UrbanIxD Deliverable D4.2

Project, Acronym and No	UrbanIxD: Designing Human Interactions in the Networked City; UrbanIxD; No 323687
Responsible for Deliverable	WP4 Split
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Dissemination Level	PU

Plan for design and exhibition.

This deliverable describes the planning process in preparation for the City | Data | Future exhibition that will be held in Venice in September 2014 and hosted by Telecom Italia's Future Centre. The document will include information on the development and practical aspects, including, lists, models, visuals and budgets.

Information about the Exhibition

Exhibition: 24th September – 7th October 2014
Venue: Telecom Italia Future Centre in Venice, Italy

The UrbanIxD project takes the view that cities in the future will contain a complex mesh of interconnected, heterogeneous technological systems. Technology will continue to evolve, and the data-reading and writing capabilities of cities will only increase, but mess and complexity will still be the background context.

The focus of the emergent field of Urban Interaction Design is public space and the relationships between people – with and through technology. The currency of these interactions is data. Making sense of this data, and making it meaningful, transparent, useful and enjoyable is a challenge for interaction design.

The **| City | Data | Future |** exhibition speculates about the possible futures that city inhabitants might experience.

Exhibition will be hosted by Telecom Italia Future Centre in Venice, during 14th International Architecture Exhibition with possible collaboration with Danish and Croatia biennale representatives. Preview of the exhibition will be shown in the **City Museum of Split** from 3rd of July.

Concept

Since, the goal of the exhibition is to be thought-provoking and to connect researchers and designers to examine together current and future research (present and future) and in order to explore possible implications for society, exhibition is conceptualised in two parts.

First part of the exhibition will have a goal to inform audience what is the role of interaction design in the development of the future hybrid cities. This part will show how complex and multidisciplinary field it is and moreover will try to map this new practice along with its terminology.

Second part of the exhibition will be based on speculative, critical and design fiction thought-provoking works which will propel visitors to thing about our possible utopian and dystopian future in this future urban context. The aim is to "pose questions, encourage thoughts, expose assumptions, provoke debate, raise awareness, offer new perspectives and inspire" (Dunne, Speculative everything, 2013).

These two parts are not necessary divided, but interwoven through the exhibition (set-up).

Works

The exhibition will draw on work created during the UrbanIxD project, particularly the Summer School of 2013. Concept is based on works that speculate and offers critical viewpoints about interactions in hybrid urban space.

We have 3 different (complementary) ways how to achieve works for the speculative part of the exhibition: 1) **summer school**, 2) **open call** and 3) **direct call**.

Each of the summer school projects were reviewed and six works that were considered to best fit the exhibition concept were selected. The relevant summer school participants and the atelier leaders who were involved in projects design and development were contacted and provided with guidelines on how to develop and improve their projects in order to fit in the exhibition concept.

To ensure openness of the selection process, an open call for works was published on the exhibition website, in order to encourage possible interested authors to exhibit their work. While 10-12 works were submitted for consideration for inclusion within the exhibition, the project's review process revealed that none of the work received adequately addressed the concept of the exhibition. Some of these

works will be represented at the symposium. As a consequence, it was agreed that the partners University of Split and Edinburgh Napier University would each produce one work.

To complement this process and, after review of the known works from the advisory board members, summer school faculty and other resources, 3 designers were contacted personally in order to commission their works for the exhibition.

Finally, two possible works, specifically for the Venice exhibition, are in negotiations, these will be situated outside the gallery as standalone artefacts at the exhibition openings event.

Resources for the Exhibition

Informative part:

- Urban interaction design timeline (screen/interactive or print);
- Glossary;
- Terminology tag cloud (eg. smart, intelligent, hybrid, data... city):
- Disciplines mapping diagram (multidisciplinary tag cloud);
- Mapping of different approaches to the field (industry, creativity and research).

Speculative part (10 works):

a) Summer school initiated projects (5 of 6):

http://www.urbanixdsummerschool.eu/category/resources/projects/

1. Aurora, the Aura City
2. Aural Fixation
3. Coordination of Urban Busy Areas (CUBA)
4. Ministry of Misinformation
5. The Future Cloud is Buried
6. Nokuna – social utopia or creative control centre?

b) Open call / self-produced works:

1. TBD (Split)
2. TBD (Edinburgh)

c) Direct call:

1. Chupan Chupai video (http://vimeo.com/84978203)
2. TBD work by Tobias Revell (communicating with author)
3. TBD work by Dunne and Raby (communicating with authors)

Standalone artefacts (outside the gallery, Venice only, exhibition openings event)

1. The Chime: Scoring the City (Marc De Pape, http://www.marcdepape.net/work/index.php/the_chime) (communicating with author)
2. Urballon (Carlos J. Gómez de Llarena, http://www.med44.com/pages/urballoon.html) (communicating with author)

General items:

- Exhibition title;
- General credits;
- Summary (about/concept);
- Subtopics summaries (city, data, future) - if will be included;
- Catalogue, leaflets, postcards stand.

Exhibition Development Schedule

1.5. - Deadline for summer school works update.

1.6. - Deadline for direct call works selection (negotiations).

3.7. - Exhibition in Split, as test bed / preview of exhibition (photos for the catalogue). Keynote speaker in Split will be James Auger.

25.7. - Exhibition packet and ready for transport for Venice.

**24.9.** - Venice exhibition opening (open until 7.10.).

October - BIO 50 biennale (Ljubljana). This will depend on the budget. As official side programme to the main programme.

November - Media Architecture Biennale (Aarhus). It should be possible to take some lightweight elements to Aarhus for display.

Setup

The following image depicts possible display cases together with graphics:
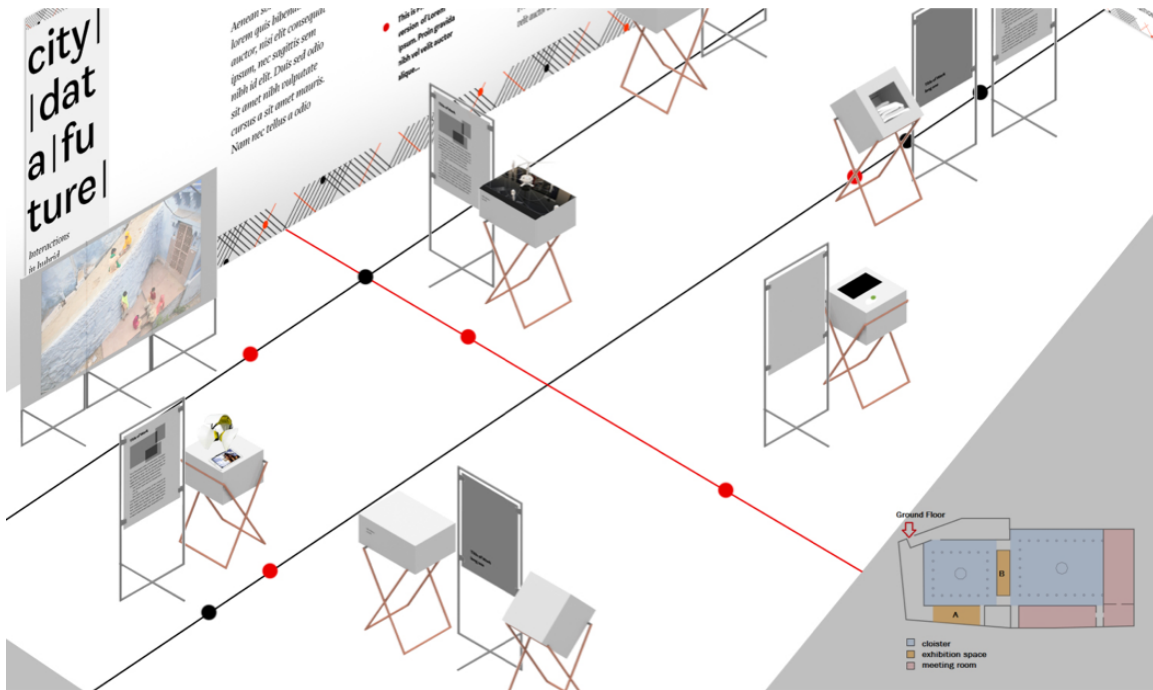
This image shows a possible configuration of the exhibition in the Future Centre, Venice.

1 - Chupan Chupai
F - flag

timeline should incorporate texts about the exhibition & keywords / fields
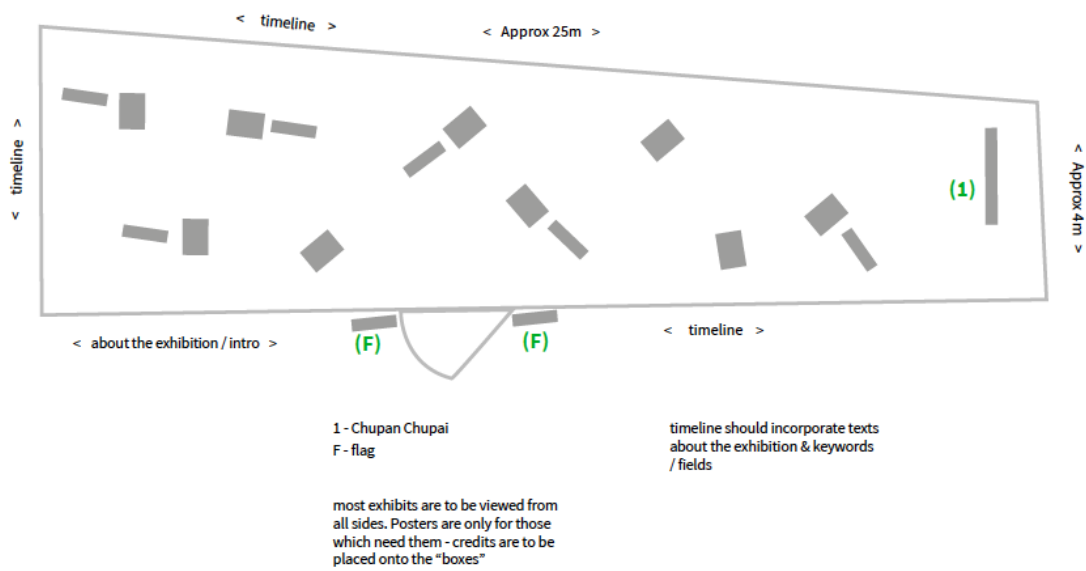
most exhibits are to be viewed from all sides. Posters are only for those which need them - credits are to be placed onto the "boxes"

Symposium & Trial Run of Exhibition

At the project management meeting in Torino 7-8th April 2014, it was agreed run a one-day symposium alongside the exhibition in Venice in order to encourage debate and discussion around the themes of the exhibition, and of the wider field of urban interaction design.

Furthermore, it was agreed to trial the exhibition in Split in July 2014 in order to fully test the exhibits in a public setting.

Publications for the Exhibition

Exhibition Catalogue:
The main book of the exhibition, with details about the exhibits, introduction and description of the summer school, critical design methodology and exhibition concept. Will be available online, and print-on-demand, with a few copies at the exhibition for reference.

Other printing:
A simple one sheet/folded leaflet, free guide to the exhibition for everyone to pick up.