

PRESS RELEASE

The People's Smart Sculpture

Co-funded by the
Creative Europe Programme
of the European Union



December 2014

Start of smart participation project, co-funded by the Creative Europe Programme of the European Union:

The People's Smart Sculpture

The People's Smart Sculpture – Social Art in European Spaces is a creative research and innovation project about the cultural evolution of the European city of the future. It addresses the growing complexity of life in today's city spaces and imminent challenges to the development of the urban environment. The People's Smart Sculpture PS2 explores the possibilities of participation that will become a smart culture technique as a result of the ongoing digitalization of society. 12 partners – including universities, museums, galleries, theatres and research institutes – in 8 European countries will organize 11 connected open labs integrating new art, design thinking, science, smart technologies and user culture for the participatory re-design of urbanity. The project has a budget of 2 million Euros and is funded by the European Commission within the Creative Europe programme for 3.5 years.

11 creative experiments in participatory art and design for the city of the future

The 12 project partners will implement 11 experimental sub-projects and a European study about new forms of participation. While some PS2 sub-projects shed light on the ways we perceive our city space, or create speculative city environments, others will analyse problems, identify challenges and explore interdisciplinary solutions with citizens. The variety of approaches will reflect the diversity of people, skills, urban art, social processes and urban development. Renowned artists and designers from 29 countries will participate in the sub-projects. PS2 will explore and document new strategies for involving digital media and ICT in the development of user-centered culture.

Development of new forms of participation for Smart Cities

Scientists from media-labs, computer science, cultural science, art history, sociology, architecture, design and urban planning will engage with the creative processes. Digital technologies will not only play an important role in the PS2 project art activities themselves, but directly support the innovation process by offering new opportunities for empowerment and societal integration of people of all social groups. The project will connect people and foster the exchange of ideas about and for smart cities. It is the base for cutting-edge communication between science and art, creatives, artists, media designers and citizens, and between the people and their governments. At the same time it will motivate the broad dissemination of new skills, design expertise and social knowledge relevant to urban re-design.

The People's Smart Sculpture

The University of Applied Sciences Bremen is the lead partner of the project. The lead coordinator is Martin Koplín, director of the M2C Institute for Applied Media Technology and Culture. The partners are: Helsinki Metropolia University of Applied Sciences, GAUSS Institute, National Institute and Museum Bitola, Kristianstad University, Warehouse9, Museum of Broken Relationships, Oslo Barnemuseum, University of Oslo, University of Applied Sciences Düsseldorf, Gdańsk City Gallery.

Contact:

Martin Koplín

Coordinator **The People's Smart Sculpture PS2**

Director / CEO

M2C Institute for Applied Media Technologies and Culture

at the University of Applied Sciences Bremen

Phone: +49-421-5905-5402 E-Mail: koplin@m2c-bremen.de Web: www.m2c-bremen.de

Post address: Flughafenallee 10, D-28199 Bremen, Germany, EU



December 2014

The People's Smart Sculpture PS2: Subprojects and Partners

Express your-self/city

In this project 3D objects are placed at critical locations for urban development in Bremen that virtually illustrate the possibilities of development. These objects can be made visible by using a special app on the mobile phone. Citizens can comment on the 3D objects and add own modifications. A group of artists will use these techniques during three events in three different locations.

University of Applied Sciences Bremen

The Institute of Informatics and Automation of the University of Applied Sciences Bremen brings together national and international research in computer science. The Centre for Intercultural Management (ZIM) of the University of Applied Sciences Bremen, deals with issues such as intercultural communication structures and diversity in international cities and workspaces. The technique used for the PS2 sub-project was developed in the international media-informatics degree programme. <http://www.hs-bremen.de/internet/en/index.html>

The Public Space as SHARED.museum

SHARED.museum is a series of district-based art and creative participation actions in Bremen. As a starting point for artistic and social exploration 12 "tipping points" are identified – places that bear a potential for change. A tipping point may also be a focal point, it is locally often referred to a gap, problem, or social conflict, and can also be interpreted as a special local chance. A focus lies on participatory transformation processes in the city.

M2C Institute for Applied Media Technologies and Culture

The M2C Institute for Applied Media Technologies and Culture at the University of Applied Sciences Bremen is an innovative research institute that integrates the perspectives of media science, informatics, organizational development and cultural studies: Its main research focus is on the link between innovative ideas and economic, social, technological and cultural development. <http://www.m2c-bremen.de/index.php?lang=en>

4D-Virtual Urban Art

The National Institute and Museum Bitola together with the Gauss Institute and several artists will create a 3D model of predetermined "Hot Spots" in the city of Bitola with input of the geo-referenced data for every object (type of object, historical background, law regulations, etc.) as well as a software platform for web-access. In the first phase of this sub-project, a group of artists and architects will be involved. In the later stages all interested citizens will be integrated. The users can suggest future solutions for predetermined "Hot Spot" areas via the platform for collaborative arts ("Art Crowd Sourcing"), where people from different profiles can suggest innovative ideas and solutions for certain urban areas.

Gauss Institute

Foundation for New Technologies, Innovations and Knowledge Transfer from Bitola, one of leading NGOs in Macedonia (FYROM) which through development and application of new technologies, contribute toward the establishment of knowledge-based society in the region. <http://gaussinstitute.org/>

National Institute and Museum Bitola

The Institute for Protection of Cultural Monuments and Museum Bitola (IMB) aims at the protection, systematization, scientific processing and presentation of the heritage (historical, technological, ethnological, archaeological etc.) in the Municipality of Bitola and nearby regions.

Journey of Abadyl

The Journey of Abadyl is an interactive experience and research project about the anatomy of choice. In the play/performance participants are faced with different issues and dilemmas staged site-specific with digital media and performance in the Meat Packing District in Copenhagen. It is a collaborative research and development project led by Kristianstad University, the digital art group PRAMnet and the live art venue Warehouse9 in Copenhagen.

Kristianstad University

Kristianstad University in southern Sweden is an international, progressive and open-minded university. Kristianstad co-operates in exchange programmes and networks with universities all over the world and provides the students with an international working perspective.

<http://www.hkr.se/en/english-start-page/>

Warehouse9

Founded in April 2007, Warehouse9 is an international performance space and art gallery in the old slaughter district in Central Copenhagen. Also known under its legal name Pramnet, it is a space for contemporary art, music, poetry, performance and media arts practice. Warehouse9 aims to break established boundaries between the genres in music, theatre, art, film and new media to create new links between genres and disciplines. <http://www.warehouse9.dk/>

Trails of Memory (TOM)

The sub-project includes the design of a location-based annotation system. It allows artists and citizens to preserve their memories at given locations and provide others with methods to retrieve and experience them.

MakingThingsTell (MTT)

The sub-project includes the design of smart artefacts that combine aesthetic physical form with expressive digital content to provide new ways of telling stories.

Interactive Mixed Reality Storytelling (IMRS)

The sub-project includes the conceptual design and implementation of advanced media installations in public spaces that combine traditional ways of telling stories with digital gameplay.

University of Applied Sciences Düsseldorf

The University of Applied Sciences Düsseldorf (FHD) is one of the largest universities of applied sciences in North Rhine-Westphalia. It offers a networked teaching and research programme, focusing on the fields of architecture, design, electrical engineering, mechanical engineering and process technology, media, social and cultural sciences and economics.

http://english.fh-duesseldorf.de/a_home

Children's City Tapestry

"Children's City Tapestry" will explore children's views on important issues (environment, creativity, learning) in their city. Ideas, opinions, stories and other input from children will be collected to build a living image, a digital tapestry, of the city through children's eyes, as related to specific topics.

Oslo Barnemuseum

Oslo Barnemuseum is a non-profit children's culture organization, working for and with children's cultural projects in Norway. Founded in 2005, the organization brings interactive cultural events to schools, preschools and festivals while working towards a permanent site for an interactive children's museum in Oslo. <http://www.oslobarnemuseum.org/en/index.php>

University of Oslo

Founded in 1811 as the first in Norway, the University of Oslo is the country's leading public institution of research and higher learning with 27 000 students and 7000 employees. The Department of Informatics was a pioneer offering the very first lectures within computer science in Norway.

<http://www.mn.uio.no/ifi/english/>

Move into the open space – history and art for new culture in industrial areas

The project starts with an experimental “art as research” activity conducted by socially engaged photo-artists from France, Germany, Italy and Poland who will create artistic expressions of relevant industrial areas in change in Poland, including the Gdansk historical shipyard. Gdańska Galeria Miejska/Gdańsk City Gallery uses art, applied art and diverse sorts of cultural expressions to include people with different backgrounds into a consecutive process of art that can open new dimensions for the public reflection of Gdansk urban environments design.

Gdańska Galeria Miejska/Gdańsk City Gallery

Gdańska Galeria Miejska/Gdańsk City Gallery consists of three gallery spaces in the very heart of Gdańsk. <http://www.ggm.gda.pl/en,9,0,0,0,0,0,0,index.html>

The Neighborhood Living Room

The Neighborhood Living Room studies ways how a museum – in this case “The Museum of Technology” – could be integrated as a part of the community and offers an emotional and participatory experience for the (young) residents. Art based methods utilising media technologies are used as a tool for promoting communal spirit and as a driving force for a unique city life based on the original elements of the district. These methods are based on applied arts, community theatre, applied sound design, social media, mobile technology and cultural production.

Helsinki Metropolia University of Applied Sciences

Helsinki Metropolia University of Applied Sciences, Finland’s largest university of applied sciences educates the professionals of tomorrow in the fields of culture, business, health care and social services, and technology. <http://www.metropolia.fi/en/>

Zagreb Upper Town: Change of Heart

The power of the museum’s concept for conveying the symbolism of changes will be used as an impetus for reinterpreting and reimagining the urban heartbeat, while its participative modus will mediate a collaborative action between artists, students and local community. Different workshops, performances and artistic interventions in public space will be carried out virtually, physically and in situ (museum space and open air) in collaboration with international artists.

Museum of Broken Relationships

The Museum of Broken Relationships is based in Zagreb’s Upper Town, part of the city abundant with cultural, historical and political marks reflected in everyday life of local community. It collects a unique collection of personal items and stories from around the globe. These cathartic objects became the building blocks of a social museum, capable not only of safeguarding but also of communicating the collective and personal emotional heritage. <http://brokenships.com/>

Additional information upon request

Contact:

Martin Koplín

Coordinator **The People’s Smart Sculpture PS2**

Director / CEO

M2C Institute for Applied Media Technologies and Culture

at the University of Applied Sciences Bremen

Phone: +49-421-5905-5402 E-Mail: koplin@m2c-bremen.de Web: www.m2c-bremen.de

Post address: M2C Institute ZIMT, Flughafental 10, D-28199 Bremen, Germany, EU