

Arcadia Missa and Biblioteka present an exhibition by The Gate Collective.

The Gate is an arts centre for adults with learning disabilities based in Shepherd's Bush, London. Set up after the dissolution of long stay hospitals as a result of the community care act 1990 to cater for the day care needs of those now living in the community, the focus gradually shifted almost solely towards the arts where it's attendees could express their creative urges in an accepting, nurturing space. The central ethos of The Gate is that square pegs should not be modified to fit round holes but rather those holes should be made square; the goal being to create contexts where our members' work can be accepted and understood for what it is rather than what it isn't.

Primarily the focus of this has been visual art and music and over the years we have seen our artists' work feature in numerous exhibitions across London and wider afield, played shows in various festivals and recently were featured in The Face magazine under the heading *The Home of Outsider Art in London*.

Recently as a result of the Covid pandemic we were forced into an online model of working with our members (along with regular socially distanced welfare visits for those who needed it) and like many we were forced to reevaluate and revise our working practices in order to accommodate this. One manifestation of this is the work presented here.

The video game began as an in person project prior to the pandemic as a number of people who attend The Gate are into gaming, the idea was to make a real time game that represented life at The Gate. We took this idea and adapted it to the online situation, using the tool Twinery. Twinery is an open source tool that allows people to make interactive fictions in the form of a webpage.

The story has been developed over the art sessions we hold, with people coming up with ideas and narratives that expand the game into the maze that it currently is. The artists at The Gate have their own pages within the game, for example Duane's world which features his tiktok videos and music that he has made over lockdown. These are incorporated into the narrative of the game which is a horror fiction. There is also a page dedicated to a service user who died during lockdown, this allowed the artist to compile their memories of Leon and the art he had made into one place that's also linked with the art they are currently making. The graphics for the game have been designed in online sessions with artists co editing via share screen functions.

All proceeds from the exhibition go directly to The Gate, if you are able to, please support this vital community service generously.

With a special thanks to:

Catherine Chapman, Ismail El Mokadem, Damian Griffiths and Process Supplies, London.

Participating Artists:

Mary O'shaughnessy
Eddy Agaga
Duane Warner
Richie Boakye
Labake Anisere
Mandy Cumming
Darren Peregringo-Brimah
John Athnasius
Leon Moody
Glenn Miller
Mark Darbeau
Josh Negus

9th of July 2021 to 11th of July 2021
Peckham, London

BIBLIOTEKA



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