

Digital Manufacturing



Artists and entrepreneurs
meet to innovate

Summer School // 13 – 17 July 2020

The main goal of the Summer School is to offer the participating artists a theoretical and practical framework both, to discuss pivotal contemporary issues and to gain the necessary tools to produce an artistic proposal aimed at an efficient and creative collaboration between the artistic, cultural and productive sectors in Friuli Venezia Giulia (Italy - FVG).

Participants:

We are looking for fine art/design students or young artists/designers aged between 18 and 35. The participants do not have to be specialized in working virtually, but it would be preferential if their artistic research is linked to at least one of the areas that the project is exploring (as per below).

The candidates will be expected to attend at least 80% of the summer school programme and, following the summer programme, present a proposal for a project (on-line or in presence) in collaboration with an entrepreneur from FVG that they will be paired with. The objective of the collaborative work is to help rework/ communicate /innovate the business, its products and/or the territory.

Logistics and times:

The summer school programme will run between Monday 13 July and Friday 17 July, with three one and a half hour long webinar sessions each day; Two in the morning and one in the afternoon. All the sessions will be conducted in English.

Partners:

We would like each partner to:

- Select 2-3 candidates that they deem suitable for the project and to communicate their name and cv / website to 47/04 by June 21 2020.

- Appoint a tutor to deliver one theoretical or a practical session (or a combination of the two), via a virtual platform, in one of the following areas:
 - sustainability
 - speculative design / prototype
 - power relations and capitalism
 - gender issues related to work versus equal economies
 - glocalism
 - interrelation of nature, culture and technology

For this purpose please review the schedule below and send us the title and a brief description of what you would like to deliver during the summer school, along with a short biography of the person who will be delivering the session by the 21 June.

During the meeting next week we will further discuss the summer school program and its contents which are described below as a brief draft.

We are also pleased to announce that the artist commissioned to deliver the Digital manufacturing pilot project is Sam Curtis (<http://www.scurtis.co.uk/>).

Provisional Summer school programme

Monday 13 July

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|---------------|---|
| 10.00 - 11.30 | Digital manufacturing project presentation by Eva and Chiara: Introducing partners, project objectives, summer school programme, artists' brief (for collaborative proposals to be handed in 20 July) |
| 11.30 - 13.00 | <p>Brief presentations by participating artists.
 Brief presentation by the businesses that will partner on the project.
 Introduction of the keywords of the project: sustainability, imagination, utopia, etc
 Setting a task to be completed by the artists over lunch and presented during the afternoon session: each artist is asked to define the keywords with the use of images, drawings, found text, objects, etc..
 What meanings do these hold for them?</p> |

14.00 - 15.30 Participatory session with the participating artists during which they present their definitions.

A sign up sheet will be set up for the participating artists to express interest in which business they would like to collaborate with. Meetings with the businesses will be arranged for the last day of the summer school programme.

Tuesday 14 July

10.00 – 13.00 Eva Sajovic: practising artist and lecturer UAL - UK
Sakis Kyratzis: graphic designer and lecturer UAL – UK

This session, through a combination of talks and workshops, will explore and interrogate the two main concepts of the project: sustainability and innovation.

In terms of **sustainability** we will ask the following questions:

What do we understand by sustainability?

What is the responsibility of the artist in a world of imminent breakdown?

What does collaboration look like in a contactless world?

In terms of **innovation** we will ask the following questions:

How can imagination help us create in a utopic world of alternative economies?

What does originality mean in the age of digital reproduction?

What are the new ways of seeing and making?

Concepts that will be explored are: hybridity, prototype/speculative art, (hyper)reality, ethics, green/art-washing, virtual narratives, multi-localism.

14.00 - 15.30 Quarantasettezeroquattro - Italy

Wednesday 15 July

10.00 - 11.30 Università di Trieste - Italy

11.30 - 13.00 University of Nova Gorica - Slovenia

14.00 - 15.30 PiNA - Slovenia

Thursday 16 July

10.00 - 11.30 Time's UP - Austria
11.30 - 13.00 Media Art Friesland - Neederlands
14.00 - 15.30 Acquasumarte: artists - Italy

Friday 17 July

10.00 - 11.30 Young for Fun - Italy
11.30 - 13.00 Case study: Sam Curtis, lead artist on the project.
Sam will present work in progress being developed in collaboration with a local business.

14.00 - 15.30 Break-out sessions with the businesses that will be involved in the Digital manufacturing project. An opportunity to answer any questions that the artists might have and initiate collaborations.
A representative from the Gorizia council and Confcommercio will also be present.

In the following week (w/b 20 July) the participating artists will each receive a 30-minute tutorial with one of the partner representatives and the lead artist.



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Artists and entrepreneurs meet to innovate

Upskilling and new production in the field of arts, theatre, dance and multimedia

The poster features a central image of a wooden picture frame containing a green circuit board, a silver wrench, and a screwdriver. The background is light blue. At the bottom left, there are logos for 'young for fun', 'afpa', and 'Gorizia Council'.