

The Table of Uncertain Order

Archaeological exhibition of Michel Foucault’s conceptual artefacts



1

I developed my idea by creating a set of objects that turn Foucault’s main concepts into physical things, as if they were displayed in a museum. Each object looks organised and logical but contains something that makes it imperfect. For example, the filing cabinet for “*Order*” has empty drawers, and the typewriter for “*The Author*” has its keys rearranged so it cannot be used properly. These details show how systems that seem precise can actually be fragile or even absurd.

2

Each piece includes a small display tag written like a museum label. The short phrases such as “Currently under renovation” or “Legs wobbly” use humour to hint at the instability of knowledge. The design of the project follows the layout of an archive or catalogue to reflect how museums and libraries store information, but it also reveals how uncertain those systems can be.

3

Through a mix of visual design, irony, and simple materials, this project shows that order is never complete or final. It becomes a playful catalogue that imitates the act of classifying while also questioning it, much like Foucault does in his writing.

Exhibiton items

1. Object: Episteme

tag: Currently under renovation

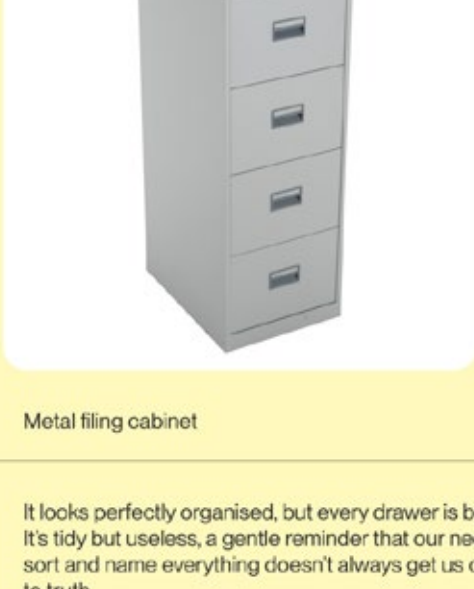


Medium: Stacked glass sheets

Description: Every layer shows a bit of meaning, but never the whole picture. As you look through them, the words overlap and shift like trying to read history through time.

2. Object: Order

tag: Pending verification



Medium: Metal filing cabinet

Description: It looks perfectly organised, but every drawer is blank. It's tidy but useless, a gentle reminder that our need to sort and name everything doesn't always get us closer to truth.

3. Object: Representation

tag: Handle with care

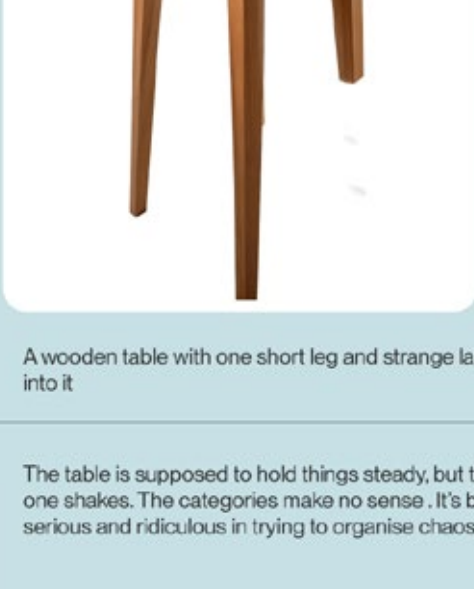


Medium: A cracked mirror

Description: Once, mirrors stood for truth and reflection. Now this one shows how meaning is always fractured. It's beautiful, but it doesn't quite show what's real.

4. Object: The Table

tag: Legs wobbly

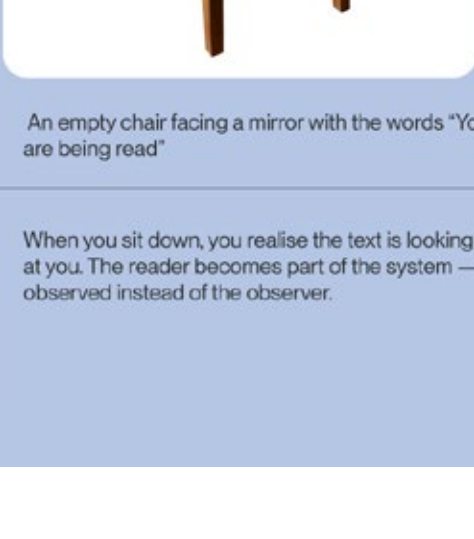


Medium: A wooden table with one short leg and strange labels carved into it

Description: The table is supposed to hold things steady, but this one shakes. The categories make no sense, it's both serious and ridiculous in trying to organise chaos.

5. Object: The Reader

tag: Classified as “uncertain”

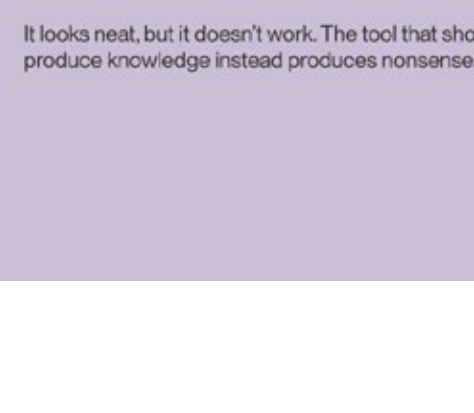


Medium: An empty chair facing a mirror with the words “You are being read”

Description: When you sit down, you realise the text is looking back at you. The reader becomes part of the system — the observed instead of the observer.

6. Object: The Author (Foucault)

tag: Escaped circa 1996



Medium: A typewriter with its keys rearranged in alphabetical order.

Description: It looks neat, but it doesn't work. The tool that should produce knowledge instead produces nonsense.