

art21.org/azikiwemohammed

Mohammed



Azikiwe Mohammed

Born 1982

1702

Education Bard College, BFA

Lives and Works

New York, NY

About the Artist

Mohammed is a self-described "guy who makes stuff," producing a playfully humble array of objects and spaces specifically intended to welcome and serve communities that the fine arts world often overlooks.

Especially attracted to wood and neon for their emotional warmth, the artist often assembles his objects into immersive, room-like installations, making spaces in which viewers can feel instinctively safe and reflected in. Fluently moving between traditional art objects, retail style experiences, and outright social service, the artist pushes through creative and institutional boundaries in pursuit of a larger aim of real world usefulness.

Media and Materials

Key Words and Ideas collaboration

painting jewelry furniture puppetry photography

community

installation

humor

material

memory

neon

TEACHING CONNECTIONS

tapestry sculpture

> place public art service souvenir

Related Artists

Allora and Calzadilla Matthew Barney Tania Brugera Jordan Casteel Nick Cave Creative Growth Art Center Alex Da Corte Oliver Herring Thomas Hirschhorn Alfredo Jaar Mike Kelley Jeff Koons Guadalupe Maravilla Zanele Muholi Elizabeth Murray Raymond Pettibon Postcommodity Martin Puryear Robin Rhode Do Ho Suh Stephanie Syjuco Jamie Warren Bryan Zanisnik

How to Use This Guide

Art21 encourages active engagement when teaching with our films. The questions and activities below are recommendations for incorporating Art21 films featuring Azikiwe Mohammed into classroom. Each class will likely require different adaptations for best results.

NOTE: Please view all films before sharing them with your students. In this film, there is an instance of strong language.

Before Viewing

Establish key ideas, in anticipation of viewing the film(s):

- (1) How do you define 'service'? In what contexts do we see and experience it?
- 2) What does the term 'artist' mean today? What do artists do in addition to making works of art?
- Why might an artist be funny? How is humor helpful in the art world, in everyday exchanges, and throughout life?

While Viewing

Support active viewing, and pause the film to clarify or illuminate particular ideas:

- 1) In what ways does Mohammed serve his community?
- 2 What does the term 'artist' mean to Mohammed? What types of art does he create?
- 3 How does Mohammed use play and humor in his work? Make a list of instances where you laughed.

After Viewing

Follow-up on key ideas and synthesize information learned from the film(s):

- (1) Why does Mohammed prioritize helping his community? What does he hope to achieve in his work?
- ⁽²⁾ Why do labels, like 'artist' or 'maker,' matter? Why might someone resist either term?
- (3) How is humor subversive? Are there moments in this film where laughter is used to engage a more complicated or systemic topic? Can you give an example?

Related Activities

Engaging in creative activities after watching Art21 films can reinforce learning and stimulate ideas. Art21 encourages educators to adapt these activities to their classrooms.

- Organize a community service project, either as a class, small group, or individually.
 How can students make the world a little kinder through an act of service to others?
 What groups need help in your community?
- ✓ Consider the items in Big Apple Gifts and Souvenirs. Ask students to create a souvenir for their area that nods to a group or neighborhood typically overlooked in tourism marketing. What makes this overlooked part of your world special?
- ✓ Use humor to make an art work in any medium. Endeavor to make the audience laugh either through the original idea, final piece, or label text. Remind students to ask others to give feedback throughout the process — what might be funny to an individual doesn't always translate to a wider group.

Did you use this guide, Art21 films, or Art21-featured artists in your classroom? If so, tag Art21 on social media or email us at education@art21.org.