



Design: Marco Recuero

## ***WINTERLAB***

### **II MEETING ON COMMUNITY AND THE CRITICAL USE OF TECHNOLOGY**

**Twenty artists, researchers and educators working on the creative use of technology take part in the second edition of this meeting**

LABoral Centro de Arte y Creación Industrial hosts, from Friday 18 to Sunday 20, November, the second edition of winterLAB, a meeting that will include round tables, presentation and free-of-charge workshops to analyse the creative use of technology and the new media for creation and production.

winterLAB is an activity that includes the main characteristics of the Art Centre, intended to be an open platform for research, production, dissemination and interpretation of cultural and educational deriving from the critical use of digital technologies by means of exhibitions, artistic productions and educational and dissemination programmes represented in this meeting.

Following last year's meeting on digital fabrication and maker culture, this year Winterlab will focus on the new media of audiovisual creation and production, as well as DIY philosophy, in the framework of ENCAC, led by LABoral and LEV as strategic partner.

The programme of presentations and round table is aimed at critically analysing the work that has been carried out so far and defining what are the next steps to take to disseminate these practices of doing and sharing

and, in particular, assessing and developing jointly future strategies.

The hands-on workshops are aimed at showing languages and proposals of artistic creation to wide audiences and, at the same time, providing professionals with open-code tools and techniques that can be used in creation projects.

Hatsune Miku is currently the most worshipped pop ciber-star. Youths of Fundación Siloé and Asociación Mar de niebla will create their own Miku in an introduction workshop on technology and software.

Following the workshop, Mari Matsutoya and Martin Sulzer will present *Still Be Here*, a performance-installation produced by CTM Festival and Transmediale that analyses Hatsune Miku as the crystallisation of the collective wishes in the form of anime with pigtails that looks 16 forever. CTM Festival, as partner of ENCAC, collaborates in the programme of winterLAB cwith this activity and the workshop of interactive instruments, conducted by Peter Kirn, head of MusicMakers Hacklab.

Finally, the educational community, both formal and non-formal is invited to reflect upon the educational experiences and the creation of spaces for learning at the round table *Active pedagogical approaches to the creative use of technology*, organised jointly with Fundación Orange.

**Produced by:**



**In colaboration with:**



## PROGRAMME

### **Friday, 18th November 2016**

Presentations and round table, from 6 to 7.30 p.m. *Art and Science from Gender perspective*, in coincidence with opening of *Monsters of the Machine*.

### **Saturday, 19th November 2016**

Presentations and round table, from noon to 1.30 p.m. *Active pedagogical approaches to the creative use of technology*.

Participants Susanna Tesconi, designer of learning and research environments, Universitat Autònoma de Barcelona, Senior Fablearn Fabfellow, Universidad de Stanford (SP); José Regalado, Teccnolab La Rueca (SP) and Ana Catarina Cabral, Manager, Fab Lab Spinderihallerne and FabLearn Fellow 2016, Stanford University, Vejle (DK).

Presents: Manuel Gimeno, general director of the Orange Foundation.

Moderated by: Javier Fombona, Teacher, Teacher and Education Training School, Universidad de Oviedo (SP).

In colaboration with: Orange Fundation.

#### **Workshops, from 9.30/10 a.m. to 2 p.m.**

- *Astrodata*. Alba G. Corral, artist, Barcelona (SP) & Jesús Rodríguez, ESO-Garching (GE).
- *Inductor*. Víctor Mazón Gardoqui, artist, Berlin (GER).
- *Creation of body-technology interfaces*. María Castellanos, artist & Alberto Valverde, artist, Gijón (SP).

#### **Workshops, from 3 to 6.30 p.m.**

- *Application of Digital Fabrication in Design and Architecture*. Covadonga L. Cueva, Director, FabLab Madrid CEU San Pablo, Epifanio Lorenzo, Fab Academy instructor, Universidad CEU San Pablo, Madrid (SP) & y Pablo Delgado Ramírez, architect, Madrid (SP).
- *Make your own audiovisual instruments for unvirtual reality*. Peter Kirn, MusicMakers Hacklab, CTM Festival, Berlin (GER).
- *Workshop with Miku Hatsune* (and Maika, Bruno & Clara). Mari Matsutoya & Martin Sulzer, artists, Berlin (GER).

Presentation ***Still Be Here***, Mari Matsutoya y Martin Sulzer, Berlín (AL), from 6.30 to 7.30 p.m.

***Still Be Here*** is a performance / installation with Hatsune Miku. Initiated by Mari Matsutoya in collaboration with Laurel Halo, Darren Johnston, LaTurbo Avedon and Martin Sulzer and commissioned by CTM Festival and trasmediale 2016.

Mari Matsutoya will present the project (a character originally created and © Crypton Future Media, INC.), showing the extent to which she has been appropriated and morphed, deconstructing the perfect pop star and demonstrating that Miku is simply an empty vessel onto which we project our own various fantasies.

Martin Sulzer will lead an introductory workshop on the technology and open-source software used in *Still Be Here* to show participants how they could themselves use these resources to create and share their own thoughts and perspective with the community.

<http://marimatsutoya.com/>

<http://www.martinsulzer.com/>

### **Sunday, 20th November 2016**

#### **Workshops, from 9.30/10 a.m. to 2 p.m.**

- *Astrodata*. Alba G. Corral, artist, Barcelona (SP) & Jesús Rodríguez, ESO-Garching (GER).
- *Inductor*. Víctor Mazón Gardoqui, artist, Berlin (GER).
- *Application of Digital Fabrication in Design and Architecture*. Covadonga L. Cueva, Director, FabLab Madrid CEU San Pablo, Epifanio Lorenzo, Fab Academy instructor, Universidad CEU San Pablo, Madrid (SP) & y Pablo Delgado Ramírez, architect, Madrid (SP).
- *Workshop with Miku Hatsune* (and Maika, Bruno & Clara). Mari Matsutoya & Martin Sulzer, artists, Berlin (GER).

#### **Workshops, from 3 to 6.30 p.m.**

*Creation of body-technology interfaces*. María Castellanos, artist & Alberto Valverde, artist, Gijón (SP).

*Make your own audiovisual instruments for unvirtual reality*. Peter Kirn, MusicMakers Hacklab, CTM Festival, Berlin (GER).

## **WINTERLAB. PEOPLE**

### **Ana Catarina Cabral**

Ana Catarina Cabral has master degree in Architecture from Aalborg University, DENMARK, and is currently part of the project FABLAB@SCHOOLdk, as lab leader of FabLab Spinderihallerne, Vejle Municipality, Denmark. She collaborates with educators and start-up companies, co-creating workshops for schools to introduce digital fabrication, making and tinkering in classroom context. She shares her knowledge by contributing to multiple conferences and events, and more recently, becoming a part of FabLearn Fellowship 2016, Stanford University, USA. She is also responsible for opening up FabLab Spinderihallerne to the community, on a weekly basis.

### **Alba G. Corral**

Artist and creative technologist. She uses several artistic practices to explore abstract narratives and she expresses sensitivity and a taste for colour. Her live audiovisual shows combine encoding and preparation, in collaboration with musicians in real time. She has performed with artist like Jon Hopkins, Miguel Marín (alias Arbol), Fibla and el Síndrome de Stendhal. Her work has been exhibited in festivals and events such as Futuro Todo, Alpha-ville Festival, Sonar, Primavera Sound and L.E.V. Festival.

<http://blog.albagcorral.com>

### **Alberto Valverde**

Artist and technologist. With a wide experience in system design, creation of interactive environments, web design and robotics, he has taught multimedia subjects at the Fine Arts department of the Universidad de Vigo. His work explores the chaos as a form of organisation.

<http://a-valverde.net/>

<http://uh513.com/>

### **Covadonga L. Cueva**

Director of FabLab Madrid CEU; coordinator of the Master Course on Digital Fabrication for Architecture and professor at the Department of Architecture and Design of CEU San Pablo.

<https://fablabmadridceu.com/>

### **Epifanio Lorenzo**

Instructor of the Fab Academy Programme (CBA, Massachusetts Institute of Technology) at FabLab Madrid CEU, the digital fabrication lab of the Escuela Politécnica Superior of the Universidad CEU San Pablo.

<https://fablabmadridceu.com/>

### **Javier Fombona**

Professor, Teacher Training and Education, University of Oviedo. His research focus on New Technologies and Education. He worked as a television producer and teacher of audiovisual communication. Among other projects, he coordinates and international project about mobile dispositive and augmented reality.

### **Jesús Rodríguez**

Head of the Data and Operations Management Division. He has work at the Royal Greenwich Observatory, Roque de los Muchachos Observatory (Island of La Palma) and at the Instrumentations and Operations group. At the En el European Southern Observatory (ESO), he has taken part in Remote Operations from ESO-Garching bei München (Germany) with the telescopes NTT and CAT of La Silla Observatory (Chile), and he is currently a member of the Archive Database Management team.

<http://www.eso.org/public/spain/>

### **Jose María Regalado López**

Social worker and educator. He is head of Socioeducation intervention at La Rueca, association for digital transformation and implementation of technology as a methodological tool for young people in danger of social exclusion. He works with digital competences and maker culture within learning-service methodologies and social entrepreneurship.

<http://www.larueca.info/tag/tecnolab/>

### **Mari Matsutoya**

Born in Tokyo, growing up in London and currently residing in Berlin, Mari Matsutoya's work often reflect on the mediation between languages, focussing on the miscommunications that occur in their transfer from one to the other, and acquiring new meaning. Her focus is on language as a mirror to reality and as a medium that sits right on the fence between the visual and the sonic given system.

Previous shows and performances include Tokyo Wonder Site, Arndt Berlin and transmediale/CTM festival.

### **María Castellanos**

Artist and researcher, Doctor in Fine Arts by the Universidad de Vigo. Her work explores the human body, perception and the sensory deficiencies of human beings. She focuses on the hybridisations between cyborgs and wearables as a paradigm of enhancing human sensory capabilities.

<http://mariacastellanos.net/>

<http://uh513.com/>

### **Martin Sulzer**

Artist working and living in Berlin. In his work he frequently uses 3D technology to help immaterialise and translate performers' movements into motion data. Mathematical algorithms and animal-operated cameras are other methods he deploys in order to achieve perspectives that escape the realm of stability and identity, offering a glimpse into post-subjectivity. His work has been exhibited and screened in a variety of contexts in more than 25 countries.

[www.martinsulzer.com](http://www.martinsulzer.com)

### **Peter Kirn**

Musician and technologist, teaching and writing about technologies for expression, and working with music and media performance in projects like Alchemic Harm and Imaski and the duo Nerk/Kirn. He has founded CDM, label Establishment, the MusicMakers series and MusicMakers Hacklab with CTM Festival, co-founding the contemporary music ensemble at the City University of New York Graduate Center, and co-founding the open source MeeBlip synth hardware and embeddable library libpd.

<http://createdigitalmusic.com/>

### **Susanna Tesconi**

Educational designer and researcher, her work is inspired by the interaction between children and technology. She is actually doing her PhD and is Senior Fablearn Fellowship at Stanford University. She is responsible for the Designs and digital fabrication line at auLAB, LABoral.

During her teaching practice, she started observing the interaction between kids and technological devices and decided to improve her technological expertise, being her goal to engage groups of children in developing their own technologies. She got a Postgraduate in interaction design and she discovered the universe of open hardware, programming and digital fabrication. She completed the training with the Fab Academy Programme at fabLAB Barcelona where she started in 2009 an after-school informal program with a little group of children.

<http://fablearn.stanford.edu/fellows/users/susanna-tesconi>

### **Victor Mazón Gardoqui**

Born in North Spain. 1982. Works and lives in Berlin. Through actions, objects and electronic devices -between- sound materiality and dislocated information. Mazon Gardoqui's work questions perception, altered state and vulnerability through un/stable arrangements.

His work materializes in three main fields: actions or site-specific performances through experimental processes, exhibitions as consequences of previous actions and collective work through collaborative groups, or seminars in cultural and academic centers.

Since 1999 involved into experimental tactics and techniques of media intervention through site specific actions, performances and installations in public spaces by using sound, light and custom electronics.

His works have been performed or exhibited in museums, galleries, billboards, urban screens and public TV/radio stations in Africa, Russia, Nepal, North America, Canada, Mexico and numerous locations across Europe.

<http://victormazon.com/home/>



## **The Foundation La Laboral. Centro de Arte y Creación Industrial**

The LABoral Centro de Arte y Creación Industrial Foundation is a cultural body to serve the general interest, as well as the governing body of the art centre. The aims of the Foundation as described in Article 6.1 of the statutes are “to promote and disseminate art and industrial creation through the management of LABoral Centro de Arte y Creación Industrial.”

### **Board of Patrons of la Fundación La Laboral**

**President:** Vicente Domínguez, representing the Government of the Principality of Asturias.

**First Vicepresident:** Genaro Alonso Megido, representing the Government of the Principality of Asturias.

**Second Vicepresident:** Nicanor Fernández Álvarez, representing Edp HC Energía.

### **Members of the Board**

The Government of the Principality of Asturias, represented by Otilia Requejo Pagés.

Caja de Ahorros de Asturias, represented by César José Menéndez Claverol  
Telefónica I+D, represented by Pablo Rodríguez  
Gestión Arte Ventura, represented by Alicia Ventura  
Colección Los Bragales, represented by Jaime Sordo.

### **Strategic Corporate Members**

EdP\_HC Energía, represented by Mr. Nicanor Fernández Álvarez  
Ayuntamiento de Gijón, represented by Mónica Bello Bugallo  
Autoridad Portuaria de Gijón, represented by Laureano Lourido.

### **Associated Corporate Members**

Alcoa Inespal S.A., represented by Rubén Bartolomé.

### **Secretary**

Mr. José Pedreira Menéndez.

### **Collaborators**

Ministerio de Educación, Cultura y Deporte.

### **Sponsors**

DKV Seguros.

LABoral is part of the European Digital Art and Science Network (EDASN), a pluriannual project cofunded by the Creative Europe Programme of the European Union.

LABoral leads the European Network for Contemporary Audiovisual Creation (ENCAC), a pluriannual project cofunded by the Creative Europe Programme of the European Union.

**Aggregate entity to the Campus de Excelencia Internacional de la Universidad de Oviedo**

## **THE TEAM**

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Mediation: Elena Álvarez

E-mail: elena@laboralcentrodearte.org  
Information & Mediation: María José González and Iván Patiño  
E-mail: info@laboralcentrodearte.org

## **THE ART CENTER**

LABoral Centro de Arte y Creación Industrial (Art and Industrial Creation Centre) is a multidisciplinary institution, which produces, disseminates and fosters access to new forms of culture rooted in the creative use of information and communication technologies (ICT's). Its transversal, integrated programming is targeted at a wide public base with the ultimate goal of generating and sharing knowledge.

LABoral is designed as a platform of resources available to designers to facilitate the development of ambitious projects in the fields of visual arts, design and architecture. The local presence of the institution is considered as an important factor to boost the relationship between creators and those

of other Asturias regions of Spain or abroad. Laboral has since its inception, worked with numerous institutions in Spain and Europe, the purpose being to extend this network to other regions.

## **ADDRESS**

Los Prados, 121, 33203 Gijón

Telephone: 00 34 985 185 577

### **By Bus (From Gijón):**

Empresa Emtusa: Parada Universidad Laboral

Línea 1 Cerillero-Hospital de Cabueñes

Línea 2 Rocés-Hospital de Cabueñes

Línea 4 Cerillero-Viesques-Hospital de Cabueñes

Línea 18 Nuevo Gijón-Hospital de Cabueñes

### **By Plane:**

The nearest airport is (Castrillón).

## **SCHEDULE AND FEES**

### **General**

Wednesday, Thursday, Friday from 10 am to 19 pm Saturday and Sunday from 12 am to 19 pm (closed Mondays and Tuesdays).

\* The center will be closed on 24, 25 and 31 December and 1, 5 and 6 January: The access to Exhibition Room finishes 15 minutes before the centre closes.

### **Fees & tickets**

**General fee:** 2,00 €:

**Free entrance:** Friends of LABoral, under 12 years old, accredited press, members of ICOM, IAC, Visual Artists associations, Friends ARCO and Gijón Citizen Card.

### **Free entrance days:**

- Every Wednesday
- International Museum Day (18 to May)
- Every weekend after opening
- From July 1 to September 6
- World Tourism Day ( 25, 26, 27 to September)
- International Day of Persons with Disabilities (3 to December)

## **RESOURCES**

### **fabLAB Asturias**

- Strategic agreement with the Massachusetts Institute of Technology (MIT).
- A space for research, training and production with advanced digital fabrication machinery to create real and virtual prototypes. One of the 50 existing centres in Spain and the world. Financially supported by Alcoa.
- In the Worldwide Network of Fab Labs. Signing of agreement with the Institute for Advanced Architecture of Catalonia (IAAC)

### **Audiovisual Production Platform**

- plato: Experimentation and research on artistic actions and new audiovisual forms.

### **A/V Laboratories**

- With equipment for recording, editing and the production and postproduction of digital and audio video

### **Production residencies**

- Aimed at national and international creators, developers and companies.

### **Networking**

- Agreements, pacts and collaboration with companies, cultural institutions, schools, universities...