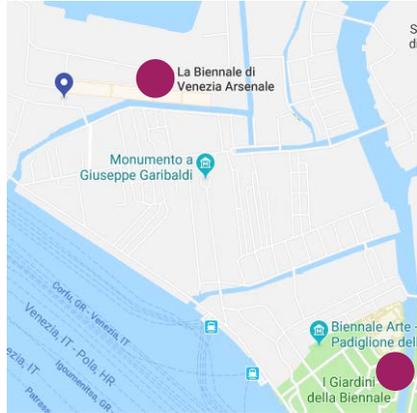


VENUES



SALE D'ARMI
Sestieri Castello
Camoioello Tana 2169/F, 30122 VE



Austrian Pavillion
Giardini della Biennale

CASERMA PEPE
Via R. Morandi, 9, 30126 Lido VE

get involved IV is organized by



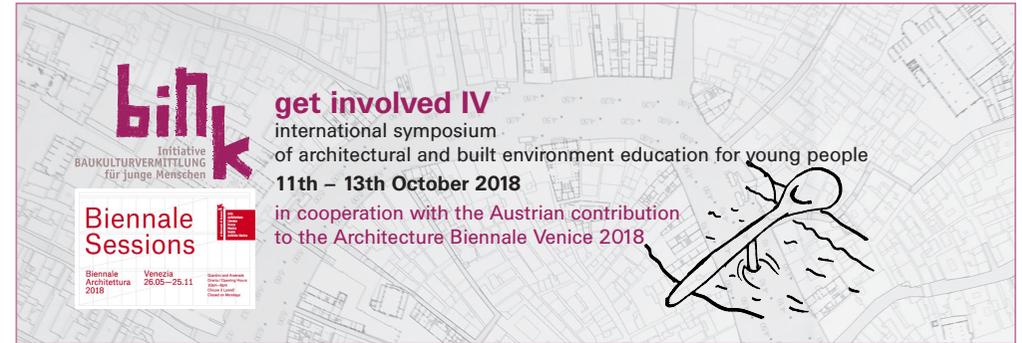
in cooperation with



with friendly support from



for any questions and needs feel free to contact Monika Abendstein 0043 699 12847937



Dear participants,
welcome to our symposium „get involved IV 2018“.
We are happy that you are part of our discussion and workshops on ‘public space as a creative and educational space’ and ‘creating open spaces’.
All workshops as well as times and venues are listed below for your information.

SCHEDULE and VENUES

Thursday 11th Oct

2pm

KICK OFF on our workspace at Arsenale, SALE D'ARMI
Welcome and presentation of the program
Introduction of all workshop leaders
Set up workshop teams

2.45 till 5pm

Individual work in all teams

Friday 12th Oct

10am till 4:45pm

All workshops are performed one after the other with little breaks between (outside and inside the Biennale Area)
guided tour through the Austrian Pavillion with Verena Konrad, the Austrian commissary
Cucina Pubblica, get together Workshop, Performative cooking installation
Venue: Caserma Pepe, Lido di Venecia

5 to 6pm

7pm

Saturday 13th Oct

10am

Presentation of the workshops in keynote speeches and plenary discussion

12am

Venue: workspace at Arsenale, SALE D'ARMI
Official end of the symposium

should there be any last minute chances we will inform you in time



The following workshops were selected from the submissions at the CALL FOR WORKSHOPS and are available at the Symposium.

1] SPAZIO.POSSIBILE - Corina Forthuber / Vienna, Austria

The workshop in Venice will make the threshold between the possibilities and realities of space tangible. Public space becomes a space of consciousness by sketching, pointing out, proposing and communicating situations, which call for a different use. Inspired by the function of clothes-lines, which allow the public space between two houses to be used privately, various possibilities are printed on textiles, stapled on linen and installed in public space, thus communicating and inviting passers-by to actively engage in designing a public place in Venice.

2] STADT DER BEZIEHUNGEN - Päivi Kataikko Grigoleit, Barbara von Jagow, Britta Grotkamp / JAS – Jugend Architektur Stadt e.V., Essen, Germany

In his book „Invisible Cities“, Italo Calvino tells the story of the world explorer Marco Polo, whose travels are financed by the Mongol emperor Kublai Khan. In return, he describes the cities that he visits on his expeditions in great detail. Inspired by Italo Calvino's description of the city of Ersilia, the theme of the Biennale 2018 „freespace“ is linked to the focus of the Austrian contribution, public space as a place of communication and exchange between people from different cultures and social classes, with different experiences, interests and knowledge to understand linked.

3] UPSIDE DOWN - Maylis Leuret and Fanny Millard / Association EXTRA, Bordeaux, France

We offer a modular project which emphasizes spatial characteristics in the landscape urban at different scales. The visitors are invited to invest a part of their public space with spatial actions thanks to stickers (from spatial solfège) and panels positioned in different areas. This route is the real urban and spatial experience that rise questions and engage discussions about the image of their public space. We propose thanks to this workshop another reading of the public space. The project adapts itself to various types of public places.

4] URBAN MENUES - Laura P. Spinadel, Catalina Pedraza, Bianca Severin, Santiago Sanchez Guzman / BOANET, Vienna, Austria

This workshop aims to encourage participants to reflect on and co-create in an everyday open space in Venice by applying participatory consensus techniques and experiencing real-time virtual simulations with the aid of our software Urban Menus1.

Urban Menus is a tool that assists the design, development and decision making processes of built environments in a participatory manner by using 3D models to quickly simulate and visualize possible scenarios for desired futures.

This tool will enable workshop participants to virtually walk through and modify a model of a real open space from Venice, making them aware of their capacity to influence and produce space by acting on it. Based on the results of the simulations, participants will evaluate the effects of their actions on the open space at the environmental, cultural, social, political and economic dimensions, and formulate recommendations oriented to contribute in shaping the city we share.

5] CAMERA URBANA - Anne-Chantal Rufer, Katell Mallédan, Melissa Pestalozzi / Association Ville en Tête, Lausanne, Suisse

We consider that designing public space can be seen as a creative game of constraints - a set of rules - through which we can discover the needs and realities of the society we live in. Our intervention suggests starting from the analysis of the constraints that shaped the public space in Venice where the workshop on site will take place. A series of framing devices will reveal these topics to the passers-by and will catch their attention. This will engage them in a discussion with the workshop team and compare the venetian situation to other familiar urban conditions.

Thanks to google-image, we will collect a database of public space which will be projected during the workshop in the venetian public space. This will allow passers-by to question the public space they are standing in and improve their understanding for situations they are familiar with. We believe that, as actors of the public space, everyone has a knowledge of their own and references that are worth sharing.

6] CUCINA PUBBLICA - Stiftung Freizeit - Ines Aubert, Markus Blösl, Ruben Jodar / Berlin, Germany

The Cucina Pubblica is not only a culinary, but also a social act.

It is a stewing cooking installation and verbose exchange performance. Whether a bloody beginner or an ambitious hobby chef, the club of improvisation is used. From the heart of the installation arises the primal pastry, which is filled with surprising ingredients depending on the treat. Depending on the type of cooking process and the number and dexterity of the cooks, different recipes are created, which are collected and exchanged. Buon Appetito!