In *Plänterwald*, the protagonist is a derelict amusement park at the edge of the city of Berlin. Here, the masses are present through absence, as the policed borders of the park isolate it from public space. The work plays on the absurdity of the use of force in relation to the decay and obsolescence of the site. *Plänterwald* pursues an exploration of contained worlds ruled by an internal logic, and quietly, yet relentlessly—like the defunct rollercoaster—echoes the rumbles of deep social and political fault lines and their explosive potential.
Installation view, Kitchener Waterloo Art Gallery