Name: _____ School: _____

Welcome to the exhibition ***Sensorium 360°***!

Sensorium 360° explores the fascinating and diverse world of the human senses: beyond the commonly known senses of **sight, touch, smell, hearing** and **taste**, even more senses have been identified by scientists. For example, did you know that the human body's ability to detect movement is a sense? In this exhibition, artists from Southeast Asia and Asia have explored how we experience these diverse senses, and how they make us look at our world differently.

What is 360°?

In geometry, we can measure angles in degrees. There are 360 degrees in one full rotation (in other words, one complete circle around).

The degree symbol (°) is used to represent degrees of arc in geometry and degrees of temperature (e.g. the average daily temperature in Singapore for the month of July is 28°C).

X

If you are here (marked by the 'X'), draw a circle around you.

DID YOU KNOW?

There have been other human senses identified by scientists besides the traditional five senses, such as the sense of **balance** (equilibrioception), sense of **heat** and **cold** (thermoception), sense of **pain** (nociception), sense of **movement** (kinesthetic sense or proprioception), and even the sense of the passage of **time** (chronoception).

Let's try this!

How would you draw or illustrate the other different senses? Try drawing them in the space below.

Sense of **balance**
(Equilibrioception)

Sense of **heat** and **cold**
(Thermoception)

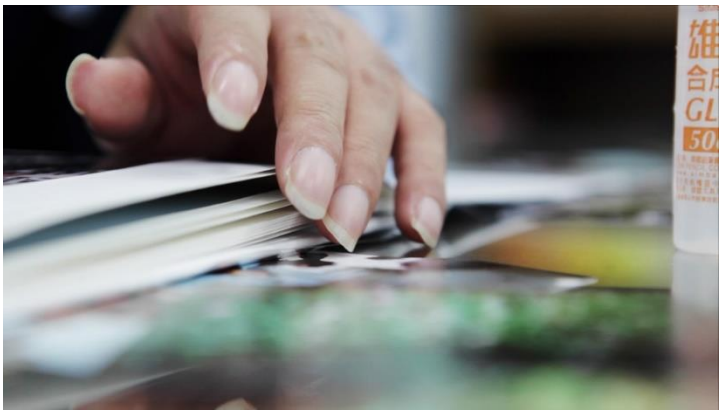
Sense of **pain**
(Nociception)

Sense of **movement**
(Proprioception, or kinesthetic sense)

Sense of the passage of **time**
(Chronoception)

Enter the first floor gallery and look for the artwork *Unseen: Touch Field* by the artist Alecia Neo.

Take your time to explore this room, and feel your way around carefully.



10. What do you know about the writing system, braille? For example, who uses braille most commonly?

11. What does this drawing feel like?

12. Why do you think braille was chosen as a material to create this artwork?

13. Which finger(s) did you use most to experience this artwork? Compare your answer with your friends.

DID YOU KNOW?

Braille was based on a military code called 'night writing', which could be perceived by touch. This code was developed by the French Army Captain Charles Barbier in the early 19th century, in response to the French military and political leader Napoleon's demands for a method for soldiers to communicate silently at night, without the use of light. Inspired by this military code, the French educator Louis Braille later invented braille when he was just 15 years old. As braille is a writing system and not a language, it can be translated into various languages, including English, French, Chinese and Arabic.

Now, enter the other gallery and look for the artwork *Twinning Machine 4.0* by the artist Tad Ermitaño.

14. Stand in front of the artwork and strike your favourite pose. What do you notice on the screen?

15. How is this artwork different from a 'normal' mirror?

16. Observe your friends as they watch themselves on the screen. How are they interacting with the screen?

17. Interact with your image on the screen again. Does it feel like you have a twin?

Now, head up to the second floor gallery and look for the artwork *Alé Lino* by the artist Melati Suryodarmo.

18. Watch the video for a few minutes. What do you think is happening here?

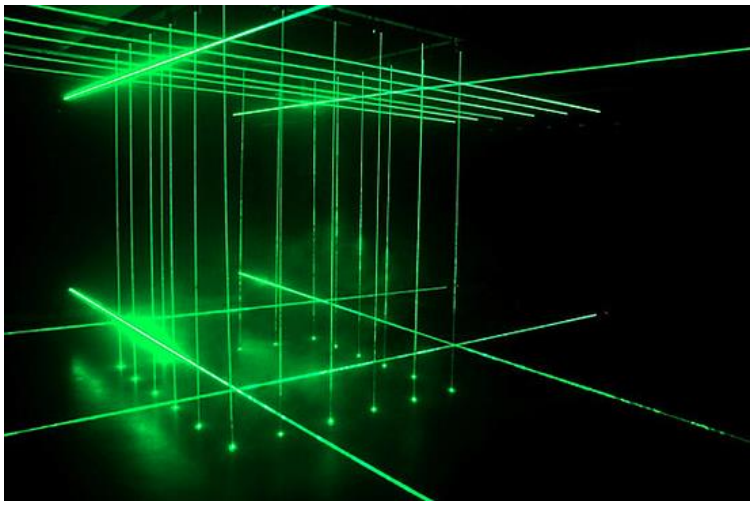
19. When was the last time you felt pain? What did you do to make it better?

20. Imagine if you were the artist in the video, performing this act – how would you feel, and why?

21. How long do you think you could continue doing this? Can you guess how long the artist stayed in position like this?

Head further inside the gallery and look for the artwork *Cage* by the artist Li Hui.

Take your time viewing this artwork, and be careful when walking inside the gallery space.



22. Look carefully at the artwork. What material has the artist used to create this work?

23. What are some of the functions of a cage? Why would you put anything in a cage?

24. Observe your friends as they interact with this artwork. How are they behaving in the 'cage'?

25. How did you feel when you were walking around the room?

Now, look for the room in the other second floor gallery, which is titled Sensoroom.

Take your time exploring the activities available in this space.

Make use of the shape of the circles below to illustrate the following five senses: taste, smell, sight, hearing and balance. An example (for the sense of balance) has been drawn for you!

Balance

Sight

Taste

Hearing

Smell

Let's try this!

Look at the mural in the Sensoroom. Choose a character from the mural (for example, the girl, the astronaut, the fish, the monkey etc.) and write a short story based on this character's perspective.

My day at SAM…

Complete this page and pass it to your teacher to deposit at the SAM Front Desk.

Name	**School**	**Age**	**Exhibition Title**

I found the activity sheet…

❒Very easy ❒Quite easy ❒ Okay ❒A little difficult ❒Very difficult

I found the activities in the worksheet…

❒ Very interesting ❒ Quite interesting ❒ Okay ❒Not so interesting ❒Not interesting at all

I would like future activity sheets to have…

3 things I have learnt…

2 things I would like to find out more about…

1 thing I hope I can see more of at the museum…

***For Teachers to note:**

Please collect all the pages as a single bundle and deposit them at the SAM Front Desk.

Suggested Answers

1. Taste/gustation.
2. Touch/tactition.
3. Hearing/audition.
4. Smell/olfaction.
5. Vision/sight.
6. Pain/nociception.
7. Balance/equilibrioception.
8. Movement/kinesthesia.
9. Time/chronoception.
10. Free response. E.g. Braille is a tactile writing system used by the visually impaired to read and write/ braille is a series of raised dots that can be read with the fingers by those who are visually impaired. It was invented by Louis Braille, a French educator, in the 1820s. As braille is a code and not a language, languages such as English, Spanish, French and Arabic can be read in braille.
11. Free response. E.g. The drawing feels like braille, as it is a series of raised dots which can be felt with the fingers.
12. Free response. E.g. the artist has used braille to create the cityscape of Taipei in the gallery, so that instead of experiencing the artwork using their sense of vision (which is the conventional method most artworks require), visitors have to touch and feel their way around the artwork in order to experience it instead. This also enables visitors to empathise with visually impaired people in a small way, as they have the chance to experience what is like to rely on the other senses instead of sight while they are in this gallery.
13. Free response. E.g. I used my thumb/index finger/all my fingers to explore this artwork.
14. Free response. E.g. I notice myself striking that pose/making that action, but with a delayed response/time lag.
15. Free response. E.g. A mirror is something that reflects your appearance accurately; however this work creates a reflection of your appearance, but with a five-second delay instead. It is not an accurate reflection or mirroring in terms of time, as such it is different from a 'normal' mirror.
16. Free response. E.g. They are interacting with the image on the screen, as though they have a twin or doppelganger.
17. Free response. E.g. It feels like I have a twin, because the reflection is not my direct reflection; instead it seems to be interacting with me.
18. The artist is leaning against a long pole pressed against her torso/abdomen/solar plexus.

19. Free response.
20. Free response. E.g. I would feel discomfort, or pain, or a sense of endurance or suffering, because the experience of leaning one's body against the pole would be uncomfortable or even painful after a while.
21. Free response. E.g. I think I would not be able to continue doing this for long, as it would be extremely uncomfortable or even painful after a while.
22. The artist has used laser beams and fog to create this work.
23. A cage is an enclosure, which is used to trap or confine something, such as animals – for example, when they are captured in the wild, or for display in zoos. Free response. E.g. no, I would not want trap anything in a cage as it is cruel or yes, I would use a cage to trap wild animals in captivity, to transport them to safety (such as protected nature reserves), where they will be safe from poachers.
24. Free response.
25. Free response.