

# #HDSA 2016

## At Work.

## If you are so smart why are you so poor?

## 25 July – 5 August 2016

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\*Program is still subject to minor changes

|                    |    |
|--------------------|----|
| Introduction       | 1  |
| Workshops          | 2  |
| Locations          | 3  |
| Accommodation      | 5  |
| Price              | 6  |
| Time Table         | 7  |
| Public Program     | 8  |
| Line-up            | 9  |
| Links & references | 15 |
| Credits            | 16 |
| Pictures HDSA2015  | 17 |
| Quotes             | 28 |

# Introduction

Hackers & Designers is a non-profit cross-disciplinary community of programmers, engineers, designers, and artists. H&D began in 2013 and has organized meetups where collaborative and inclusive workshops are given. In 2016 H&D will organize the second edition of the H&D Summer Academy. Selected participants will be offered a 10-day program including workshops, excursions, public film screening and lecture program.

H&D believes designers and artists should be empowered with the tools of the digital realm including coding, hardware usage and construction. Conversely technologists should be more comfortable and effective in engaging in creative processes through familiarity with the vocabulary of designers and artists. All disciplines should become more comfortable in theoretical and social discourse, and thus be asking questions such as not only *can we* but *should we*.

During the summer of 2016 Hackers & Designers invites an international group of ambitious participants to learn by creating, researching, and discussing.

## At work.

The program will center around the controversial topic of immaterial labor, and the effects digital economies have on our current techno-society, – an on-going discussion at stake in both design/art and developer practices. H&D engages this year's summer academy participants to go into discussion and critically reflect on their (digital) activities that exist outside/alongside the traditional wage-based definition of labor. What does it mean for the future of our practices to contribute to creative commons and open source projects, to self-initiate, to organize communities, to promote and publish on social networks, to perpetually generate content, to evolve multiple identities as bloggers, vloggers, mojo contributors?



Hackers & Designers Summer Academy 2015



# Workshop program

The program will be divided in two blocks of each 5 days.  
Both program blocks fall under the thematic umbrella:  
At work.

## Block 1 Soft work: 25 – 30 July

De PUNT, Frans de Wollantstraat 84, Amsterdam

With: Dyne, Luis Rodil Fernandez, Hack Your Future, Technoflesh (Simone Niquille), Nicolas Malevé (Constant Association for Art & Media), and more! (See also Line-up)

**Mode of production:** Workshopping, wire framing, software development & prototyping, designing, discussion  
**Topics:** The Internet of Things, digital economies & mechanical turks!

The first block Soft work focuses on software construction along side looking at soft concepts including soft money, soft intelligence, soft power, soft or informal forms of organization of work etc. while taking place at De PUNT.

## Block 2 Hard work: 1 - 5 August

at Waag Society's Fablab, Nieuwmarkt 4 Amsterdam

The participants will be developing projects, with technical support by Waag Society's Fablab and artistic input by Dennis de Bel and other guest critics. (See also Line-up)

**Mode of production:** Workshopping, Hardware hacking, wiring, soldering, prototyping and discussing while making a smart machine

The second block: *Hard Work* focuses on Hardware construction along hard concepts like hard money, hard data, hard labor, etc., while taking place at the Fablab of Waag Society. The two blocks complement each other in terms of taught technical skills and in regards to the content.



Hackers & Designers Summer Academy 2015





# Locations

**De PUNT, Frans de Wollantstraat 84, Amsterdam**

- **Block 1 Soft work: 25 – 30 July**
- **Public film screening: 27 July**
- **End presentation & Public lecture night: 5 August**



**De PUNT is a pointy art & project space in de Czaar Peter neighborhood center-east of Amsterdam. The location offers a cultural program and has been home to many Hackers & Designers activities.**

**Situated between rail tracks, old working class neighborhoods, and the new landscape architecture of the Funenpark and, the space provides a unique environment for workshops and the public program of the Summer Academy.**



**Waag Society, Nieuwmarkt 4, 1012 CR Amsterdam**  
**- Block 2 Hard work: 1 - 5 August**



**The second half of the Summer Academy will take place in the Waag (“weigh house”), which is a 15th-century building on Nieuwmarkt (New Market) in the center of Amsterdam. It was originally a city gate and part of the walls of Amsterdam. The building has also served as a guildhall, museum, fire station and anatomical theatre. The Waag is the oldest remaining non-religious building in Amsterdam.**

**Waag Society is a hacker space, and has its’ have their head-quarter in the old building. Waag Society is an institute for art, science and technology. Over the past 22 years, the foundation has developed into an institution of international stature, a platform for artistic research and experimentation, and has become both a catalyst for events and a breeding ground for cultural and social innovation.**

**Since 2010, Fablab Amsterdam moved to the first floor of the Waag. The Summer Academy participants will have full access and guidance in the Fablab during the second week of the program.**

# Accommodation



Picture Camping Zeeburg

**Amsterdam offers a multitude of hotels, hostels, bed and breakfast accommodation and, of course, airbnb. Below are some suggestions for accommodation. Tipp: Book early before everything is full!**

**Camping Zeeburg - Zuider IJdijk 20**

**Lloyd Hotel & Cultural Embassy - Oostelijke Handelskade 34**

**Stayokay Stad - Kloveniersburgwal 97**

**Stayokay Zeeburg - Timorplein 21**

**Hotel Amsterdam op een schip - Sumatrakade 1099**



# Price

**The full program inclusive welcome dinner, daily lunch, free access to the public programs, an arduino kit: €350,00 (excl. VAT).**

**Price for one program block: €200,00 (excl. VAT)\***

**\*Joining one of the two program block is possible in exceptional cases. Participants who sign up for the full program are prioritized in the selection process.**

## **Procedure:**

**You can sign up for the Summer Academy by filling out this form: <https://jbg1.typeform.com/to/eq8l6T>**

**After the selection process you will receive a confirmation email and an invitation to buy your ticket.**

HARD WORK: WAAG SOCIETY

\* Timetable subject to minor changes

# Public Program

**In addition to student workshops, Hackers & Designers invites cross-disciplinary speakers from around the world to take the participants and the public into a deeper conversation around topics, which have arose in a modern digital society. Anyone and everyone, not just students, are invited to join the H&D Summer Talks on Friday, 5 August 2016, an evening of discussion around immaterial labor & digital economies work.**

**Line-up announced soon!**

## Line-up

### Simone Niquille (CH)

**Simone C. Niquille is a Swiss graphic designer and researcher. Her practice investigates the representation of identity without a body, the digitisation of biomass and the increasingly omnipresent optic gaze of everyday objects.**

**She received a BFA in Graphic Design from Rhode Island School of Design [RISD] in Providence USA in 2010 and graduated with a Masters in Visual Strategies from the Sandberg Institute Amsterdam in 2013. She has written a column on technology, body modification and privacy for Sang Bleu, is part of design research collective Space Caviar in Genova Italy and is Tutor at the Architectural Association London.**  
<http://www.technofle.sh/>



### Dyne (NL, IT)

**Dyne.org exists since 2000 as a foundation committed to research and development of free and open source software and services. They act in support of artists, creatives and engaged citizens in the digital age with tools, practices and narratives for community empowerment.**

**Ranging from radio makers, humanitarian organisations, artists, medics, activists and educators, a large amount of people employed and redistributed our software worldwide and free of charge.**

**Dyne acts as an international network of experts syndicating and contributing to diverse technological developments for their quality and role within societies. Sharing peer reviews, mutual support and resources for peace and equal rights, operating outside the logic of profit and competition. Supporting cooperation within social contexts to leverage on-line and on-site community values, to empower people with the hacker attitude to re/think, re/mix and re/design to circumvent limitations and find a way out from economies based on scarcity and privilege.**

<https://www.dyne.org/>





## **Nicolas Malevé (Constant, association for art and media) (BE)**

**Nicolas Malevé is an artist, software programmer and data activist developing multimedia projects and web applications for and with cultural organisations.**

**He lives and works in London and Brussels. Since 1998 Nicolas collaborates with Constant, a non-profit association, based and active in Brussels since 1997 in the fields of feminism, copyright alternatives and working through networks. Currently Nicolas investigates the topic of Mechanical Turks, machine-learning, working conditions and wages in a time of digital marketplaces for work, contractors and requesters, and HITS (Human Intelligence Tasks).**

**<http://activearchives.org/>**

**<http://constantvzw.org/>**



## **Dennis de Bel (NL)**

**Dennis de Bel (1984) graduated in June 2007 as an Interactive Media designer at the Willem de Kooning Academy, Rotterdam. In June 2009, he completed the Master Media Design and Communication at the Piet Zwart Institute, also in Rotterdam.**

**De Bel's exploration of interactivity and utility has led him to make humorous design interventions, manifested word puns, useless software and more recently "noware". This term describes some of his latest works that are no longer hardware nor software but non-products, unique multiples and mass-produced one-offs that question functionality, inventiveness and innovation.**

**<http://www.dennisdebel.nl/>**



## **Henk Buursen (NL)**

**Henk Buursen is Head of System Administration since 2000. It all started with only three servers and a rented data line and has grown into a network at three locations connected by optical fibre and Wi-Fi. The original servers have been replaced by 25 work horses that monthly will capacitate tens of terabytes of traffic.**

**<https://www.waag.org/>**



## **Yoana Buzova (BGR)**

**Yoana Buzova is an interdisciplinary artist, passionate about public space and short-lived, neglected moments and objects.**

**In her work, she employs low-tech, DIY methods, found and repurposed material to create poetic moments.**

**In 2014 Yoana completed the Master's Program at the Piet Zwart Institute in Rotterdam, the Netherlands. Previous BA degree in Photography at The National Academy for Theater and Film Arts, Sofia, Bulgaria.**

**On Mondays you can find her as a teacher and instructor in the Interaction Station in the Willem de Kooning Academy, Rotterdam, NL.**

**<http://oyoana.com/>**



## **Lídia Pereira (PT)**

**Lídia Pereira is an artist and designer. After completion of her bachelor studies in Graphic Design, Lídia Pereira became intrigued by the friction between digital utopias and material realities. Her current work is concerned with the political organization of labour within the digital economy, with a focus on the power structures that govern online behavior.**

**<http://www.immateriallaborunion.net/>**



## **Martijn van Boven (NL) -> to be confirmed**

**Martijn van Boven is a Dutch filmmaker and curator. The work of Martijn van Boven (1977, the Netherlands) lies in the field of experimental film and computer art. Combining the techniques and possibilities of modern image processing and creation within the context of the experimental film and early computer generated films. Martijn van Boven studied at the Royal Art Academy in The Hague (Holland), at the Image and Sound department. His work comes in a wide variety of video-installations, films, collaborations with composers and Live Cinema performances.**



**Since 2000 Martijn van Boven works as a free-lance film and video curator. Focusing on the avant-garde film and abstract cinema. Martijn van Boven teaches audio-visual Design at**

the Art Academy of Arnhem (the Netherlands). In 2003 he co-founded the new media art center <>TAG (the Hague, Holland). Since 2006 he is part of the curatorial team of the Sonic Acts Festival (Amsterdam) He lives and works in Amsterdam Holland.  
<http://www.474746.org/>

**Daniel van der Velden (NL) -> to be confirmed**

Daniel van der Velden is a graphic designer and writer. Together with Vinca Kruk he founded Metahaven, a studio for design and research. Metahaven's work—both commissioned and self-directed—reflects political and social issues in provocative graphic design objects.  
<http://www.metahaven.com/>



**Femke Herregraven (NL) -> to be confirmed**

Femke Herregraven's work traverses global finance, information, and geopolitics. She investigates the new material bases, geographies, and value systems that contemporary financial technologies and infrastructures are carving out. Herregraven's ongoing projects include Geographies of Avoidance, which addresses the offshore escape of financial regulation, and The All Infrared Line, which revolves around the physical backbone of global finance. Her work has been presented at Dark Ecology and the Serpentine Extinction Marathon and exhibited at T293 (Rome), Bureau Europa (Maastricht), the V&A (London), the Witte de With (Rotterdam), the Centre Pompidou (Paris), the Stedelijk Museum (Amsterdam), the Boijmans van Beuningen Museum (Rotterdam), and ZKM (Karlsruhe).  
<http://femkeherregraven.net/>



**Hack Your Future**

HYF teach refugees web-development in our 6-month program. HYF teach their students front- and backend development for the web, making them full-stack developers as they finish our course. They do that with a group of experienced developers who closely support our students in their process.



**Besides coding HYF train their students in project-management, becoming independent coders and teach them about the working culture in Dutch companies.**

**<http://www.hackyourfuture.net/#/>**

### **Jeffrey Babkock (Underground Cinema) (US)**

**Jeffrey Babkock is an alternative film curator and cultural activist. As a promoter of independent film culture he is currently the programmer of several underground cinema venues throughout Amsterdam, where he places the films he screens into a historical, aesthetic, political and biographical context. As a student of Stan Brakhage, he developed a keen interest in experimental cinema and philosophy. He also has a keen eye for finding elements of experimental film-language beyond the strict limits of what is categorized as experimental film: from early science documentaries to contemporary Korean teenage films.**



### **Guerilla Kitchen (Catering)**

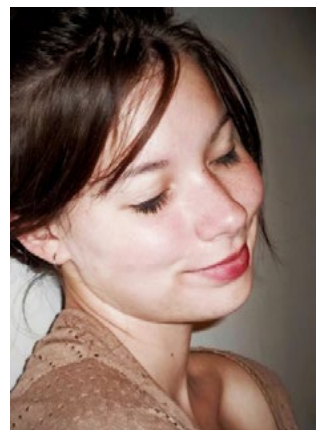
**Peaceful protesting for food waste by providing delicious food for the people prepared with ingredients from local places. They gather amazing abandoned food, to prepare delicious dishes of all kinds for the people of Amsterdam. They are getting in contact with stores and restaurants directly, and baking and cooking up a royal storm and ambushing residents of Amsterdam with deliciousness rescued from the trash to rescue the tastebuds.**



### **Léna Robin (FR)**

**Léna Robin, is an independent graphic designer, graduated with a Master's degree in Graphic Communication from Haute École des Arts du Rhin (Strasbourg) and with a Bachelor from École Estienne (Paris).**

**Léna designs books, posters, websites but also less conventional visual products. She is interested in collective works and public space, order and disorder, information media, Internet and hybrid publishing.**





**Léna is currently working for the Institute of Network Cultures, at the PublishingLab department in Amsterdam and will be supporting the H&D Summer Academy regarding documenting and publishing matters.**

### **Anja Groten (DE)**

**Anja Groten is an independent designer and researcher based in Amsterdam. She completed her postgraduate studies at the design department of the Sandberg Instituut Amsterdam where she graduated in 2011.**

**Anja Groten investigates the possibilities of an agonistic design practice ('An Agreement to Disagreement – Why Designers need to Design Conflict', June 2011). She is interested in using external forces during her working process. By designing collective moments she aims to go into discussion with the public and simultaneously provokes confrontation and the unexpected.**

**Anja is one of initiators of Hackers & Designers and one of the organisers of the H&D Summer Academy 2016.**

**<http://www.anjagroten.com/>**

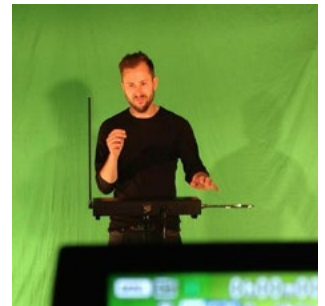


### **James Bryan Graves (US)**

**James Bryan Graves is a freelance software engineer, computer scientist, lecturer, and community organizer. James moved to the Netherlands in 2009 from the United States of America. He founded Hackers & Founders Amsterdam in 2011, a 3500+ member community of entrepreneurs and programmers. Hackers & Founders opened a non-profit community organized coworking space in the Herengracht in Amsterdam in 2014. The co-working space houses 85+ members. James is also working on a web literacy program called Curious Monkeys for children aged 9-12. James has been collaborating with Anja and Selby on Hackers & Designers since the very beginning.**

**James is one of initiators of Hackers & Designers and one of the organisers of the H&D Summer Academy 2016.**

**@\_jbg**



## **Selby Gildemacher (NL)**

**Selby Gildemacher operates under the name of PIEK! a contemporary and dynamic multidisciplinary art group. The work of PIEK! includes a humorous and ironic look at contemporary society and examines current social structures through video, websites, performances, installations, iPhone apps and pop music. The work is often tied to place and time and makes use of interactivity to make the viewer part of and / or complicity.**

**Selby is one of initiators of Hackers & Designers and one of the organisers of the H&D Summer Academy 2016.**

**<http://www.piek.com/>**



**Line-up for the public program announced soon!**

## Links & references

<http://hackersanddesigners.nl/#/>

<http://wiki.hackersanddesigners.nl/>

<http://depunt.org/>

<https://www.waag.org/>

<http://dyne.org/>

<http://dowse.equipment/>

<http://www.hackyourfuture.net/#/>

<http://constantvzw.org/site/?lang=en>

**The Hackers & Designers Summer Academy 2016 is funded by:**

**stimuleringsfonds  
creatieve industrie**

**and developed in collaboration with:**



**waag society**





Domestic Drone Defense workshop, Ruben Pater & Tijmen Schep







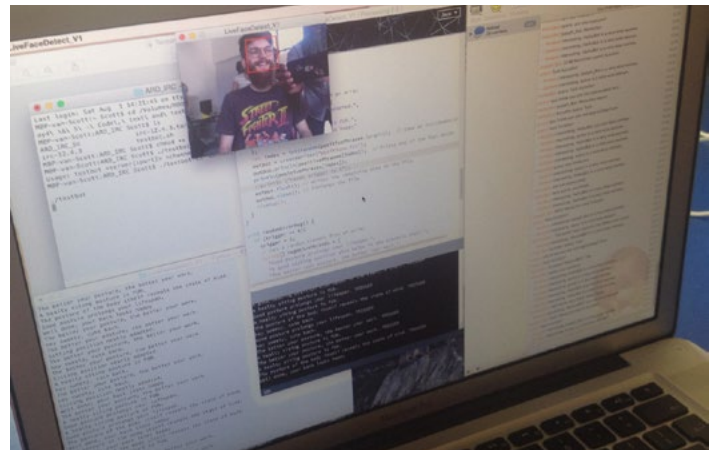
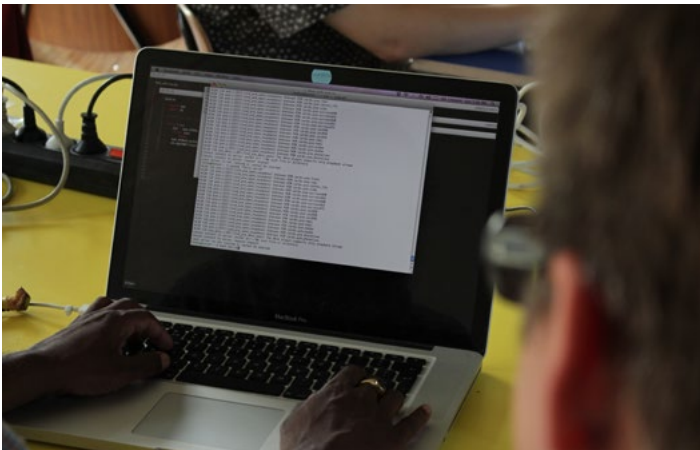
Excursion: studio visit and workshop, Lava Lab







Chat bot-making workshop, Constant (An Mertens & Michael Murtaugh)







Bio-robotics workshop, Arjan Scherpenisse







Language Design workshop, Vadim Zaytsev (CWI)







Error message workshop, Metahaven







Theremin making workshop, Andre Smirnov



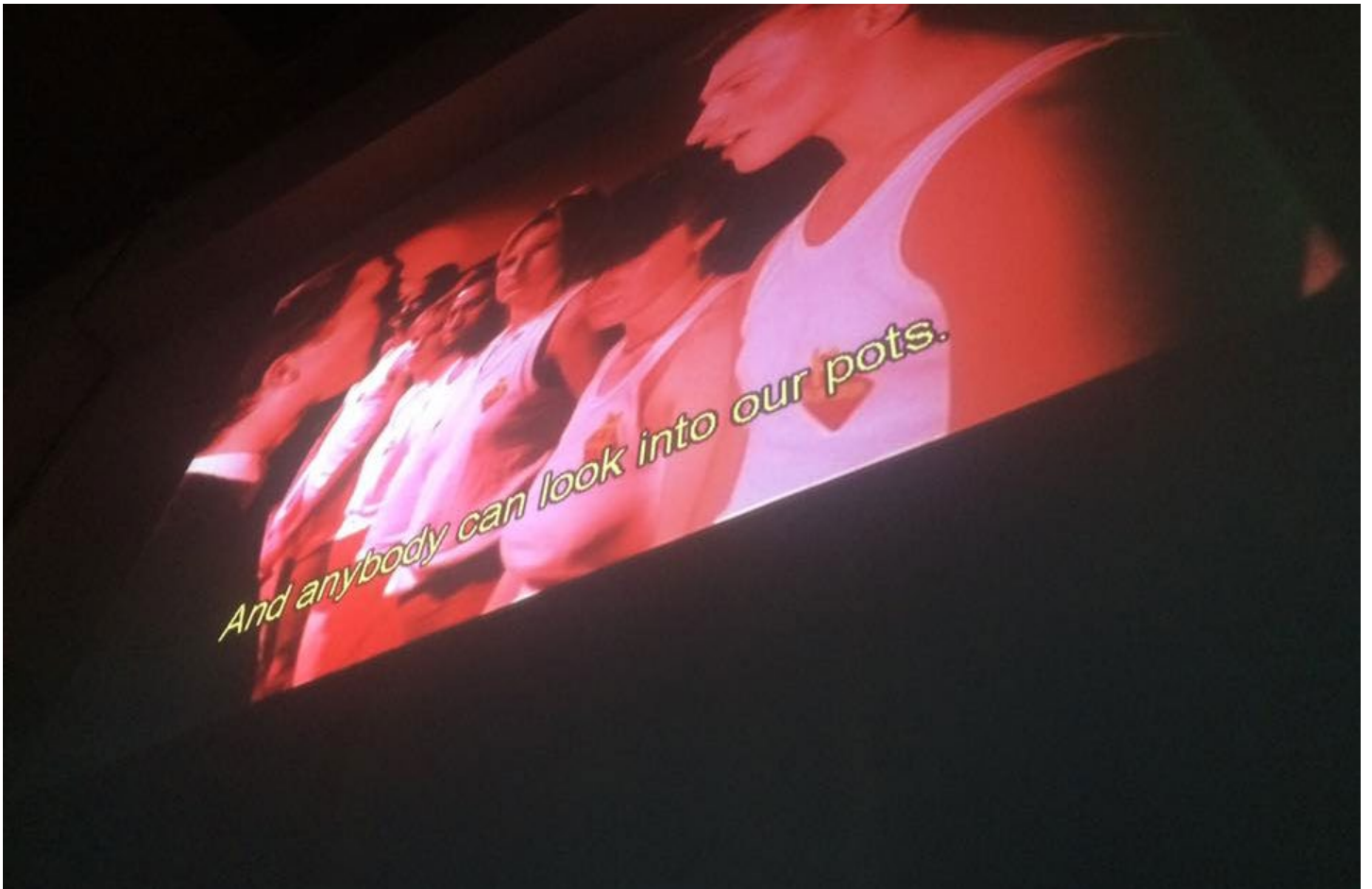




Excursion: studio visit Waag Society







Underground Cinema, public film screening curated by Jeffrey Babcock







Public program, Hackers & Designers Summer Talks, Speakers: Stefan Schäfer, Jeremy Bailey, Ramon Amaro, Rosa Menkman







## Participants about the Hackers & Designes Summer Academy:

**“I believe the H&D Summer Academy will provide a framework and dynamic environment to explore new challenges and collaborations.”**

**Eurico**

**“I feel we should spend more time discussing/investigating what the internet actually is or should be, besides a nice way to make a living. I’m online all the time, but I’m quite worried and critical of the implications for privacy etc.”**

**Maaike**

**“It is a great opportunity to meet people from the field of technology and I am looking forward to the speakers. The academy is a great platform for new projects...”**

**Mark-Jan**

**“I would love to join & learn about coding, algorithms from a creatives perspective. I am not a coder / developer (yet) - but a strong concept thinker and very curious.”**

**Celia**





