Ku/tur Digita/

DIGITAL LAB #2
_ACADEMY OF THE DIGITAL FUND
14 — 15 June 2021

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#KulturDigital #FondsDigital

KULTURSTIFTUNG DES BUNDES

PROGRAMME
MONDAY, 14 JUNE 2021

10:00
Welcome
—— HORTENSIA VÖLCKERS
Artistic Director of the German Federal
Cultural Foundation

Lightning Talks:
Collaboration and Co-Creation
—— RUANGRUPA, team of the
documenta 15, Kassel & Jakarta
—— DR CHRISTINA HORVATH,
University of Bath
—— PROF SARAH KENDERDINE, Federal
Polytechnic College of Lausanne (EPFL),
Switzerland

Follow-up Q&A
Moderator: KATJA BIGALKE

11:15
Workshop for Digital Fund projects
—— For the Users. Design Thinking as a Tool
for Co-Creation (Dark Horse)

15:00
Digital Sofa: Interdisciplinary Collaboration and Co-Creation. Reports from the Performing Arts and Games
—— Discussion with EVA MEYER-KELLER
(artist), OMSK Social Club Berlin,
CHRISTIAN STEIN & THOMAS LILGE
(gamelab Berlin)
Moderators: KATJA BIGALKE
& JOANNA POPE

16:00
Lightning Talks: Co-Creation in Gaming
—— RUTH CATLOW, Furtherfield Gallery,
London
—— MAXIME DURAND, Ubisoft Montréal,
Canada
—— HYPHEN-LABS, interaction studio,
London

Follow-up Q&A
Moderator: JOANNA POPE

17:00
Time to Unbox: Digital Fund evening event by and with Studio Kalleinen, Helsinki

TUESDAY, 15 JUNE 2021

10:00
Opening and introduction to Day 2

Lightning Talks: Co-Creation Reports from International Digital Projects
—— DR ANDREA SCHOLZ & PROF. DR
MARIAN DÖRK, Ethnological Museum
of Berlin & Potsdam University of
Applied Sciences
—— DR ANNE LUTHER, Digital Benin
Project
—— ASNATH PAULA KAMBUNGA,
Aarhus University

Follow-up Q&A
Moderator: KATJA BIGALKE

11:15
Parallel workshops for Digital Fund projects
—— Co-Creation & Digital Participation:
Everyone Decides – The Age of Digital
Participation (Dark Horse)
—— Visitor Box. Gamified Tool for Co-Creation
(PROF. DR KATHARINA LORENZ)

15:00
Digital Sofa: Artistic Co-Creation with Artificial Intelligence
—— Discussion with TINA SAUERLÄNDER
& PEGGY SCHOENEGGE
(peer to space), LATURBO AVEDON
(avatar artist & curator), BJÖRN
LENGERS & MARCEL KARNAPKE
(CyberRäuber)
Moderators: KATJA BIGALKE
& JOANNA POPE

16:00
Digital Sofa: Co-Creation in the Digital Fund
—— Discussion with ALAIN BIEBER (artistic
director, NRW-Forum Düsseldorf),
DR DOREEN MÖLDERS (director, LWL
Museum für Archäologie, Herne),
STEFANIE GREIMEL (project director,
Berliner Ensemble), JOSCHA
NEUMANN (project director, Komische
Oper Berlin)
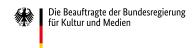Moderator: KATJA BIGALKE

17:00
End and closing words in foyer

MONDAY, 14 JUNE 2021

11:30
Special Preview: new world dis/order
—— Discussion on the 2021 Werkleitz
Festival conference programme with
SANDRA NAUMANN & PETER ZORN,
Halle (Saale)

PROGRAMME

14 June 2021, 10:00 – 11:15
LIGHTNING TALKS:
COLLABORATION AND CO-CREATION

Nongkrong
**RUANGRUPA, COLLECTIVE ARTISTIC DIRECTION FOR DOCUMENTA 15,
KASSEL & JAKARTA**

In this sharing session, ruangrupa reflects on collectivity, local contexts, the seemingly non-existing boundary between artists and curators, plus the push to translate their particular resource-sharing approaches to the digital realm. *Nongkrong* (Hang out) with them and realize how they literally are a few clicks away!

How to make Co-Creation a truly inclusive practice?
DR CHRISTINA HORVATH, UNIVERSITY OF BATH

This talk explores the potential of co-creation to promote inclusive collaborative processes. After briefly defining co-creation as a democratic and egalitarian arts-based practice of knowledge production, we shall explore the main advantages this method offers to various contributors. Then we will review some of the most common challenges faced by processes that bring together partners with differing incentives, working methods, collaboration strategies and power hierarchies. A set of examples involving academics, artists, community activists, policymakers and other state representatives serve to highlight common communication malfunctions and propose strategies which can be used to mitigate power imbalances and negotiate differences.

Computational museology –
'Whole of environment' encoding
PROF SARAH KENDERDINE, FEDERAL POLYTECHNIC COLLEGE OF LAUSANNE (EPFL)

This talk explores the work of the laboratory for experimental museology, a transdisciplinary initiative at the intersection of imaging technologies, immersive visualisation, visual analytics and digital aesthetics. In the framework of computational museology, it engages in research from scientific, artistic and humanistic perspectives. The talk explores the ways in which mechanistic descriptions of database logic can be replaced and computation can become experiential, spatial and materialised. Such a framework unites artificial intelligence with data curation, ontology with visualisation, and community with embodied participation through immersive and interactive interfaces.

14 June 2021, 16:00 – 17:00
LIGHTNING TALKS:
CO-CREATION IN GAMING

Live-Action Art Research Role-Play –
Co-creation and Serious Make-Believe
RUTH CATLOW, FURTHERFIELD GALLERY LONDON

Furtherfield LARPs explore and test the local and global consequences of advanced technologies for human and more-than-human interests. A live-action role-play, or LARP, is an immersive game where participants play characters who interact to pursue goals within a fictional setting. We have developed a unique hybrid which combines co-creation, art and research – a live-art action research role-play that we call "LAARRP". These artistic games bring people together from different walks of life, advance peer-knowledge production and serve as collaborative imagined worlds for deep, rigorous research.

Entertainment meets Education – Collaboration on the Discovery Tours by Ubisoft
MAXIME DURAND, WORLD DESIGN DIRECTOR, UBISOFT MONTRÉAL, CANADA

Video games provide an environment for powerful interaction, but they are also a new medium for education. Maxime Durand explains how the game developer Ubisoft merged the two worlds of academia and digital entertainment to create the Discovery Tour by Ubisoft, a pioneer product in games for learning. Maxime Durand is a historian by trade, game designer by experience, and an active member of the academic community with expertise in game-based learning and digital heritage.

no sharp edges (Surfing the k-hole of Co-creation)
HYPHEN-LABS, INTERACTION STUDIO, LONDON

Transitioning from an imagined past to a belonging future requires us to imagine new structures that honor multiple fluid identities. To go beyond the illusions of co-creativity that art or institutional space promise, we must challenge and trouble our own organisational defaults, especially when working within capitalistic frameworks, i. e. those of ownership, payment, liability, roles and responsibilities. When do organisations become organisms? To co-create our future corporations and organisations, even apartment buildings have to reflect a diverse (race / gender / ability / age / ideology etc.) group of people living together in those spaces. Deep commitment and consistency can grant experimentation that reinforces both digital and physical proximity. Co-creation means avoiding epistemic polarisation through affirming practices and a disciplined expansion of the 'we.' We are bound by our common interest of survival, so how do we reject the privatisation of our future? How can we have an effective voice to co-create?

LIGHTNING TALKS: CO-CREATION REPORTS FROM INTERNATIONAL DIGITAL PROJECTS

Co-design in a transdisciplinary and transcultural project setting – Early lessons from the Amazonas Future Lab
DR ANDREA SCHOLZ, ETHNOLOGICAL MUSEUM OF BERLIN & PROF. DR MARIAN DÖRK, POTSDAM UNIVERSITY OF APPLIED SCIENCES

Drawing from our experiences in the Sharing Knowledge project (2015–2020), jointly organised by the Ethnological Museum of Berlin and indigenous partners from Amazonia, we have devised a new collaborative design and research methodology that aims to cross institutional boundaries and connect different ways of knowing. In this talk, we share our initial results and reflections from remote modes of joint work, e. g. in data-mapping workshops, iterative interface design projects and transdisciplinary reading group sessions, as well as plans for on-site workshops in collaboration with the Upper Xingú Kuikuro community.

Digital Benin – Connecting museum data
DR ANNE LUTHER, DIGITAL BENIN PROJECT

Digital Benin will digitally unite the globally dispersed works of art from the former Kingdom of Benin. As an unparalleled forum of knowledge, it is working to compile object data and related documentation material from collections worldwide over the next two years and provide the long-requested overview of the royal artworks looted in the 19th century via an online platform. The presentation introduces the project and our first phase, in which we explore the museum landscape internationally in terms of the various forms and formats of data storage and data publication.

Critique: Co-creation as practice
ASNATH PAULA KAMBUNGA, AARHUS UNIVERSITY

In this talk, Asnath Paula Kambunga focuses on the critiques of co-creation as practice, drawing on perspectives of ontological design and the decolonisation of design practice. She provides examples based on her experience with co-designing interactive and virtual reality exhibitions with Namibian youth.

IMPRINT

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