

# Space Hacking

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*International Summer School  
4th – 9th of August*



These are parking sensors... Sergio Galan Nieto, Robert Cloud, Han Pham  
Ministry of Misinformation / Video / <http://vimeo.com/74646262>

## SpaceHacking

*International Summer School in Brno 4th - 9th of August 2014 – [www.SpaceHacking.cz](http://www.SpaceHacking.cz)*

International interdisciplinary Summer School on city and contemporary technology aims to bring together students from different study fields for a one week intensive work tutored by professionals with the background in architecture, urban planning, urban design, art, scripting and new media.

Contemporary discourse on city and high technology is often driven by techno-optimism featuring terms such as network city, big data, smart city, smart building or smart community. But what do these terms really mean to us as citizens and individuals? In the rhetoric of corporations such as IBM or CISCO the technological future of our cities seems to be always bright and unavoidable and the high technology seems to be politically neutral, bearing a beneficial role. Their ready made centralized solutions for municipalities give us notion of the city governed by pushing the button with main arguments based on efficiency, safety and health. But do we really want to be governed by the push of the button from above? Are efficiency, safety and health the only values we want to build our cities on?

These politically neutral notions suspiciously remind us of the modernist era of city planning of the first half of the 20th century, where a hero architect is merged with a hero engineer equipped with rationality and all-encompassing ideal of the city ready to solve all the lively problems by the modernist approach to urban design.

Can we depart from framework of the technological solutions and its intended use that is offered us in the top-down manner? How? Can be technology deprived of the power-relations embedded in it? Can we use technology in some kind of surprising way to fit them better to our personal desires beyond efficiency and safety?

Similarly as hacker is using subversive techniques to make use of virtual space, can we – architects, artist, designers, planners and city dwellers – make use of the high technology in physical space of the city? If yes, than how exactly?

Everyone who is interested in city, space, design and critical thinking is welcomed at the SPACEHACKING summer school!

## **Information:**

**What:** International Summer School on critical city mapping with use of technology (Arduino, scripting, programing, life hacking, prototyping) resulting in physical projects – interventions in urban environment (in the city of Brno)

**When:** 4th – 9th of August 2014

**Venue:** Faculty of Architecture, Brno University of Technology, Poříčí 273/5, 639 00 Brno, Czech Republic

**Number of participants:** 20 to 25 Students

**Fee:** 300 Kč / 20 Euro

**Deadline for application:** 20th of July at [www.spacehacking.cz/application/](http://www.spacehacking.cz/application/)

**Web:** [www.spacehacking.cz](http://www.spacehacking.cz)

**Facebook:** <https://www.facebook.com/SpaceHacking>

**Contact:** [workshop@spacehacking.cz](mailto:workshop@spacehacking.cz)

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**Tutors:** Miodrag Kuč (Paraartformations, Berlin, Germany), Sergio Galan Nieto (Medialab Prado, Madrid, Spain), Markéta Březovská (Karlsruher Institut für Technologie, Karlsruhe, Germany), Jan Kristek (Contesting Space, Faculty of Architecture BUT, Brno, Czech Republic), Jiří Suchánek (Faculty of Fine Arts BUT, Brno, Czech Republic), Martin Blaško (Faculty of Fine Arts BUT, Brno, Czech Republic), Pavel Richtr (Faculty of Fine Arts BUT, Brno, Czech Republic)

**Expert consulting:** Barbora Šedivá (4AM, Brno, Czech Republic)

**Production:** Jana Kořínková (Faculty of Fine Arts BUT, Brno, Czech Republic)

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Under the auspices of the Faculty of Fine Arts BUT in cooperation with the Faculty of Architecture BUT, Contesting Space and 4AM.

**Organized by:** Contesting Space

## **FAQ:**

### **What will I learn?**

Besides the input from our expert tutors on city planning, planning theory, high technology we are going to work with customized hardware and software (such as Arduino or Raspberry Pi) and various peripheries, eg. sensors. Depending on skills of participants we would like to end up with critical concepts on use of high technology in cityscape and possibly with presentable working technological prototypes with impact on urban space and life.

### **Do I need to know anything about hardware hacking or programming to take part at the workshop?**

Not necessarily. We are aiming to form multidisciplinary teams of individuals eager to share own personal expertise and enthusiastic about learning from each other. We would like to attract students with skills in programming as well as students from various fields and other backgrounds. The summer school will be not about technology itself but also about city and spaces we inhabit.

### **Who are we looking for?**

We are looking for students of architecture, urban design, urban sociology and geography, art and multimedia, students who knows how to deal with hardware, software and programming – basically anyone who is interested to work in a multidisciplinary team in order to re-explore and re-invent the topic of a city and technology with a critical attitude.

### **What is included in the 300 Kč / 20 Euros fee?**

Because we have gained other sponsors to reimburse our quality tutors, we could afford to set the application fee very low. It will cover the basic material costs for your personal projects. Depending on your ideas and complexity of the projects you might happen to want to invest a bit more money in order to get your idea fully realized. This will depend entirely on you – the basic bastel stuff will be available and covered by the tuition fee. In case that you are extremely interested and this little fee is though limiting for you, please let us know and we will see what we can do about it.

### **What will be the official language of the workshop?**

As you might see in the “Tutor” section our tutors are coming from various countries so the official language of the summer school will be English. Thou basic English on communicational level might be enough. We are tolerant and patient people.

### **I am not from Brno/Czech Republic – can you help me with accommodation?**

Sure! We can recommend you some nice places to stay at, not far from the venue. The hostel prices are starting at 20 Euros/night here in Brno. In case that there are more participants from abroad/outside Brno, we can arrange a shared accommodation.

## **Tutors:**

### **MIODRAG KUČ / PARAARTFORMATIONS (Berlin)**



Miodrag Kuč is an interdisciplinary artist and urban theorist trained as an architect/urban planner in various cultural settings. His work explores the role of ephemeral structures in uncertain urban conditions and spatial appropriations of marginal social groups. He holds master's degrees from University of Arts Belgrade (Scene Design), Tongji University Shanghai (Urban Planning) and Bauhaus University Weimar (Urban Studies). He is a founder of the studio ParaArtFormations, currently teaching at Critical Urban Studies program (EHU Vilnius) and leading the projects Moabiter Mix (Actors of Urban Change network) and Lette Institut für Stadtpädagogik (Youth Centre BDP-Luke, Berlin).

ParaArtFormations (PUF) is Berlin-based studio moving at the intersection of urban studies, performative-planning, artistic interventions and micropolitics. Operating exclusively in indeterminate spaces, ParaArtFormations develop site-specific toolboxes that replace conventional planning instruments based on control. By changing the "software" of uncertain spaces, ParaArtFormations introduce socio-cultural values of location and empower local agents. ParaArtFormations recruit diverse professionals for particular tasks and operate through academic, cultural and activist networks. After completed mission they disappear leaving tools rather than solutions.

### **SERGIO GALÁN NIETO (Madrid)**



Sergio Galán Nieto is a freelance interaction designer and engineer. He holds a degree in Telecommunication engineering from the Carlos III university in Madrid and master in Interaction Design from the university of Malmö (Sweden). Currently he is designing and programming interactive stuff and is involved in the organization of different activities related with (creative) coding at Medialab-Prado. He is also teaching design & technology to teenagers in the suburbs of Madrid.

Sergio is interested in critical design, in combining activism and technology, and in projects related to public space, especially urban screens. The topics are diverse but mainly environmental issues, technology and participation. He has designed prototypes for various events in places like Helsinki, Madrid, Sao Paulo or Liverpool. He likes to think that he

develops prototypes of information technology for people to live better collectively, think critically and, of course, have fun.

### **Tutors:**

#### **JAN KRISTEK (Brno)**



Jan Kristek is an architect, urbanist, lecturer and writer, currently based in Brno, Czech Republic. He has obtained bachelor and master degree in Architecture and Urban Planning at the Faculty of Architecture BUT and Master of Architecture at the Academy of Fine Arts in Vienna. He works on his PhD thesis titled People, Power and Architectural Ideologies and teaches on modern history and theory of urbanism at the Brno University of Technology. He is interested in critical approach toward city planning and architecture. Recently he has published (together with Markéta Březovská) an editorial selection of texts on contemporary critical thoughts by artists, architects and architectural historians concerned with the city, with a Contesting Space: Architecture as a Social Practice. He is a cofounder of the Contesting Space platform on which he has organized an international lecture series on cities and critical theory with speakers from the Netherlands, Great Britain, Germany or Austria.

#### **JIŘÍ SUCHÁNEK (Brno)**



Jiří Suchánek is audio-visual artist focused on creating permanent sound and light installations. He studied at the Faculty of Fine Arts in Brno where he is now assistant professor in the field of audio and video. In his early artistic efforts he has been mainly interested in the relation of picture and sound, however in his later work he focuses himself mainly on sound. He is searching for multiple ways of synchronization of sound and plain light as its only visual element. He deals with unusual interfaces, experimenting with sensors and programming in music (MAX/Msp). He creates interactive audio/light installations for unconventional as well as natural spaces and at the same time he explores viability of electronic media in difficult climatic conditions. He is an author of number of projects such as "Roj" (Observatory and Planetarium in Brno), Sonicave (Výpustek cave, Moravian Karst) or Lovenka (interactive audio bridge in the park Anthropos, Brno).

## **Tutors:**

### **MARKÉTA BŘEZOVSKÁ (Karlsruhe)**



Markéta Březovská is an architect, urbanist, lecturer and writer, coming from the Czech Republic and currently based in Karlsruhe, Germany. She has obtained master and PhD degree in Architecture and Urban Planning from TU Brno and a master degree in Geography, Landscapes and Cities from Academy of Fine Arts in Vienna. Her activities today range from small-scale design (interior of Kafec café in Brno) to large-scale research (postindustrial development of former industrial towns founded worldwide by the shoemaking tycoon Baťa). Markéta has been involved in teaching (e.g. on modern history and theory of urbanism at the Brno University of Technology or Discusscities seminar and studio at the Karlsruhe Institute of Technology), editing and writing (e.g. book *Contesting Space: Architecture as a Social Practice*, together with Jan Kristek) and curating (e.g. exhibition on Baťa Cities in the Brno House of Arts, together with the Bauhaus Dessau and Rostislav Koryčánek).

### **MARTIN BLAŠKO (Brno)**



Martin Blaško studied to become an electrician/plumber, but turned out to be an intermedia artist attentive to new and emerging media. Often using custom bleeding edge technology through discipline known as "creative coding", he has mostly focused on electronic aesthetics, hacking, and interconnecting different media and data. While his main body of work is based on way how machines see and perceive world around us (through custom computer vision software), his other activities involve using sound and video. Last couple of years, he has been more a 'technical director', than an artist, being invited by other artists to help create their artworks. He has also lead workshops on creative-coding software (VVVV and Processing) at the Faculty of Fine Arts in Brno, where he currently studies at the Department of Multimedia.

## **Tutors:**

### **PAVEL RICHTR (Brno)**



Pavel Richtr currently studies at the Faculty of Fine Arts in Brno at the Department of Intermedia. He is interested in analog synthesizers, circuit bending, hardware hacking, which he often uses in his artworks. Besides that he is devoted to hardware toolkits like Arduino, Raspberry PI and software like Open Frameworks, Processing and Puredata. At the same time he is interested in a certain restriction of means of artistic expression and that lead him lately to experiment with an 8bit gaming console ATARI 2600.

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## **Expert Consulting:**

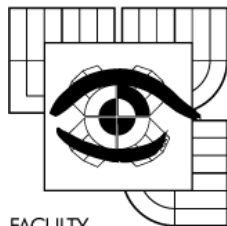
### **BARBORA ŠEDIVÁ (4AM / , Brno)**



Barbora Šedivá graduated in culture studies from the Faculty of Philosophy of Comenius University in Bratislava (MA), and in Public Art and Cultural Management from the Faculty of Fine Arts, University of Technology in Brno (PhD). She is a co-founder of 4AM Forum for Architecture and Media association (2010) and the main coordinator of Multiplace - new media and network culture festival. Barbora co-curated Remake / REthinking Media Art in K(C)ollaborative Environments, an international art project aimed in creation and presentation of new media art works inspired by the history of media arts. In 2012 co-curated the winning project for the exposition in the Czech and Slovak Pavilion at 13th International Architecture Exhibition of la Bienale di Venezia. She was involved in running the Summer Open Academy (Bratislava) and Urban Re/Creation/Citylab (Bratislava) projects. She organised several workshops, including the Urban reset (Bratislava/Brno) and the Living Vandalism (Brno). Barbora leads the TIM\_LAB seminar at Masaryk University Brno (Theory of Interactive Media Department). The course provides an environment for an active exploration of the current trends within the realm of media art and its historical context.

**Partners and Sponsors:**

The summer school is organized under the auspices of the Faculty of Fine Arts BUT:



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