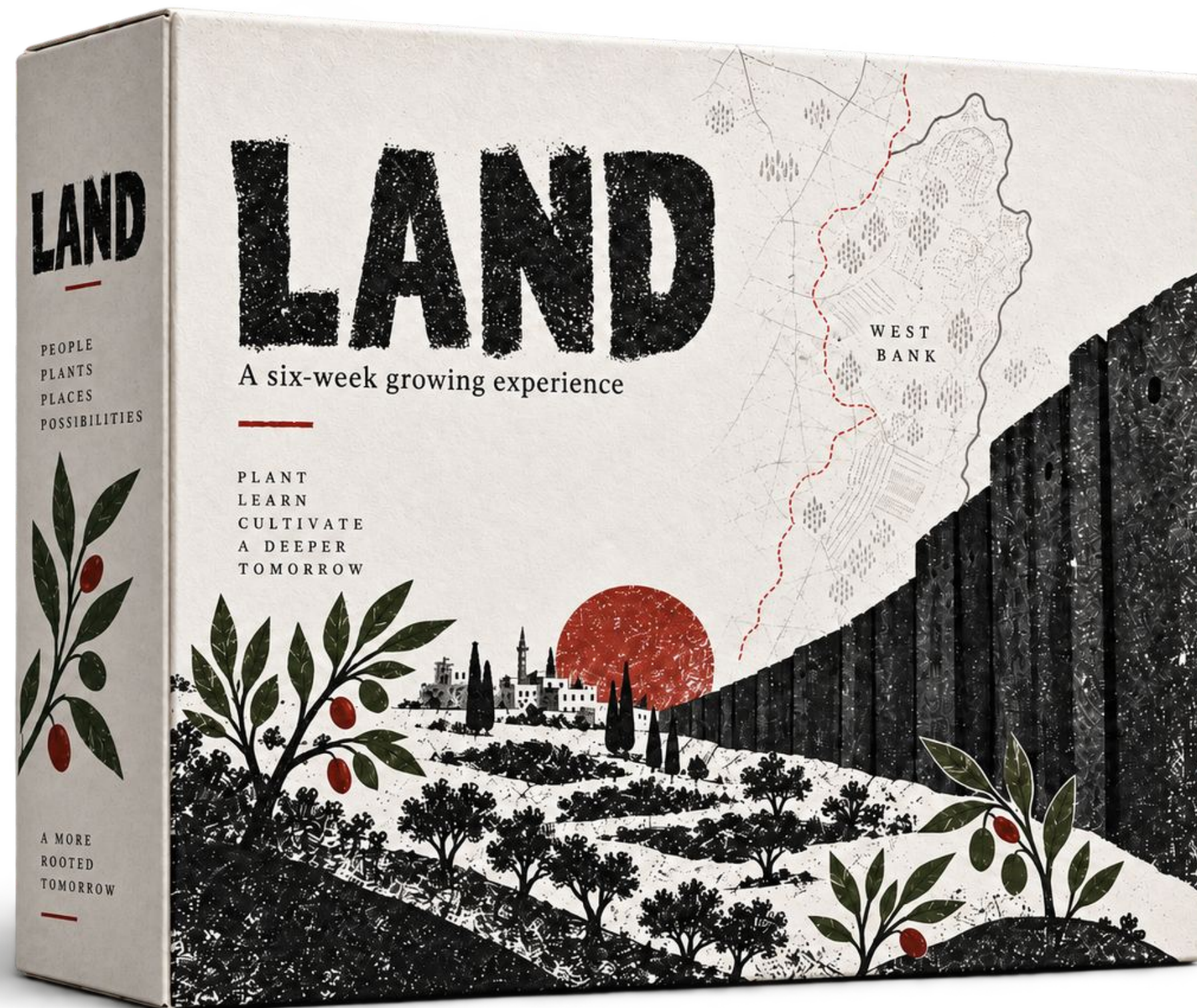




LAND

A six-week growing experience
about land, access and continuity in
the West Bank

MAURO ESPOSITO

WHAT IS LAND?

LAND is a six-week growing experience.

You cultivate a real Palestinian-inspired garden at home/school.

As the weeks pass, your relationship with the land changes.

The aim is not to win, but to experience how farming changes when access to land is no longer continuous.

THE QUESTION BEHIND LAND

What happens when you own the land, but cannot reach it when it needs you?

**Farming depends on continuity:
watering, care, presence and timing.**



WHY AGRICULTURE?

In Palestine, farming has historically been more than food production. It has been a source of **livelihood, family continuity** and **connection to land**.



WHAT'S INSIDE LAND?

THE TRAY IS THE LAND

The **36 × 36 cm** tray represents a farming plot in the West Bank.
At the beginning of LAND, the entire field can be cultivated freely.



PLANTING BEFORE KNOWING

Before the Wall appears, you decide where your garden will grow.

Once planted, nothing can be moved.



You choose where to sow the seeds and where to place the two olive trees.

WHAT YOU GROW

LAND begins with real cultivation, you plant three crops and place two olive trees in the soil.

ROCKET – Fast growing and sensitive to continuity of care.

RADISH – A visible crop with a clear harvest moment.

LENTIL – A more resilient crop, useful for comparison over the six weeks.

OLIVE TREES – Two symbolic trees.



THE OLIVE TREES

Two paper olive trees are placed in the field before anything changes.

Each tree is linked to a specific piece of land through its ownership certificate.



THE WALL ARRIVES

LAND is cultivated with real tools, real water and real time.

ṬŪRIYYA

For working and loosening the soil.

SMALL RAKE

For preparing and maintaining the planting surface.

WATER MEASURE

To control and record how much water is given.

FIELD DIARY

To document growth, care and changes throughout the six weeks.



TOOLS FOR CARE

Inside, the player finds the **Wall modules**, the **gate**, the **placement guide** and a **short booklet** explaining what is about to happen.



INSTALLING THE WALL

The player **does not** choose the route.

Using the placement guide, the Wall is built directly into the soil.

The same Wall crosses every kit.

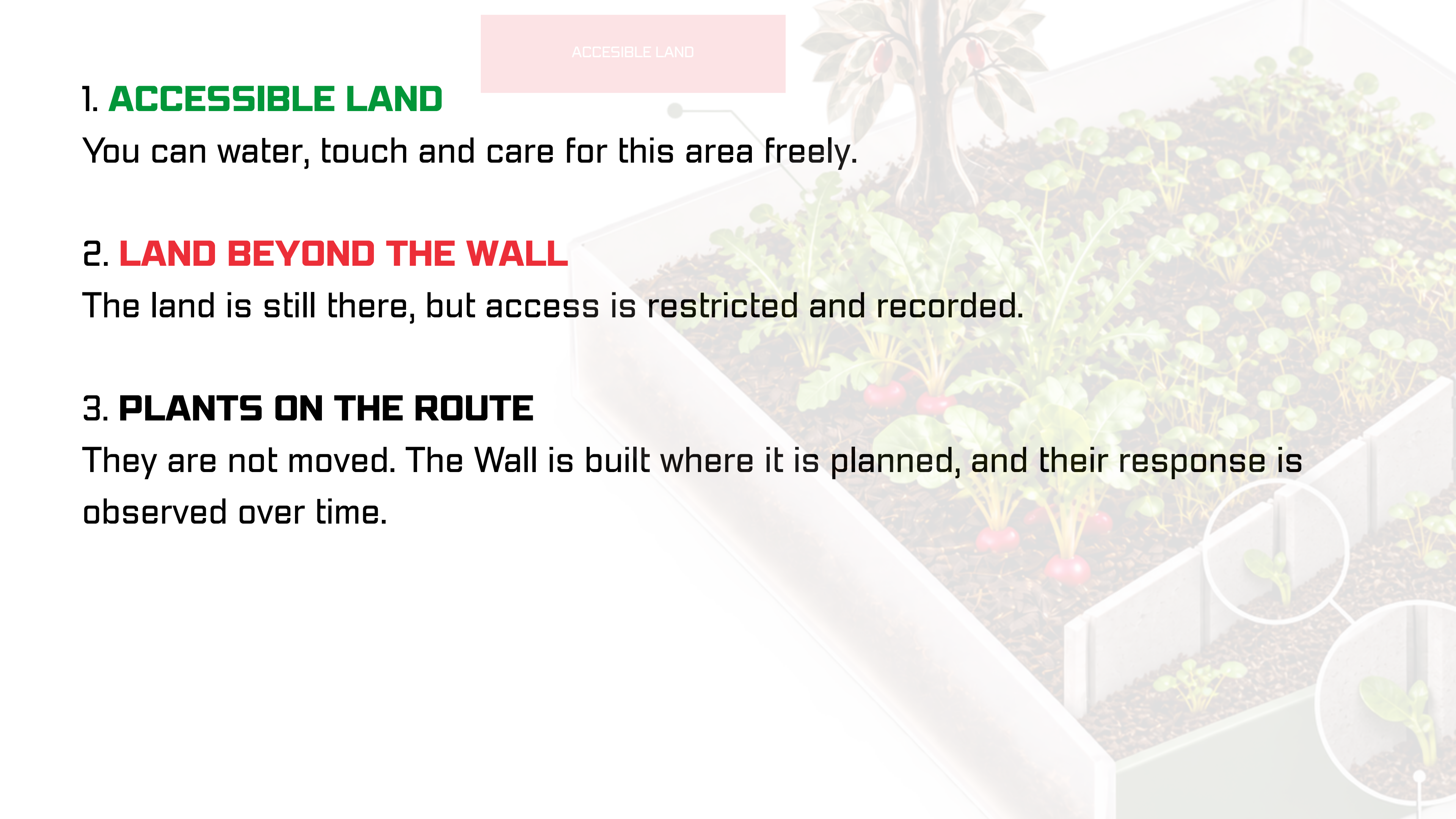
What changes is what each person had already planted there.



AFTER THE WALL

After the Wall is installed, the field is no longer experienced as one continuous space.





ACCESSIBLE LAND

1. **ACCESSIBLE LAND**

You can water, touch and care for this area freely.

2. **LAND BEYOND THE WALL**

The land is still there, but access is restricted and recorded.

3. **PLANTS ON THE ROUTE**

They are not moved. The Wall is built where it is planned, and their response is observed over time.

THE ACCESS PERMIT

The land beyond the Wall is still there, but you can no longer access it freely...

You can access every 10 days.

Watering, touching the soil and caring for plants beyond the Wall are allowed only during a registered access.



EVERY WEEK, A NEW MALUS

After the Wall, one sealed Malus envelope is opened each week.

Each Malus introduces a new pressure on the field, access, water, land ownership, livestock or harvest.



The field keeps growing. The conditions around it keep changing.

THE MALUS CARDS

- **WATER REDUCTION:** Less water available for a limited period.
- **OLIVE TREE UPROOTED:** One olive tree is permanently lost.
- **ACCESS DELAY:** +5 days to the required interval before the next access.
- **PERMIT PROBLEM:** Access to the restricted area is delayed.
- **LIVESTOCK LOSS:** Remove the livestock from the field.
- **SETTLER VIOLENCE AT HARVEST:** The effect is kept until the final harvest.



Grazie!