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Dallas Flett-Wapash and Taylor McArthur

Exhibition Curated by Cecilia Araneda

List of Works: **DALLAS FLETT-WAPASH**

Tahnispée Kisik Cipehtakosiw, Nahtohtam Kanantohcikatak (Sky is Blue, Listens to Radio), Dallas Flett-Wapash, Audio Installation, 4 Minutes 36 Seconds, 2020 — A seated audio installation, listened to through a headset, alluding to the nature of a radio broadcast for a small community.

Neeyuhnahn Askii (Our Land), Dallas Flett-Wapash, Interactive Video Game Installation, 2020 — A seated interactive installation, where the participant plays one of seven retro video games about the reserve.

Pimahtisiwin; Meskwacipayin, (Life, it Changes), Dallas Flett-Wapash, Interactive Augmented Reality Installation, 90 Seconds, 2020 — An interactive augmented reality projection, where the participant guesses, with their hands, the color of the medicine wheel that represents the Cree word. Based on teachings received in elementary school on reserve.

Nehiyaw, Inineemow, Ininokisowew Kakwe (The Cree, Speaks the Language with Determination), Dallas Flett-Wapash Interactive Typing Projection, 2020 — An interactive projection on a circular bed sheet tacked to the wall, surrounded by 14 painted keyboards. The participant can type in Cree Syllabics, through a keyboard where the syllabics are drawn onto, and leave messages.

Localized IndigiNES Series, Dallas Flett-Wapash, Video Game Installation, 2020, 10 Minutes 30 Seconds — An installation of seven video game recordings playing at once. Games allude to lived experiences on reserve, examining cultural differences between it and the city.

- **Awaw, Atimak! (Go away, Dogs!)**, Dallas Flett-Wapash, Video Game Recording, 90 Seconds, 2020 — A video game alluding to the lived experiences of avoiding interactions with wild dogs on the way to the Northern. Stylized to 80's era of video games.
- **Askii Pakwesihkan (Bannock Land)**, Dallas Flett-Wapash, Video Game Recording, 90 Seconds, 2020 — A video game alluding to the lived experiences of baking a proper bannock in the oven. Stylized to 80's era of video games.
- **Nahnaphcihew! (Build it Bruce)**, Dallas Flett-Wapash, Video Game Recording, 90 Seconds, 2020 — A video game alluding to the lived experiences of receiving help from the community maintenance man on reserve. Stylized to 80's era of video games.
- **Kapekisiw Atawakew (Kevin's 24/7)**, Dallas Flett-Wapash, Video Game Recording, 90 Seconds, 2020 — A video game alluding to the lived experiences of walking a long distance for junk food on reserve. Stylized to 80's era of video games.
- **Kisitepowin Atawakew (Rena's Homecooking)**, Dallas Flett-Wapash, Video Game Recording, 90 Seconds, 2020 — A video game alluding to the lived experiences of buying and selling homemade meals over the phone on reserve. Stylized to 80's era of video games.

- **Astamihk Metawewikamik (The Legend of Bingo Night)**, Dallas Flett-Wapash, Video Game Recording, 90 Seconds, 2020 — A video game alluding to the lived experiences of attending community Bingo Nights as a nosey child. Stylized to 80's era of video games.
- **Howah Meyskanaw ("Holy Smacks" Road)**, Dallas Flett-Wapash, Video Game Recording, 90 Seconds, 2020 — A video game alluding to the lived experiences of buying safe water from the Northern, and filling a bucket with water as a child. Stylized to 80's era of video games.

Tahtahskowayahk: Pimiskanaw, Weeyipahw (Split Lake: The Trail, Covered in Dirt), Dallas Flett-Wapash, Digital ARTwork, 24 x 36, 2020 — A poster embedded with augmented reality capabilities, to witness from multiple angles. Alludes to the lived experiences of traveling to Split Lake Cree Nation.

- **Tahtahskowayahk: Pimiskanaw, Weeyipahw (Split Lake: The Trail, Covered in Dirt)**, Dallas Flett-Wapash, Digital ARTwork, 24 x 36, 2020 — A poster embedded with augmented reality capabilities, to witness from multiple angles. Alludes to the lived experiences of traveling to Split Lake Cree Nation.
- **Misko Namebin Zaaga'iagan: Piminahw Ispimihk Seepeesis (Red Sucker Lake: Flies Above the Stream)**, Dallas Flett-Wapash, Digital ARTwork, 24 x 36, 2020 — A poster embedded with augmented reality capabilities, to witness from multiple angles. Alludes to the lived experiences of traveling to Red Sucker Lake First Nation.
- **Ahsiwahoochikan, Wapan (Norway House: Pulled by the Ferry, at Dawn)**, Dallas Flett-Wapash, Digital ARTwork, 24 x 36, 2020 — A poster embedded with augmented reality capabilities, to witness from multiple angles. Alludes to the lived experiences of traveling to Norway House Cree Nation.

Omani Tastawic (Between / To Travel), Dallas Flett-Wapash and Taylor McArthur, Video, 1920x1080, 0:30 seconds, 2020 — An illustration designed by Dallas Flett-Wapash representing turtle island from his Ininew culture. Illustration brought into a 3D animation by Taylor McArthur combined with her aesthetics influenced by Indigenous futurisms.