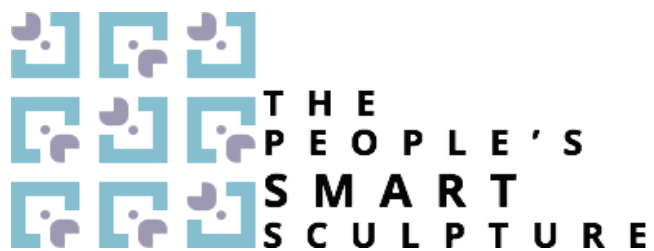


News



European Future Symposium

The People's Smart Sculpture PS2

City University of Applied Sciences and M2C Institute Bremen

The European Future Symposium III takes part from 21.09.-22.09.17 in Bremen bringing together academics, digital artists and urban experts to present information and new ideas for the participative development of European Cities and the impact of digital art for it.

The conference consists of four parts, namely:

- The “Best Practices” part, in which European best practices as projects, research results, technologies, digital arts, creative strategies or methodologies for participative urban changes and development will be presented in the TED Talk format.
- The “Up-Coming Trends and Chances” part in which future oriented R&D, art, cultural and social ideas, digital interventions in urban space, new labs and participative urban strategies will be presented in the TED Talk format.
- The “Creative projects” part about related digital art and creative activities in which pioneering ideas, creative solutions about urbanity, and labs in European cities will be presented as poster sessions or as video presentation.
- The “Audio-Visual-Performance Art” night in which artists present related media art, sound art or performances in the PS2 art space at Tor 40 of the Güterbahnhof Bremen.

The above distinction reflects an effort to bring together scientific knowledge, art initiatives and creative developments for increasing knowledge on potential solutions and providing options for future R&D, digital products and solutions that can support cities, communities and society in Europe to cope with current and upcoming challenges and needs or support the cultural evolution of social and smart-humans' cities.

The growing complexity of life in today's city spaces is one the most urgent topics of today. To find new ways on how the imminent challenges to the development of the urban environment can be handled is the subject of The People's Smart Sculpture PS2. PS2 is a Creative Europe project (2014 – 2018) about new approaches and digital tools and digital art for participation in urban re-design, urban planning and urban art. Over 4 years (2014-2018) 12 institutions from 8 European countries have been implementing 11 experimental sub-projects exploring the possibilities of participation that will become a smart culture technique as a result of the ongoing digitalization of society. PS2 explored and documented new strategies for involving digital media and art in the development of a user-centered culture.

The Symposium wants to gather best-practice projects in this topic and discuss them in their European dimension. Selected best-practices become part of the European PS2 study, the largest European best practice compendium that will have an impact on future policy making and urban re-design strategies of thousands of institutions, public administrations, creatives, and artists all over Europe (release 2018).

We therefore invite professionals from science, art and culture, technology, digital media design, creative economy, city planning, architecture and computer sciences to present their initiatives, tools, reflections and research.

The European Future Symposium III is organized by the City University of Applied Sciences Bremen and the M2C Institute of Applied Media Technology and Culture supported by the PS2 group: University of Oslo, Helsinki Metropolia University, Kristianstad University, Gauss Institute Bitola, Düsseldorf University of Applied Sciences, Warehouse9 pramnet Copenhagen, Stiftelsen Oslo Barnemuseum, Gdansk City Gallery, NI Institute and Museum Bitola, the Museum of Broken Relationships Zagreb in context of The People's Smart Sculpture (2014 – 2018) and is co-financed by the Creative Europe Programme of the European Union.

Submission of abstracts is possible now by email until 11.09.2017:

mkoplin@m2c-bremen.de

When

21.09.2017 14:00 – 18:00 h

22.09.2017 10:00 – 24:00 h

Where

City University of Applied Sciences Bremen

Neustadtswall 30

28199 Bremen

Germany

Tor 40

Güterbahnhof Bremen

Beim Handelsmuseum 9

28195 Bremen

The PS2 consortium is looking forward to welcome you in Bremen!

Warm regards,

Martin Koplín,

Project Coordinator PS2 and

Director M2C Institute of Applied Media Technology and Culture Bremen