![waag society logo] waag society

A visual overview of art projects and the creative community of waag society

*Photos of Waag Society @ Makers Festival 2013 in Amsterdam
(courtesy The Beach, Garage Notweg)*

waag.org

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Projects involving artists in 2014

Smart Citizen Kit

Citizens measure air quality and environmental data with low-cost sensors and electronics. Artists of Cascoland a.o. visualize the data.

Future of Art & Science

The Future of Art & Science Collaborations is a series of lectures by researchers and practitioners in the field where art and science interact.

KiiCS Biotech workshops

A three-year European project in which creative people, scientists and young adults are brought together.

ICT & Art Connect

ICT & Art Connect sets out to bring together artists and technologists to explore new ways of working.

Hypercrafting Fashion

Public event series focussing on wearables, smart textiles, fashion & innovation. With experts in the field like Pauline van Dongen and Antoine Peters.

RICHES

RICHES explores the link between cultural heritage institutions and our personal experience of identity and belonging.

Paper Cuts installation

Paper Cuts is an interactive paper sculpture by Mandy Smith and Hal Kirkland of which the world premiere took place at the Waag, March 2014.

PhDO

PhDO consists of networking events: both for individuals in the creative sector, and for people working in research and development.

Hack the Brain

The multidisciplinary approach of 'Hack the Brain' brings Rembrandt's 'The Anatomy Lesson' to life in this new digital era.

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Projects involving artists in 2013

WEAVE!

Educational project; the artists' role in this project lies in the (re)introduction of 'forgotten' traditional techniques and new applications.

Makers Guild

The Makers Guild connects digital personal fabrication, craftmanship and biotechnology. It welcomes artists, scientists, designers and amateurs.

ECLECTIS

The project consists of artist-in-residencies and workshops in Amsterdam, Barcelona, Kotor, Ljubljana, Paris and Torre Vedras.

Embodied learning

Educational project; a collaboration with artist Marloeke van der Vlugt, maker of interactive installations.

Open Design bootcamp

Design challeng
A DIY phone

IRPHONE

A design bootcamp that focussed on the complexities around mobile phone design with a number of designers.
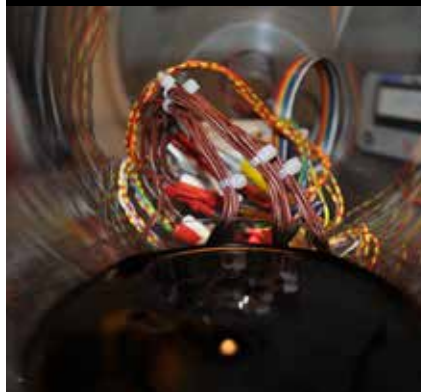
MeSch

meSch connects physical and digital heritage collections by adding digital properties and information to objects.
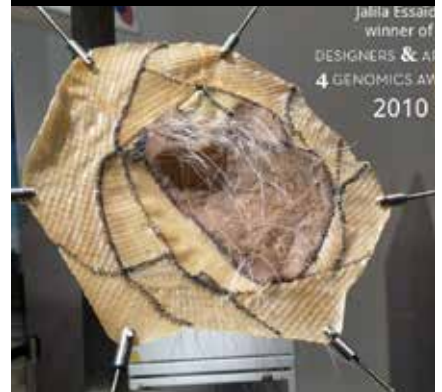
Self Building Building

The Self Building Building project responds to residents' needs to design and customize their own living environment.

Do-it-together Bio

Bioart artists and biotech scientists working with do-it-yourself biologists on bottom-up innovation.

DA4GA

Jalila Essaïd
winner of
DESIGNERS & A
4 GENOMICS AV
2010

Designers &Artists 4 Genomics Award, held since 2010, explores the exciting and novel possibilities between design, artistic practice and Life Sciences.

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Earlier projects involving artists (2008-2012)

PICNIC Festival

Annual festival (2006-2012), a leading European platform for innovation and creativity with artists participations and interventions.

KiiCS

KiiCS - Knowledge Incubation in Innovation and Creation for Science - is a European project gathering creative people, scientists and young adults.

Open Design

Nominated for the Rotterdam Designprize, Open Design Lab initiated several projects, like a contest with artists and designers.
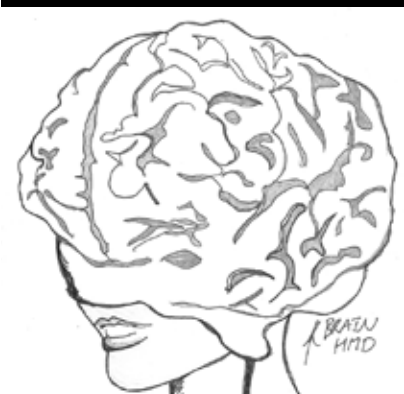
CRISP Smart textiles

Opportunities for textile developers and product and service designers to combine their disciplines in the areas of well being and life style.
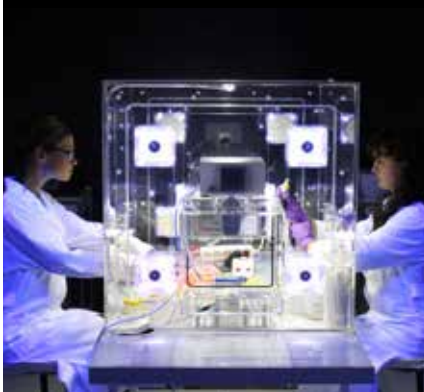
CineGrid Amsterdam

A research test bed for digital cinema and distributed supercomputing architecture, co-operated with Holland Festival and animation artists.

Labyrinth Psychotica

Labyrinth Psychotica is a practice-based PhD project by artist Jennifer Kanary in which she investigates what it is like to be psychotic.

Studiolab

The goal of the project Studiolab - Utopian Practices was to reinforce the inter and transdisciplinary cooperation between the arts and science.

Viva la Vivo / VASTAL

Bio artist Adam Zaretsky and Waag Society researched and discussed Life Sciences during his residency.

Fablab Amsterdam

Fablab Amsterdam was the first FabLab in The Netherlands, where many artists have realized their ideas with personal digital fabrication.

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Earlier projects involving artists (2004-2008)

Cyberspace Salvations

Cyberspace Salvations: science fiction science faction was a symposium about the mutual influence of science fiction and computer technology development.

Kidz Connect

Kidz Connect connected young people in different countries via media art, performance and collaborative creation in virtual worlds.

i-MAP

i-MAP was a one-year interdisciplinary collaborative project, implemented through a trans-European network of participating media art organizations.

Vanitas installation

This seven-day installation of Karen Ingham consisted of a background of purple velvet with giant number of tulips.

Liveform Telekinetics

Liveform Telekinetics was a project by Jeff Mann & Michelle Teran, an experiment in networked social spaces - Kinetic Live Art through the Internet.

Sentient Creatures

A lectures series organized in cooperation with artist Graham Smith, with renowned speakers on the new developments in art and technology.

Connected: LiveArt

Two-year programma with artists-in-residencies, workshops and events about networked objects and performances.

Amsterdam RealTime

Project with artists Esther Polak and Jeroen Kee , a diary in traces: a GPS installation at the exhibition 'Maps of Amsterdam 1866-2000'.

Drawing of Today

A cooperation between Waag Society and the artists Ram Katzir and Yariv Alter Fin, part of the virtual environment called 'Lines Online'.

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Earlier projects involving artists (1996-2004)

Storytable

The Storytable is an interactive table that contains a wealth of multimedia clips, a concept built by Waag Society and Dutch artist Hans Muller.

Nine (9) and Linker

Project by software artist Graham Harwood. Nine (9) consisted of sets of maps to connect sound, text and images in a very simple way.
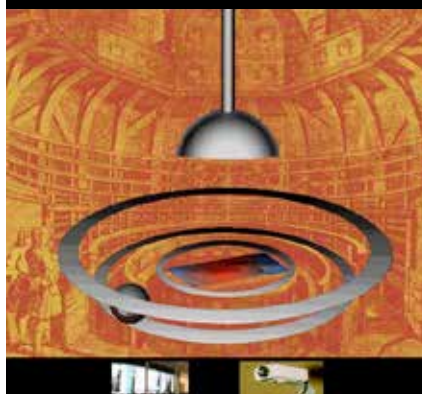
RADICAL

This two year project produced events, software prototypes, a website and publications as guides to good practice in the field of creativity.

KeyWorx software

KeyWorx was an application framework, a tool set focused on the performing arts. Artist/programmer participation in the project added value to the platform.

Brandon

Brandon was a documentary story about (sexual) identity, initiated by the internationally acclaimed media artist Shu Lea Cheang.

Tactical Media Network

An important activity of the Tactical Media Network was the Hybrid Workspace Lounge on the Documenta X exhibition in Kassel, Germany.

Medialounge

A database for European organisations, initiatives, activities and networks cross-linked to art, culture, media and politics.

Drawing the Waag

Children always played a role in Waag Society's programmes. In 1998 a contest was held to draw the Waag building with great artistic results.

Reading table

Digital reading table at the Waag designed in 1996 by Mieke Gerritzen and Janine Huizenga won the Rotterdam Design prize in the following year.

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Members of the creative community @ waag society

Erik Nap

Freelance art director and identity creator of many (open design) projects at Waag Society, like Fairphone.

Mickael Boulay

Award winning Product Designer, designed an alternative gluco meter and adjustable low-cost prosthesis within Creative Care Lab projects.

Anna Dumitriu

Anna Dumitriu is an artist partner whose work blurs the boundaries between art and science. Collaborates in the ICT & Art Connect project.

Denis Jaromil Roio

Fellow at Waag Society. A free software programmer, media artist and activist.

Maurizio Montalti

Fellow at Waag Society. Multi-disciplinary designer, researcher, artist, and engineer interested in life and in bigger and smaller insights about it.

Rob van Kranenburg

Fellow at Waag Society. Advisor Open Source Internet of Things (osiot.org) and Community Manager Smart Cities at Sociotal.

Dorien Zandbergen

Fellow at Waag Society. Teacher and researcher in anthropology at Leiden University. Here she participates in the 'Future is Elsewhere' research program.

Mike Thompson

Fellow at Waag Society. Amsterdam based bio artist developing the project the Rythm of Life. Former DA4GA winner.

Susana Cámara Leret

Fellow at Waag Society. Amsterdam based bio artist developing the project the Rythm of Life. Former DA4GA winner.

Members of the creative community @ waag society

Ivar van Bekkum

Ivar van Bekkum and Esther Polak participated with #SandMapping in the ECLECTIS Smart Citizens project.

Simon van der Linden

Simon van der Linden (Monobanda) of iWhisper participated in the ECLECTIS Smart Citizens project.

Jorrit Thijn

Jorrit Thijn (Monobanda) of iWhisper participated in the ECLECTIS Smart Citizens project.

Jeffrey Warren

Jeffrey Warren of Public Laboratory participated in the ECLECTIS Smart Citizens project.

James Bridle

James Bridle participated in the ECLECTIS Smart Citizens project with a networkshop.

Pieter van Boheemen

Founder of the Dutch DIY Bio community and biotechnologist at the Open Wetlab, participated in the ECLECTIS Smart Citizens project.

Janine Huizenga

Creative director, visual thinker and collaborator in DecarboNet and other projects. Founder of the European Street Design Challenge.

Tomas Diez

Director of Fab Lab Barcelona and founder of the Smart Citizen platform in Barcelona.

Neil Gershenfeld

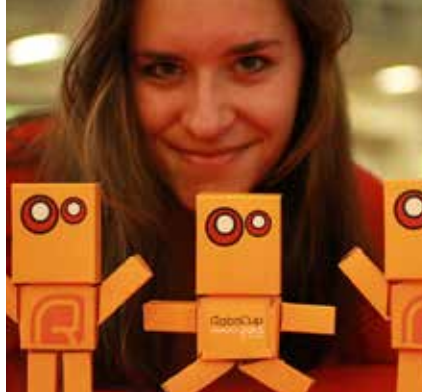*Director of CBA MIT Boston (US), founder of the Fab Lab network and Fab Academy.*

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Members of the creative community @ waag society

Mieke van Heesewijk

Project partner in the Fix the Internet programme. Director of the foundation Network Democracy.

Chloé Rutzerveld

Student at the Technical University in Eindhoven, Open Wetlab internship on the combination of biotechnology, culture and design.

Remko Siemerink

Industrial designer & artist interested in products, electronics and computers, working at iFabrica participates in projects.

Jens Dyvik

Concept, Interaction & Product Designer, Fab Lab researcher and collaborator in parametric design projects.

Peter Troxler

Independent researcher at the intersection of business administration, society and technology. Co-author of the book 'Open Design Now'.

Keimpe de Heer

Independent creative and co-founder of Rotslab in Utrecht. Collaborates in the FabSchool project.

Antoine Peters

Dutch, Amsterdam based, fashion designer participates in the Hypercrafting Fashion series..

Mark Dek

Innovation consultant, architect, freelance designer, researcher in residence at Waag Society, co-worker HyperMud at PICNIC.

Christian Nold

Artist, designer and educator working to develop new participatory models for communal representation. Collaborated in 2009 in Bijlmer Euro project.

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Recent artists-in-residence @ waag society

Marloeke van der Vlugt

Marloeke is researching the possibilities of 'interactive spaces' in which the audience can interact through sensory objects with the performer.

Arne Hendriks

Arne Hendriks worked on Open Design projects such as the Instructables Restaurant and HyperMud. Co-founder of PhDO network.

Jennifer Kanary

Jennifer Kanary investigated what it is like to be psychotic in her artistic research project Labyrinth Psychotica.

Adam Zaretsky

Bio artist Adam Zaretsky and Waag Society researched and discussed Life Sciences during his residency: VivoArts School for Transgenic Aesthetics Ltd.

Esther Polak

Amsterdam-based artist working in the field of new media, worked on the GPS crowdsourced mapping project Amsterdam RealTime.

Michelle Teran/Jeff Mann

Worked during their residency at 'Life-form Telekinetics' in the Connected LiveArt programme on live networked objects.

Coleman & Goldkrand

Beth Coleman & Howard Goldkrand built a musical art installation at the Theatrum Anatomicum of the Waag during their residency.

Josephine Dorado

New York-based media artist, performer and social entrepreneur worked at Connected LiveArt programme and KidzConnect.

Shu Lea Chang

Multimedia artist; the one-year narrative project Brandon explored the issues of gender fusion and techno-body in both public space and cyberspace.

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Earlier artists-in-residence @ waag society

Graham Harwood

Harwood is the artistic director of the UK artist group Mongrel. He worked with Waag Society on image storytelling software Nine(9) and Linker.

Graham Smith

For over 25 years Graham Smith has been creating artworks using robotic, virtual reality, photographic and telepresence media.
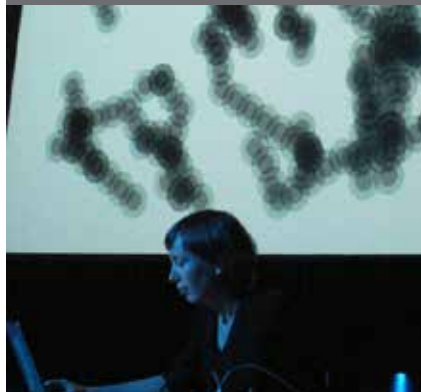
Helen Sky

Helen Sky created the performance 'Liquid Sky -making light of Gravity' during her residency in the Connected programme.

Aymeric Mansoux

Member of the GOTO10 collective, worked on the Metabiosis project 'Meshy', an interactive installation of networked objects.

Marloes de Valk

Marloes de Valk is a Dutch digital artist. She is part of GOTO10, a collective of artists and programmers working in the field of digital art.

Tom Schouten

Tom Schouten worked with Aymeric Mansoux and Marloes de Valk on the 'Meshy' installation, pictured above.

Heidi Boisvert

Heidi Boisvert, media artist and games designer held a masterclass 'Games & social impact' with an artist-in-residence about serious gaming.

Karen Ingham

Karen Ingham is an artist, writer, and curator. In 2005, she created the installation 'Vanitas' at the Waag as part of het artist-in-residency.

Mark Meadows

Mark Stephen Meadows is a painter that writes. He's also engineers interactive systems and develops games. Artist-in-residence in the Connected programme.

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Projects involving maps @ waag society

City dashboard

A web application to show realtime data about the city, using multiple sources and translating them into graphs and maps (2014).

Crop map

Made for an exhibition about Mansholt for Bureau Europa, this map shows the agricultural land use (crops) inThe Netherlands (2014).

CitySDK

An interactive map of all buildings in The Netherlands, developed to show the possibilities of linked open data. The map shows the age of buildings (2013).

Powermapping

Mapping the possibilities for wind and solar energy of the roofs of Amsterdam buildings. Published as a magazine and and online version (2009).

Madretsma

Heritage project about our slavery history that used storytelling on location with audio fragments, mapped out by graphic designer Niels Schrader (2008).
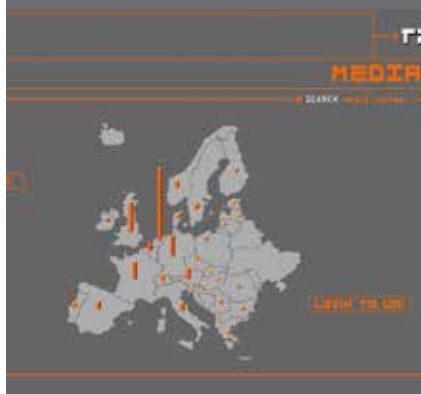
Frequency 1550

Educational project with locative media in which students walked GPS routes on a historical map of Amsterdam to learn about the history of the city (2005).

Amsterdam Realtime

Mapping the city with GPS tracers carried en route by citizens. In this art & technology project, accumulated routes delivered a brand new city map (2002).

Medialounge

Mapping the cultural non-profit organisations in Europe for the European Cultural Backbone, started at Documenta Hybrid Lounge in 1997.

Transparant Amsterdam

Project started at Digital City to produce the first digital map of Amsterdam. A 'light' version existed from 1996 until 2001 (named ARCAM map).