**EVENTS**

**ART ASSASSINS**  
**EVERY WED, 5–7PM, UNTIL 14 JAN 2015. FIRST FLOOR GALLERIES, FREE**  
The Art Assassins and invited artists produce new branded merchandise for the exhibition **invisible hours**.

**NOISE SUMMIT**  
**FRI 28–SUN 30 NOV, CLORE STUDIO, FREE**  
A video installation exploring children and young people’s right to make music, noise and be heard in public. The installation features footage and objects from Barby Asante’s **Noise Summit** project on Pelican and Wyndham & Comber estates from 2013–2014. On Sun 30 Nov Asante hosts a brunch and discussion followed by a **Noise Summit** takeover of *The Sunday Spot*.

**PLAY LOCAL TOPICS: INVISIBLE LABOUR**  
**WED 14 JAN 2015, 7–9PM, CLORE STUDIO, FREE**  
Play Local Topics is a monthly forum for anyone interested in play, art, socially engaged practice and everything in between. This month members of the REcreative Editorial Board discuss their archive and exhibition **invisible hours**, the title of which originates from discussions around the value we place on work experience and extra-curricular projects.

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**ABOUT THE SLG AND YOUNG PEOPLE**

The SLG’s work with young people is built on establishing long-term relationships with diverse audiences. The Art Assassins, the SLG’s young people’s forum, is led by young people aged 14–21 and meets every Thursday from 5–7pm. From hosting discussions about issues that affect young people to working with artists to create arcade games, limited edition cassettes and zines, the Art Assassins create an ambitious programme of events for other young people and a wider audience.

In 2011 the contemporary art resource REcreativeUK.com was launched as an online community devised by young people with the SLG to inspire their peers to get involved in contemporary art. The REcreative Editorial Board, aged between 16–25 meet monthly to help shape the website’s content and direction, whilst offering talks and tours for local schools and colleges.

The SLG young people’s programme offers a platform for 14–25 year olds to devise and deliver their own professional projects whilst supporting a growing online community.

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**About the REcreative editorial Board**

“The Editorial Board is an honest dialogue between thinkers, makers and writers, who just happen to be young.” — Rose Cronin

“To me, the Editorial Board offers a space where individual input meets with a spirit of collaboration.” — Kasia Falecka

I like the ethos and motives behind REcreative and sometimes I feel like I learn more from the Board then I do at uni.” — Gaby Sahar

“Comprised of a group of 18–25 year old young creatives, including artists, students and facilitators, the REcreative Editorial Board is dedicated to, and passionate about the arts and its next generation.” — Issey Rhys Scott

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**LIST OF WORKS**

**WORKSHOP SPACE**

1. Portraits of the Art Assassins created by Art Assasin member Sam Barairst Smith.
2. Printed merchandise created throughout the duration of **invisible hours** by the Art Assassins.
3. Objects from previous Art Assassins projects: Arcade Peckham and Resonance FM Takeover.

**ARCHIVE ROOM**

1. **Resources Wall**
   - Images, films and objects that document recent projects led by young people.
2. **Blind Gamble**
   - A list of artists, designers, curators and community members who’ve been involved with REcreativeUK.com since its launch in 2011.
3. **Art Speak Roladex**
   - The Editorial Board invited artists, curators and other young people to give their own definitions of words frequently used about talk art.

**RECREATIVE OPPORTUNITY**

To celebrate the launch of **invisible hours**, REcreative are offering you the chance to shoot and edit your own video interview with a leading contemporary artist, mentored by the REcreative Editorial Board. To find out more visit www.REcreativeUK.com or email contact@REcreativeUK.com

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**ABOUT THE ART ASSASSINS**

“I come to Art Assassins because I get to meet new people and it stops me doing crime and it lets my voice be heard.” — Sarah Putman

“I come to Art Assassins because it’s the only opportunity I have to put on art events. I also like working with a group of people local to me.” — Ashleigh Turner

“I come to Art Assassins to detach myself from the problems that typically arise in other, less progressive groups. Art Assassins works!” — Sam Barairst Smith

“Art Assassins keeps me entertained until dinner is ready.” — Sammy Trieu

“Art Assassins is a group of young people who have a desire to expand on their current knowledge of art and use their time to artistic activities.” — Mehmet Cicek

The Art Assassins are Max Barairst Smith, Sam Barairst Smith, Mehmet Cicek, Hussain ‘Remz’ Layne, Kallim Ogunnami, Andre Ribeiro, Joel Simpson, Sammy Trieu, Ashleigh Turner, Esme Whealely.

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**INVISIBLE HOURS**

The Art Assassins and REcreative Editorial Board have been invited to take over the first floor galleries, conceiving and curating their own exhibition, **invisible hours**.

An alternative archive room developed by the REcreative Editorial Board illustrates and documents the key themes behind their past projects, whilst exploring the future plans for the young people’s programme. A limited edition cassette, filmed interviews with art world experts, clips from live radio broadcasts and DIY video games are just some of the projects that are displayed in the archive.

The second gallery is a workshop and printing room where the Art Assassins will be experimenting with creating their own branded merchandise. T-shirts, bags, wallpaper and trainers will be designed and produced throughout the show, transforming the gallery space over the course of the exhibition.

The title of the show originates from discussions between the Art Assassins and REcreative Editorial Board whose aim for the show is to reveal the ‘invisible hours’ they spend working on projects at the South London Gallery.

“After-school, between jobs, extra-curricular: young people find themselves in an ambiguous space, trying to work out who we are and what we are going to do ‘in life’ or in the art world. How can we measure those invisible hours spent in the gallery?” — REcreative Editorial Board.