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Proiektuen Plaza is an open-ended call for proposals for Tabakalera Medialab projects. It welcomes proposals from the fields of digital culture, open design and shared knowledge. *Proiektuen Plaza* draws on the results of Hirikilabs Plaza, a biannual call for proposals which, over twelve editions, provided a space for gathering and for developing projects in the lab via interaction with people, collectives and practice communities in the area. This new structure enables projects to be submitted throughout the year.

Proiektuen Plaza invites people, associations, collectives and groups to propose collective projects related to technology and digital culture. All projects involve experimentation with technology uses for creating prototypes, creative expression, trying out new media, modifying or simplifying processes, making these accessible or seeking technology applications in everyday contexts.

Target audience

Proiektuen Plaza is for curious people across a wide age bracket. The space is for individuals, collectives, associations, families and people who, whether as groups or individuals, are interested in developing projects which are open to others (curious types, handy people, hackers, makers, artists, creators, engineers, scientists, designers, etc.).

No prior knowledge in the project area is required for participating in Proiektuen Plaza, just an openness to learning while doing, to discovering things through enjoyment and to working with others.

How to take part

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- 1. By submitting a project. Please, fill in the registration form at tabakalera.eus
- 2. As a collaborator/participant. Some of the projects already up and running require support. You can contribute your work and knowledge via the collaboration form.

How Proiektuen Plaza projects work

The main requirement in a *Proiektuen Plaza* project is the curiosity of the people behind it, together with a desire to learn together and to share knowledge. Medialab will provide the necessary space, materials, relationships and guidance.

Aspiring Medialab Tabakalera projects must be submitted and selected via the call for proposals. The project will subsequently be publicly promoted to attract other collaborators.

The people behind the selected projects commit to taking part in Plaza work sessions on Wednesdays and Thursdays from 16:00 to 20:00. Medialab Tabakalera will facilitate lab resources and spaces during Medialab opening hours in coordination with its staff team.

Resources and funding

Selected projects will have access to lab tools, spaces and resources for the duration of the open call.

The projects will receive funding for consumables, technical support and the option of attending learning sessions on the knowledge required for the project.

Funding for materials will be allocated based on the technical requirements of each project. The needs of each project will be assessed based on the project report submitted and following a meeting with the Medialab technical team.

• Tools: digital manufacturing (laser cutting, 3D printing, CNC milling machine), electronics stations, hand tools, power tools, textiles tools.

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- Spaces: laboratory, meeting areas, metal and wood workshop.
- Basic funding: €200 per project.

Scope of the call

Selected projects must have some connection to the work areas and/or processes currently up and running in Medialab:

1. Citizen science

Projects linked to science experiments/dissemination, the environment, astronomy, biology or the health and social care sector.

<u>Examples of projects undertaken</u>: environmental sensors, automated greenhouses or crops, rockets, astronomical instruments (telescope parts, star pointers), lab instruments (DIY microscopes).

2. Open design and digital manufacturing

A key area of work in Medialab which encompasses maker practices and those linked to the use of tools in digital manufacturing, and the open communities around these. This area also includes everything related to open and industrial design as well as architectural and furniture design.

<u>Examples of projects undertaken</u>: furniture items, plastic recycling machines, 3D printers, hot wire cutter, openbike.

3. Data culture, visualisation, transparency, participation technologies

This area looks at how information is handled, data openness, digital participation and the data culture.

<u>Examples of projects undertaken</u>: creative visualisations of data and information, data processing tools.

4. Education and technology

The projects in this area have an educational and technological focus. They might include applications, games or kits, incorporate gaming

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dynamics into learning, or encourage the conscious use of technologies.

<u>Examples of projects undertaken</u>: creation of robotics kits, digital manufacturing, coding/programming, games, educational and teaching materials, expanded books.

5. Experimentation and creation

Experimentation is a common aspect of most of the processes that take place in Medialab. It brings various processes linked to art and creation together with pure experimentation with formats, projects or objects. This area also incorporates technologies linked to the creative arts, sound, the audiovisual sector, interaction, creative programming and video games.

<u>Examples of projects undertaken</u>: DIY LED screens, clothing and accessories, sound synthesisers, synthesised txalaparta, generative video mapping on surfaces, interactive dome, hacked kitchen appliances.

NB: It is also possible to resurrect projects which were previously started but are not currently being developed.

Project selection and timeline

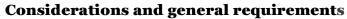
The Medialab Tabakalera team will select projects based on their relationship with the work areas, their viability with respect to the resources allocated and the lab conditions, and their originality (or based on there not having been very similar projects in the past).

In selecting projects, efforts will be made to ensure that each of the work areas described above are represented.

<u>Project submission:</u> year-round. **Projects may be developed for a maximum of 6 months.**

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The main condition for *Proiektuen Plaza* projects is that they be open in terms of both the work process and the final result (if there is one). Tabakalera Medialab fosters learning with others and knowledge sharing. Hence, emphasis will be placed on the work process rather than the outcome. The goal of a lab is experimentation; errors are considered a learning opportunity.

• <u>The process must be shared</u>: Projects will not be individual processes. Rather, they should encourage collective working. This will be achieved through dissemination of the project so that other people with diverse knowledge can join the project team.

The project must be documented and the outcome or knowledge generated must <u>be open</u>. Documentation will be created in accordance with the guidance created and provided by Medialab Tabakalera. The process can be made open by sharing and promoting the result via a workshop, presentation, website or tutorial and/or by licensing the digital archives generated.

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