**Artquest**

*Arina Cazac*

Artquest is an art game that unites people, allowing them to discover the museum. Participants are divided into teams and become a part of their own fairy tale. Step by step they solve all the tasks of the game, which is full of imagination and creativity - they find the mystery of the museum and interact with art installation.

--

**Carpet Weaving**

*Dana Iskakova*

Neighborhood is important not only for people, but also for plants. Some plants cannot stand the close location and others are best friends, supporting and protecting each other. Mulberry trees are the museum’s representatives and have very extensive roots, which do not let other trees and shrubs to grow nearby. But the tree has its own best friends, called companion plants. Their shoots are formed as a carpet and are friendly surrounded by the mulberry trees in the museum’s garden, they will soon represent good neighbors respecting the heritage of the State Silk Museum.

--

**Mental Image of the Museum Neighborhood**

*Diana Ukhina*

The project focuses on the research of the Silk Museum’s audience and the neighbors living close to the museum. There are two directions of interest. The first one is oriented on people coming to the museum. The second one addresses the perception of the living district and the Silk Museum by its neighborhood. What does the area of residence mean for people? What places create its image and narrative? And what do they know and think about the museum? It’s a kind of a conversation with locals to see places, objects, knowledge and meanings from the micro level.

--

**Silk Pavilion**

*Leyla Musayeva*

The idea of the pavilion is to provide “information” about the museum (as a very interesting architectural monument of the city and its interesting collection) for Tbilisi’s residents, as well as revitalize public spaces, which are not fully understood and used in the post-Soviet area. The other side is silk itself. By a simple method, artist would like people to fully experience the world of this very delicate material. The various hypostasis of it, thus open to us the world of silk and a small part of the museum, which invites for implementing new activities.

--

**Something About This Place**

*Mitya Churikov*

This sound installation is a research of Tbilisi’s public spaces, the sounds of the State Silk Museum and the noises of the Union of the Deaf of Georgia, which create the sound landscape of these places. Expanding geography, dealing with the problems of the urban environment and using the quasi-archaeological method of research, the artist works with the phenomenon of “synthetic landscape.” The landscape as a cultural concept, which is formed in a different urban environment and varies depending on the angle of the view.

--

**A Cognitive-Interactive Bench**

Tamar Botchorishvili and Naili Vakhania

This object is functional, as well as cognitive and interactive. On the one had, it is a place for relaxing that unites people around a certain idea and concept. On the other hand, it is a cognitive playground, which uses the museum’s exhibits to provide information for the participants regarding the silk production, from the natural process to the creation of products. The game starts from the bench and by following the hints, participants discover specific exhibits where they find complete information.

--

**Eros of a Garden**

*Giorgi Danibegashvili*

This work is a conceptual interpretation of an imaginary game. The installation describes the dual life of a butterfly’s life, two different times, where the content of butterflies is represented in natural and mummified forms. The installation aims to bring together different conditions of existence into a single point and show the diachrony of two different realities, where two confronted times coexist in one reality.

--

**The Neighboring Blue House**

*Anna Parkosadze*

The anthropological research of this work focuses on the blue house next to the Silk Museum. Towards the end of the 19th century, this building used to be a house of the Caucasian Sericulture Station’s employees. Its formation as a living space reflects the chaotic substitutions of epochal changes. Each political or social event defined certain characteristics of the house. Despite territorial and thematic closeness, the two neighbors that started to exist together took absolutely different paths. Observing the building’s “inner world” allows us to find the starting points of threads that can connect to the museum with other ends.

--

Artistic Tours

**Dinamo Soundscape**

*Katharina Stadler*

The stadium seems to sleep, when no match is being played. Right next to the Silk Museum the now called Boris Paitchadze Dinamo Arena towers, representing a long history of (not only) sporting triumph and defeat. This soundscape takes shape using archival materials and new recordings, dispensing with a narrator of content. It makes the life rhythm of Dinamo Stadium audible, acoustically tangible. Moments in time and space which, when listened to from outside the stadium, might make one ‘see’ and experience this landmark differently. The soundscape is created only for outside listening.

--

**Mulberry Slow Race**

Onno Dirker and Elene Gabrichidze

This walk follows mulberry trees scattered in the neighborhood of the State Silk Museum. Participants are invited to take a moment and pause at selected trees, to absorb the place and perceive it from this point of view. Within the tour the trees are portals. They serve as accesses and in a certain way lead visitors towards arranging their interpretation of the environment. Different experiences, imagination and material come together and allow to encounter fragments of history, personal understanding, and the present state of the area, that essentially finds its connection with the presence of existing mulberry trees.