

Art & Design seminar at KMD, October 12th & Friday 13th:

Workshop info

(Revised October 6th)

Over the next few pages you will find an overview of the workshops that now are on offer at the two-day seminar in connection with the opening week for KMDs new building in Møllendal.

Workshops are open to students from Dept. of Fine Art and Dept. of Design, as well as staff from the two departments. After October 6th they are also available to external participants.

Some practical info:

Most of the workshops run for two days - starting Thursday and continuing Friday. The workshop with LavaLab will run for two separate sessions - Thursday and Friday respectively, with different groups. Two of the workshops will run only Thursday (Roman Krznic, Darla Crispin) and one will run only Friday (Ikue Mori).

Two workshops are now fully booked: Toril Johannessen and Britta Marakatt-Labba. For that reason, they are removed from this overview. Other workshops options will be removed from the form as they are filled up.

Most workshops have a max. number of participants around 30. In the registration form you are asked to choose 3 workshops in prioritized order and we will do our best to give as many as possible their first or second priority. If you choose two one-day workshops (Thursday/Friday respectively) as you first and second priority, we will try and put you in both groups. However, we cannot guarantee anything and if some workshops turn out to be extremely popular we will give priority to those who register first.

Registration closes permanently on Monday the 9th of October at 16.00. Go to the registration form here:

<https://skjemaker.app.uib.no/view.php?id=3872879>

Best regards,

The seminar committee

Roman Krznaric

<https://www.romankrznaric.com/>

Room: Knut Knaus

Time: Thursday 14.45 - 16.45

How to Expand Your Empathic Imagination

The workshop would be a deeper dive into the theme of empathy. We'll do some activities on developing empathic skills, explore the science of empathy, and then I'd get people working on some empathy design challenges (such as designing exhibits for the Empathy Museum I'm involved with). The idea here is to get people to shift from thinking about designing *with empathy* (ie stepping into people's shoes when designing things) to designing *for empathy* (ie to increase the amount and role of empathy in society, organisations and individual lives).

Darla Crispin

https://nmh.no/en/about_nmh/staff/darla-crispin

Room: 206

Time: Thursday 14.45 - 17.30

“Unfolding unfolding” – working with materials and concepts

Based on the principles of Darla's keynote lecture, “Artistic Research as a Process of Unfolding”, this workshop explores the material of artistic research as brought by the workshop's participants. It explores how new work and knowledge can arise from a collaborative situation built around such sharing activity, suggesting that even the meta-level conceptual principles of artistic research emerge directly from the materiality of such work. Those who participate are asked to bring something of their work – whether an object, a piece of prose, of music, of film, of a building plan – that embodies in some way the idea of ‘the fold’. We shall attempt to ‘light from the side’ (Nyrenes 2006, 3) various elements of the fold idea through these multiple encounters with work. We may even be able to generate conceptual propositions based upon these encounters.

Ikue Mori

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

Room: Knut Knaus

Time: Friday 13.30 - 15.30

Presentation/demonstration - playing with music technology

Ikue Mori (a pioneer of new music/free impro, based in New York) will talk about her career as a performer, from the days as a drummer of the groundbreaking No Wave-band DNA, up to the present day. She will play with and demonstrate her use of music technology.

Note: This is a presentation/demonstration and no musical skills are required from participants.

Lava Lab (Klaisen van de Zandschulp & Anton Lamberg) <http://lava.nl/>

Rooms: PC/Mac labs Times: Thursday 14.45 - 17.30 and Friday 13.30 - 15.30
(Note: Two separate workshops!)

Story building with chatbots

The rise of the conversational interface has cleared the way to transform chatbots into storytellers. How does chatbot technology affect non-linear storytelling? How do we turn something as non-structured as human speech into a structure for a chatbot?

We will explore the secrets of designing a bot that can trigger emotions like a great storyteller can. We will guide you through the narrative structures and use analog and digital tools for constructing a chatbot persona.

Andy Vella <http://www.velladesign.com/>

Room: Drawing/painting 1 Times: Thursday 14.45 - 17.30, cont. Friday 13.30 - 15.30

Mark making and hand lettering workshop

The making and creation of ideas and hand lettering is something we can nurture and develop, it's a question of being open and receptive, being experimental and playful. These days in design we rely on the convenience of computers to help us reach deadlines, often with this route we merely choose a typeface to fit in and match with ones design and layout.

In this hands-on workshop, we will enable the designer to create and invent emotive marks and letterforms using unorthodox implements to daub and splatter their way into mark making, creating typefaces and letterforms and use the computer to collate and manipulate the artwork created into individual designs.

We will indulge in playful experimentation. We will supply ink and paper. Participants will supply: Twigs from a tree, a 2 inch brush, a potato (raw uncooked, not mashed), washing up sponge or scourer, and a toothbrush. And maybe an old shirt or apron as often this workshop gets very messy!

David Sossella

<http://www.manifactory.com/index.php?lang=en>

Room: Presentation 1

Times: Thursday 14.45 - 17.30, cont. Friday 13.30 - 15.30

Faces in character design

A character has a huge use in the world of illustration, animation and graphic design. Every time you draw a character you talk about character design. Whenever you insert a character in an illustration you are doing character design. The same goes for logos design, icons, mascots, packaging and animation.

The workshop will focus on the face of the characters, addressing these themes:

- Style: A face can be realized in various illustrative styles, from the most abstract to the most realistic. Style in character design is fundamental.
- Facial expressions: how to represent the emotions. What the character feels and how to express the personality through facial expressions.
- Distinctive elements: Each character must have distinctive elements that make it unique and that integrate the character's personality
- Stylization and clean up: At the end of the workshop, when everyone has completed the sketch of the character, we'll see how to make a final design that will style lines and features.

Required material for participants: Sketch book, pencil (from HB to 2B type), eraser

Apichaya Wanthiang

<http://apichayawanthiang.com/>

Room: Presentation 2

Times: Thursday 14.45 - 17.30, cont. Friday 13.30 - 15.30

Practice Models #3: For this is so. Because.

Shutters shut and open so do queens. Shutters shut and shutters and so shutters shut and shutters and so and so shutters and so shutters shut and so shutters shut and shutters and so. And so shutters shut and so and also. And also and so and so and also.

Exact resemblance to exact resemblance the exact resemblance as exact resemblance, exactly as resembling, exactly resembling, exactly in resemblance exactly and resemblance. For this is so. Because.

(A fragment from *If I Told Him*, A Completed Portrait of Picasso by Gertrude Stein)

Practice Models are tactics derived from an oblique, non linear, associative thinking. They underline the ephemeral, the slow-burning and maybe the a-historical. They may differ from other normative practices in that they shy away from canonised ideas regarding politics or society. They are conceived of and performed in consideration of a-sociality-first. It implies structural engagement, beyond identities and localities. It relies on a believe that the small and anecdotal could ripple off, and leak into and affect large(r) systemic formations. It intends to tie a speculative thinking to a speculative doing/making. Practice Models do not shun repetition nor failures, it aims to re-shift mechanisms of production and consumption, moving

away from an efficiency-driven, economic thinking, driving towards a trans-generational approach.

You will be developing a Practice Model of your own that's relevant to your own studio work, perform and document this collectively, after which we'll discuss the potential of it. Bring 4 things, that is somehow important in relation to your own work. We will use this as source material from which to start thinking from. They need not directly relate to each other. Something to document (Smart- or iphone/camera), and something to send or mail the documentation pictures/sound/video to me (i.e if you can do this with your smartphone than that's fine, if not maybe you need a laptop to import and send pictures).

Maria Aiolova

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

Room: PPU

Times: Thursday 14.45 - 17.30, cont. Friday 13.30 - 15.30

Bergen streets in the age of connected and autonomus vehicles - a design sprint

The aim of the Design Sprint is to bring people with different backgrounds and expertise together and provide a platform to stimulate innovative design thinking in response to a specific question or problem. It is an outcome-driven process completed within a limited time period.

The focus of this Design Sprint is to reimagine how our streets may look and be used in a future of connected and autonomous vehicles (CAVs), taking into account different user and various types of CAVs that may exist. The specific question is: How can urban streets be reclaimed and reimagined through the introduction of fully autonomous vehicles? The question will be tackled in the specific urban context of the city of Bergen.

The six step approach to a Design Sprint will guide each team through the process and help with organizing and structuring the problem, brainstorming and selecting ideas, and finally designing a solution. The outcome of the Design Sprint will be a series of images and ideas presenting solutions to the question above.