

**TÍTULO:**

## INTERACTIVOS? 09 ARTELEKU.

### Mixed episodes in Hybrid Bases.

Workshop on collaborative development of projects

#### What is Interactivos?

They are a hybrid between production workshop, seminar and exhibition. In them a space of reflection, research and collaborative work is created in which the selected proposals are developed and later shown by means of an international call for projects in a process that is open to the public from beginning to end.

This workshop follows the model of "Interactivos?" events that have been developed from Medilalab-Prado (Area of the Arts of the Town Council of Madrid) and which have had various editions in collaboration with Eyebeam (Nueva York), Multimedia Centre, National Centre of the Arts, (México DF) and Escuelab, (Lima).

#### Workshop Directors:

David Cuartielles will participate at the beginning of the workshop helping in the setting up of projects.

<http://www.OjO.org>

<http://www.arduino.cc>

Moises Mañas will participate in the planning and development of projects.

<http://www.hibye.org/>

#### Assistants:

David Sjunnesson will participate in the planning and development of projects.

Emanuel Mazza will collaborate in projects of computer-assisted vision.

#### Guests:

Paul Sermon, will present his work and will carry out a revision of the projects.

<http://www.paulsermon.org/>

Jussi Ängeslevä (ARTCOM) will present his work and will carry out a revision of the projects.

<http://www.artcom.de>

<http://angesleva.iki.fi/>

#### DESCRIPTION:

This is an intensive workshop oriented towards conceptualization and practical development of interactive projects in hybrid spaces, considering hybrid spaces those which integrate digital systems of detection and information integrated in physical spaces.

The projects will have to have a relationship with architectural spaces or interdisciplinary temporal

experiences. This workshop is focused on the creation of interactive spaces by means of physical interfaces or sensors, proposing architectural space as a sensible, reactive, "intelligent" space. It will be possible to develop projects such as interactive installations that reflect on the confluence between flows of information and physical spaces, scenographies that allow dancers to conduct music or images, or architectural spaces that are reactive to its inhabitants, all of which have a common axis on which a hybridising between physical and virtual space takes place.

## CONCEPTUAL APPROACH:

*"Devices have, therefore, lines of visibility, enunciation, lines of forces, lines of subjectivisation, lines of rupture, of fissure, of fracture which criss-cross each other and mix up while some provoke others by means of variations or even mutations of disposition" (1)*

(1) What is a device?. Delueze, G in Michel Foucault, philosopher, Ed.Gedisa.1999

Mixed/Hybrids - Episodes/Bases. Such transversal, permissive concepts allow us to prepare alliances and exchanges where the poetics of architectural spaces and of any situation. They provoke explorations and relations between what seems not to have a simulated purpose and those small minuscule narrative derivations between consumers and users. They provoke episodes, mixed chapters in hybrid bases stimulating a combination of devices and forces between what is intervened and the intervener, an interactive transit, a fugitive reading between what is contingent and its container.  
Moises Mañas & David Cuartielles

**Dates:** from 16<sup>th</sup> to 30<sup>th</sup> July

**Project reception deadline:** Until Wednesday, 10<sup>th</sup> June 2009

**Application resolution:** Monday 15<sup>th</sup> June 2009

**Collaborators:** They may request their participation as from 16<sup>th</sup> June

## ACTIVITIES:

During the development of the workshop, different models and forms of re-appropriation of formats and contents, spaces and processes will be debated. Proposal transformation and hybridising techniques will also be studied. Finally we shall review the possibilities of spatial organisation on the presented proposals

- Presentation of selected projects
- Presentation of referents and concepts (both theoretical and technical: Arduino, sensors, programming, vision by computer, etc)
- Conceptual debates both in groups and in personalised form
  - Creation space versus installation space
  - User versus spectator

- Strategies of development, usability/accessibility
  - Practical development of prototypes/projects
  - Presentation / exhibition of developed prototypes
  - Presentation of collaborators
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#### REFERENTS (LINKS):

Roy Ascott : THE ARCHITECTURE OF CYBERCEPTION  
[http://www.cyberday.de/news/ausgabe\\_100017.htm](http://www.cyberday.de/news/ausgabe_100017.htm)

William J. Mitchell

<http://web.media.mit.edu/~wjm/>

<http://es.wikipedia.org/wiki/Laberinto>

<http://www.ted.com/>

<http://www.howstuffworks.com/>

<http://www.instructables.com/>

<http://www.mediaartnet.org/>

**-NUMBER OF PROJECTS TO BE CHOSEN: 8**

#### BIOGRAFÍA

**David Cuartielles (Zaragoza, 1974)**

Lecturer in Interactive design at the University of Malmo, Sweden, and co-author of the Arduino (arduino.cc) platform of open-source hardware. His research focuses in the creation of hardware and software tools for education and artistic production. His latest projects are centred on 1scale1.com –a production laboratory situated in an open-air skating park-, on blushingboy.org -a platform of creation and distribution of open hardware projects-, and on lab-in-a-box.cc -a repository of projects oriented towards secondary education in technology and natural sciences-. David never works alone. He defends the position that open projects need communities that allow for the appropriate form of project creation, growth and support. Research and education become intertwined, allowing the audience of the processes to become developers. Examples of this work are to be found in the Arduino project, in collaborations with centres like Medialab Prado or Hangar, and in educational projects for Cultural Centres of Spain in various countries.

**Moisés Mañas.(Elda-Alicante, 1973)**

PhD in Visual Arts and Intermedia by the Polytechnic University of Valencia-Spain. Lecturer at the Department of Sculpture (Audiovisual field) in the Polytechnic University of Valencia. Member of the Laboratorio de Luz (Light Lab) research group.

His work has been presented and has received awards in various Festivals and exhibitions related with art and technology since 1998 such as "El discreto encanto de la tecnología," (The Discreet Charm of Technology) MEIAC(Badajoz)- ZKM(Germany), 2008, 4<sup>th</sup> Festival of Arts in Castilla y Leon, Salamanca 2008, the 2007 Valencia Biannual Exhibition, File 04 (Sao Paulo. Brasil), Mediaterra 2000 and 04 (Athens. Greece), Inmedia 2000,(Michigan, USA), Observatori-2000, among others.

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## ***SUBMISSION CALL GUIDELINES >Download (pdf)***

### **Aims of the Call**

The purpose of this call for projects is to select no more than 8 projects to be carried out in a workshop held at Arteleku (Donostia-San Sebastian) from 16<sup>th</sup> to 30<sup>th</sup> July, 2009.

At the end of the workshop, the projects will be exhibited at Arteleku from the 30<sup>th</sup> of July to the 7<sup>th</sup> of August.

The workshop proposes to explore the use of open hardware and software tools in a collective and interdisciplinary manner in order to create technological prototypes with success in the Media from different perspectives: playful, creative and critical.

The call is aimed at artists, engineers, architects, programmers, designers, hackers, musicians, or any other person interested in presenting a project on the topic "hybrid space".

The call is open to projects and collaborators from international and local spheres.

The proposals can be presented individually or as a collective. Each participant or team can present as many projects as they would like.

### **General Characteristics of the Workshop**

#### **Methodology:**

This workshop aims to be a collective platform for research, production, and learning, offering substantial help and support in developing the projects selected. The proposals will be carried out in multidisciplinary task groups comprised by the author(s) and interested collaborators, with conceptual and technical advice from the teaching staff.

The selected projects must be open to the participation of other interested collaborators, who will be able to contribute to the production of the pieces during the development of the workshop. Therefore, there are two levels of involvement with the workshop:

1 - as a project leader

2 - as a collaborator in any one of the selected projects

Once the projects have been selected, the second step in the process will involve a new call for those people who would like to participate in the projects' production. The call for collaborators will be published on 15<sup>th</sup> of June at the Medialab-Prado and Arteleku.

Arteleku will do their best to provide the materials needed to carry out the selected projects.

### **Technical Requirements:**

The selection committee will carefully examine the technical viability of the projects. For this reason, a clear specification of the technical and spatial requirements of the projects will be positively received.

The projects will be developed at Arteleku that will only provide the equipment and means of production for the selected projects if previously requested by the project authors.

In case of any doubt regarding the technical requirements, the selection committee will contact the project's author.

### **Workspace:**

The work/exhibition space has a surface of approximately 255 m<sup>2</sup> and will be shared by all the selected projects. Each project will have a designated space depending on its technical and spatial characteristics. Only the projects which can adapt to the characteristics of this shared workspace will be selected.

In case of any doubt regarding the spacial requirements of a project, the selection committee will contact the project's author.

### **Working Language:**

The workshop will be held in English and Spanish without translation.

### **Lodging and travel:**

Pending application and for participants residing outside San Sebastián, lodging will be provided at a hostel for the authors of the selected projects.

Travel expenses will also be covered for one person for each of the selected projects.

## **Registration:**

All those interested in taking part in the workshop must fill in and send the application form published below.

Application deadline: **10<sup>th</sup> of June**, 2008 at midnight (Spanish local time)

## **Further information:**

For further information contact: [arteleku@gipuzkoa.net](mailto:arteleku@gipuzkoa.net)

## **Final Decision**

The selection committee will comprise the workshop instructors and Arteleku Team.

## **Project Assessment**

Projects will be selected based on the following criteria:

- Project quality
- Suitability to Interactivos? general objectives and the specific theme of this call for projects
- Technical feasibility and clarity
- Willingness to collaborate with others in project development

## **Date and place of publication of the final decision**

The final decision will be announced on **16<sup>th</sup> of June**, on both websites of Medialab-Prado (<http://medialab-prado.es/>) and Arteleku ([www.arteleku.net](http://www.arteleku.net))

## **Exhibit of Results**

After the workshop has ended, the projects developed will remain on public exhibit on the premises of Arteleku from the 30<sup>th</sup> of July to the 7<sup>th</sup> of August

## **Winners' Obligations**

The winning individuals or groups agree to attend the workshop. They also agree to finish their proposed projects, as far as possible.

The winning individuals or groups may use equipment, pending prior application and approval. Any expense not previously planned or approved in material or equipment rental will be paid by the project authors.

Projects carried out will be the property of their author(s), although whenever said projects are shown at festivals or exhibits, and whenever images of said projects are

reproduced in catalogues or websites, their relation with the Interactivos? Workshop developed at Arteleku should be mentioned. The names of the people who collaborated in developing the projects should also be shown.

Documentation of the projects exhibited may be shown in printed catalogues and the Arteleku and Medialab-Prado websites.

**Entry constitutes acceptance of all contest rules**