security gate with your headphones switched on!

The route on the map is a suggestion only. Feel free to explore other parts of the city. Take your time for listening, walk slowly and stop from time to time. Electromagnetic fields can vary within very short distances. During daytime and nighttime different electromagnetic waves may be active. Some of the sounds indicated on the map may not be present all the time.

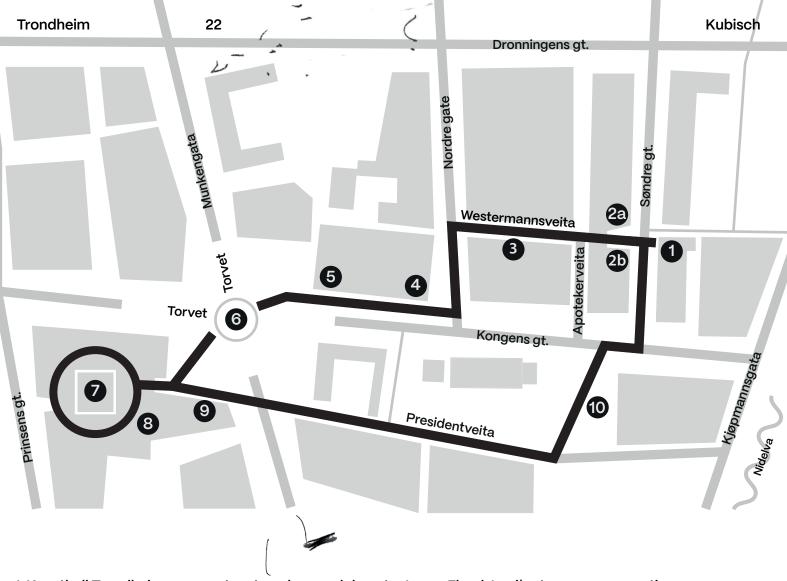
Please turn off your headphones when not in use in order to save the batteries and return them promptly after your walk. Treat them carefully as they are custom made.

Electrical Walks Trondheim is Nr. 88 of the series, which has taken place internationally in Europe, South- and North America, Asia and Africa.

**Electrical Walks** 

Trondheim





# 1. Kunsthall Trondheim

You can collect your headphone and a map at the entrance of Kunsthall. The walk is free but you will be asked to leave a document. 4. ARK Brunhjørnet Listen to the yellow neon inscription in the window. Attention: can be very loud.

### 2. Sparebank1

# 2a. ATM

Enter the bank and approach the cash machines. Listen close to the three screens, they have different sounds. Leave the room and cross the court.

# 2b. Door opener

Discover the signals of the electronic door code. You will find many like this along your walk with different sounds and rhythms.

## 3.Westermannsveita

Stop at the entrance door of Illlums Bolighus and open it. The sound of the security gate (anti theft gate) just behind is very strong. Do

not go too close and do not Jones, Floyd, Levi's etc. pass the entrance with your headphones on. You could damage your ears as well as the headphone.

Stop in front of the light advertisement in the window shop and listen to the changing soundwaves.

## 5. Høyer

Go slowly up the ramp to listen to another strong security gate. Take care.

# Statue of Olav Tryggvason

Go slowly around the round monument and listen to the many signals coming from the antennas around. Sit down at your favourite listening place. Then explore the square.

# 7. Trondheim Torg

Enter the shopping mall and take the escalator (just behind Big Bite) to the second floor. Go once around in front of the shops such as Brando, Jack&-

Stay away from the Boys of Europe, not good for your ears. Go back the same way to floor 1. Take the elevator behind the tourist information and go down to "-2" of the parking garage.

# 8. Parking

Enjoy the quiet atmosphere and the many small signals hidden in the underground. Go along the walls, explore the corners. Be careful, look out for the cars.

# 9. Minibank DNB

Does it sound better than Sparebank1?

# 10. Terra Incognita - 22nd **July Monument**

Follow the map and enjoy the quiet electromagnetic waves on your way back. Stop in front of Terra Incognita - 22nd july memorial site and find a place of electrical silence.

Please bring back the headphone right after your walk and switch it off.

more options:

take the tram from St. Olavs gate to Lian and back. It's a special trip.

explore the railway stations and the area around

Go check out the area around Nidaros Domen. Standing outside the cathedral you might pick up music and voices transferred by an induction system in the Nidaros Dom. (only works whensomething is activity inside).

