Waiting for
2010, Galleri 54, Sverige

"Waiting for" can be described as a theatrical play with a number of set instructions constantly repeated, but each time in a different order. The piece consists of a programmed and interactive animation sequence shown online, resembling a computer game, but with the actual game element left out. This is a play with no beginning and no end, in which the variables change, making every act different from the last.

The title refers to the Samuel Becket play Waiting For Godot, a play where practically nothing happens and where the hopeless and futile waiting is a key element in the plot.