Introduction	

- 8 Art that moves
- 12 Performance art
- 20 Performance and performativity
- 23 I We It
- 28 Borders

j

the individual

The artist's presence

Post-1950

- 37 Proto-performance: the artist as agent, maker and producer
- The body talks: the emergence of 'performance art' in the 1960s and 1970s
- 61 Inhabiting the image

Contemporary

- 74 I, and Not I
- 76 Street and site: the body in context
- 83 Auto-portraits
- 90 The body as surface
- 96 Painted scenes
- 99 Assimilation: role play
- 103 Born digital

111 Summary

Me

the social

Social sculpture

Post-1950

- 120 Reciprocity
- 130 Collectives and networks
- 133 Embedded
- 140 Performing formats: institutions and games

Contemporary

- 145 Situations
- 149 Collectives and networks after the internet
- 152 Interventions
- 155 Entertainment as readymade
- 162 Game-changing: activist strategies and invented institutions

173 Summary

it

the object

Living sculpture

Post-1950

- 182 The way things go
- 184 Props and prompts
- 192 Object actors
- 200 Animal and organic movement
- 205 Performing structure

Contemporary

- 207 Object actors II
- 215 Acting on the infrastructure
- 220 Theatre of things

226 Summary

230 Notes

235 Credits

236 Acknowledgements

237 Index