SUMMARY

The doctoral thesis titled "Fluxus is in a permanent state of improvisation" addresses primarily the issue of Fluxus' most characteristic art form: Event Scores. It examines this phenomenon both from historical as well as contemporary perspective, leading to the development of the idea for the mobile application "Event Swirl".

The starting point for this research is my personal experience - not only having met and worked with some of the Fluxus artists, but also having attended Fluxus shows and performances of Event Scores as well as activating/performing some of them myself. In the introductory chapter I describe how my interest in Fluxus began, sharing my encounter with its members in New York City and other locations in Europe.

The main part of the dissertation ("Part Two") is dedicated to the concept of Event Scores and the questions it raises when it comes to e.g. the authorship and co-authorship, reperfromance or reenactment. "Part Three" shifts focus on the contemporary relevance of Fluxus practices, exploring issues such as mindfulness, attention economy, or the role of game and play.

The voices present in the paper come mostly from the conversations and interviews conducted with individuals associated with Fluxus, as well as its scholars and theoreticians – many of whom I had known before or met throughout the Doctoral School program. While the core of the text centers on my own expertise, the additional section of the dissertation consists of transcriptions of emails or interviews with contemporary artists selected through the carried out survey.

The conclusions drawn during the research conducted for this dissertation - both practical and theoretical – served as the inspiration for the creation of the mobile app and are essential to understanding its necessity. Event Swirl is an attempt to create an innovative communication method *inspired* by Fluxus (especially the format of Event Scores), in which each participant can take part in the game/event by responding to the task in a form of images, video, and sound.