CITY OF ASH: AN EXPLORATION OF ESCH-SUR-ALZETTE THROUGH PLAY

Clemens von Wedemeyer
Asya Volodina

City of Ash is an exploration of Esch-sur-Alzette through play – a search for cracks in reality, portals between worlds, and new ways of seeing the city – real and imagined.

Esch-sur-Alzette is the city that already exists – the Real Esch. The City of Ash preserves what Real Esch has forgotten – unrealised futures, neglected histories, impossible desires. Esch and Ash are interconnected. What happens in one world has consequences in the other. Between their populations lies a shifting boundary, linked by hidden portals that open through eye movements, light, and imagination.

The Glanz are dwellers of Ash, the parallel city. Emotional, curious, and unpredictable, they act beyond rules and norms. Their presence flickers – not only in reflections, screens, and shadows. When the story begins, the Glanz forbiddenly cross the boundary of reality. They leave traces in Esch as they move through, sometimes fading – and pulling others toward their imaginative world.

The Aen live at the boundaries of Esch-sur-Alzette. They are the watchers, and guardians of the border between realities. With the idea to establish and keep their rules, they are observant and analytical by nature. In the beginning of the game they find out that the balance of the world is shaken. Striving to maintain the border between the real and the imagined, some wish to see what lies beyond.

City of Ash is a participatory, game-based video project that invites residents of Esch-sur-Alzette to imagine an alternative version of their city. Players move between two overlapping realities – the real city of Esch-sur-Alzette and the fictional City of Ash.

Using the video function of their smartphones, participants document their surroundings and narrate them from the perspective of their characters, exploring the borders, portals, and mirrors between both worlds.

ASYA VOLODINA is an artist working with Live Action Role Play (LARP) as a performative and collective tool within contemporary art.

CLEMENS VON WEDEMEYER is an artist and filmmaker, often working on site-specific films, interested in group dynamics and the boundary between fact and fiction.

CULTURES OF ASSEMBLY
Chair of the City of Esch
Prof. Dr. Markus Miessen
University of Luxembourg
www.culturesofassembly.org

24, Rue du Brill
L–4041 Esch-sur-Alzette

Team:
Markus Miessen, César Reyes,
Gustav Nielsen, Kristina Shatokhina

Associated with the
Master in Architecture Programme
Department of Geography and
Spatial Planning
University of Luxembourg
www.masterarchitecture.lu

For whom?

For the residents of Esch or people who spend significant amounts of time here (e.g. working). 16+
What kind of game do we play?

We create a Live Action Role Play (LARP) – a game where participants take on fictional roles, record their surroundings with smartphones, and collectively build a playful story of a double city.

When and where?

The game starts at COA space (Rue du Brill 24, Esch-sur-Alzette) on December 20th and 20st.

Are there any requirements?

No experience is required – only curiosity, imagination, and a smartphone.

What about video?

Shooting video with your phone is an important part of the gameplay. After the game a film will be edited using this material (More info about rights and participant fees in practical section).

How to register?

Please find a link to the registration form at https://sternfilm.de/