

Workshop Critical Making of Frictional Urban Interfaces

Dates: 6th-7th March 2018 (two full days)

Location: Parnassos, Kruisstraat 201, Utrecht

Deadline Application 2nd February 2018



The workshop is organized by Utrecht University's research master program Media, Arts & Performance (Nanna Verhoeff, Michiel de Lange, Sigrid Merx, Hira Sheikh), and Creative Coding Utrecht (Fabian van Sluijs), and artists Ruben van de Ven & Cristina Cochior, in partnership with Het Nieuwe Instituut (Klaas Kuitenbrouwer), and with HKU, UTwente Design Lab.

About the Workshop

During a two-day workshop as part of the URBAN FRICTION the [urban interfaces] graduate seminar 2017-2018, participants from various professional practices and academic backgrounds collaborate to design prototypes for frictional urban interfaces, through a 'critical making' approach. Critical making was a term coined by Matt Ratto "to describe the combination of critical thinking with hands-on-making: a kind pedagogical practice that uses material engagements with technologies to open and extend critical social reflection". During this workshop, participants will take objects apart, literally and figuratively, and as part of the process will learn to infer and to intervene - by means of prototyping, reverse engineering, hardware hacking, design narratives, fabrication and other methodologies - in the material layer of digital technologies. The participants will produce a collective team project by the end that explores and elucidates urban frictions in technologically mediated cities.

For participants, the workshop is a chance to explore urban frictions in multi-disciplinary teams. In exchange for your expertise and skills, you get an intensive crash-course in critical making, new media, and urban interfaces. What's in it for you?

- The workshop is an opportunity to network and collaborate with a diverse team
- You learn about critical making, and urban frictions and interfaces.
- You will meet with professionals from various organizations and backgrounds who are committed to developing their case further after the workshop.
- There is a public presentation of workshop outcomes on 7 March 2018.
- Your biography + photo, and reports on the workshop process and outcomes are put on - among others - the [urban interfaces] website www.urbaninterfaces.net.
- The workshop feeds into a larger expo Nov. 2018 in Utrecht, organized by Creative Coding Utrecht

Applying for the Workshop

Designers, artists, researchers, architects and planners, media makers, community organizers, local entrepreneurs, activists, designers, and artists are invited to participate. To apply for participation, please send the following:

- A motivation (max. 300 words) in which you describe why you want to participate, what you bring to the table, and what you hope get out of the workshop.
- A short curriculum vitae/biography (200 words), a photograph of yourself (if you are selected you get a spot on the various websites), and your contact details.
- A registration fee of €15, which covers all workshop costs, lunch & beverages during the workshop (you can bring this to the first day of meeting on the 6th March 2018)

Send your application before or on 2nd February 2018, 17:00 CET to urbaninterfaces@uu.nl.

A shortlist selection is made no later than 11th February 2018 and communicated to everyone who sent in a proposal. We take a maximum of 25 participants. Selected participants receive a briefing with the assignment, some reading and further practicalities by end of February 2018.