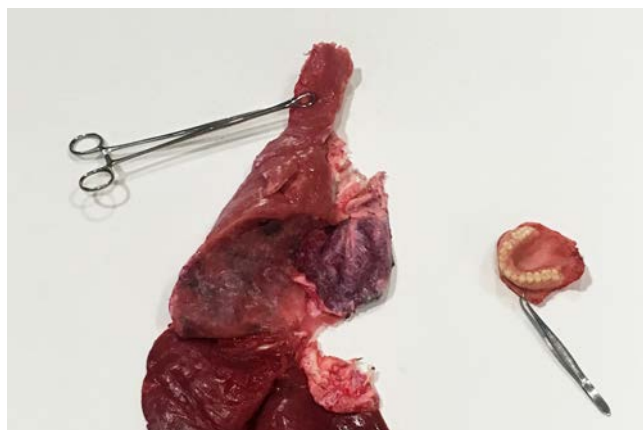


Artists & Designers 2013-2016

involved in Waag Society projects



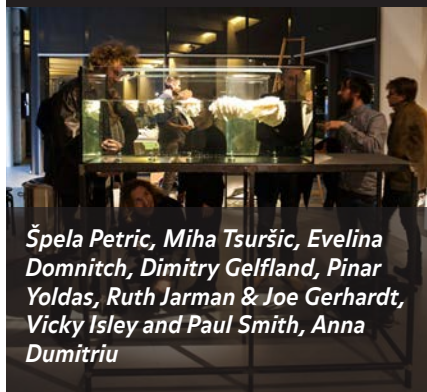
Featured: Agi Haines, artist in residence in 2016 and her work (exhibitions at Waag Society and 'Dream out loud' at Stedelijk Museum Amsterdam). She started her residency in the Theatrum Anatomicum at the Waag.



waag society

2016

FEAT



Špela Petric, Miha Tsuršič, Evelina Domnitch, Dimitry Gelfland, Pinar Yoldas, Ruth Jarman & Joe Gerhardt, Vicky Isley and Paul Smith, Anna Dumitriu

Future Emerging Art and Technology. Leading international artists will be hosted within FET projects through fully funded embedded residencies.

Bio Art & Design Award



Lilian van Daal, Roos Meerman, Cecilia Jonsson, Pei-Ying Lin (winners 2016); Agi Haines, Isaac Monté (winners 2015)

A unique competition that aims at stimulating young artists and designers to experiment with bioart and design and to collaborate with science centers.

MakeHealth



Mickael Boulay, Janine Huizenga, Frank Kolkman, Bart Griffioen, Jeffrey Heiligers, Joost Brillemans

Along with young designers, makers and health professionals, citizens will design prototypes to solve health problems in multidisciplinary teams.

Pet Shop



Maria Boto Ordonez, Eline van der Ploeg, Emma Conly, Pieter van Boheemen, Laurie Skelton, Christine van den Horn

Pet shop sells bacteria, fungi, molds, yeasts, and algae. Opened first at Dutch Design Week. With artists, hackers and designers we open biotechnology.

Textile and Clothing Labs



Cecilia Raspanti, Ista Boszhard, Joeke van der Veen, Mascha van Zijverden

TCBL helps lead innovative practices in the European textile and clothing industry in design labs, create labs, and community labs.

Cryptokids



Mieke van Heesewijk, Xander Bouwman, Karien Vermeulen, Gimena Gauna

Lessons for kids where they gain insight into the technical structure of the Internet, etc. Developed with the aid of designers.

Platform Maker Education



Arjan van de Meij, Jeroen de Boer, Peter Troxler, Iris Douma, Astrid Poot, Karien Vermeulen, Thieu Besselink, Rolf Hut, Jorg Duitsman

Platform Maker Education brings together maker spaces, Fablabs and education, to share knowledge and map the different activities.

Making sense



Christian Nold, Mel Woods, Mara Balestrini, Tomas Diez, Pieter van Boheemen, Nicolo Merendino, Emma Pareschi, Alexandre Pólvora

This project explore tools and applications to map the world around us, in European cities. Along with citizens, scientists, and designers.

Transparent Netherlands



Martin Risseuw, Ivo de Kler, Mieke van Heesewijk, Tom Demeyer

A data platform for administrative networks, functions and power. Used by scientists and researchers and the media.



ASD Smart Citizens Lab



Gijs Boerwinkel, Joris Lam, Frank Kresin, Christine van den Horn, Stefano Bocconi

The lab explore tools and applications to map the world around us. With citizens, scientists, and designers, we measure & visualize the city.

Amsterdecks



Chris de Vries, David Rademacher, Martin Risseuw, Ivo de Kler

Amsterdecks offers insights in the water quality and the accessibility of the public waters of Amsterdam with data visualizations.

BioHack Academy



María Boto Ordoñez, Xiamyra Daal, Roland Dierendonk, Pieter van Boheemen, Lucas Evers

Learn how to design, grow and extract your own biomaterials using only Open Source hardware you fabricate yourself.

Gare du Nord



Chiara Ianeselli, Sonja Bäuml, Laurent-David Garnier, Nicola Samori, Lucas Evers

The Gare du Nord Summer exhibition included contributions by international renowned artists.

Hack the Brain 2015



Arnon Grunberg, Bert Spaan, Nienke van Atteveldt, Ysbrand van der Werf, Joël Broekaert, Boris Konrad, Martin Dresler, Peter-Paul Verbeek

We explored how currently available, neuroscientific knowledge and neurotechnologies can be applied to improve learning.

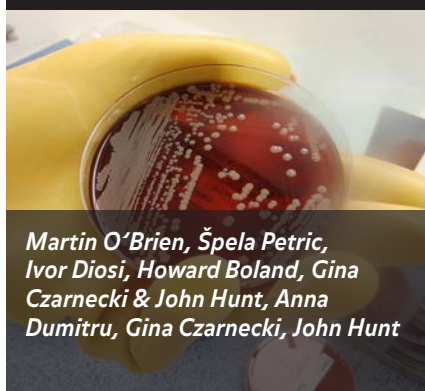
Design/Fabrication Lab



Matthijs Bouw, Anne Filson, Gary Rohrbacher, Hans Vermeulen, Hedwig Heinsman, Peter Testa, Devyn Weiser, Steve Sanderson, Tyler Goss, Jelle Feringa

The Design/Fabrication Lab is an initiative to build an urban digital fabrication laboratory, school, and factory for the future.

Trust me, I'm an artist



Martin O'Brien, Špela Petric, Ivor Diosi, Howard Boland, Gina Czarnecki & John Hunt, Anna Dumitru, Gina Czarnecki, John Hunt

The aim of this project is to investigate how artists and cultural institutions can best engage with biotechnology and biomedicine.

The Art & Science of Dementia Care



Helma van Rijn, Henri Snel, Caro van Dijk, Sabine Wildevuur

In this project care providers, designers, architects and researchers are working together at the future of people suffering from dementia.

Big, Open & Beautiful

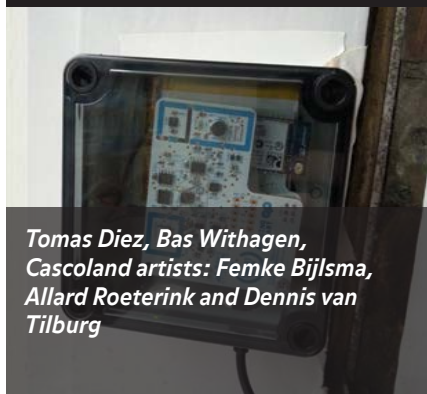


Ira van Keulen, Jan van Erp, Chris Salter, Marco Donarumma, Karen Lancel, Hermen Maat, Peter Joosten, Jelte Timmer, Tijl Akkermans, Tjerk Kostelijk

A series of Waag Society and Pakhuis de Zwijger in which we discuss all aspects of open data, big data and data visualization.

2014

Smart Citizen Kit



*Tomas Diez, Bas Withagen,
Cascoland artists: Femke Bijlsma,
Allard Roeterink and Dennis van
Tilburg*

Citizens measure air quality and environmental data with low-cost sensors and electronics. Artists of Cascoland helped visualizing data.

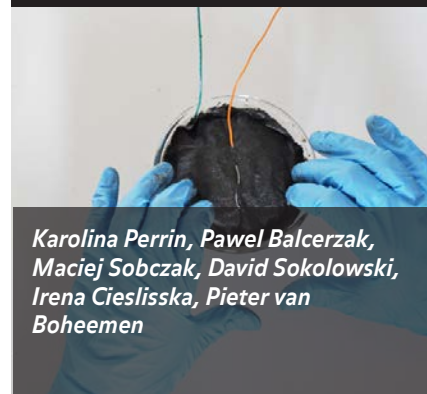
Future of Art & Science



*Jens Hauser, Frank Theys, Joanna
Jesman, Guy Ben-Ary, Maria
Verstappen, Erwin Driessens, Chloé
Rutzerfeld, Laura Mudde, Lucas
Evers, Jacco van Uden*

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

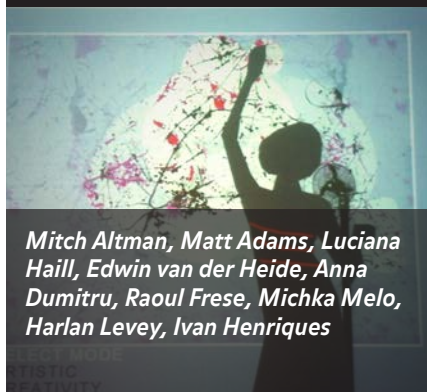
KiiCS Biotech workshops



*Karolina Perrin, Pawel Balcerzak,
Maciej Sobczak, David Sokolowski,
Irena Ciesliska, Pieter van
Boheemen*

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

ICT & Art Connect



*Mitch Altman, Matt Adams, Luciana
Haill, Edwin van der Heide, Anna
Dumitru, Raoul Frese, Michka Melo,
Harlan Levey, Ivan Henriques*

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

Hypercrafting Fashion



*Pauline van Dongen, Antione Peters,
José Teunissen, Anouk Wipprecht,
Lester Arias, Loe Feijs, Tenthof van
Noorden, Oscar Tomico*

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

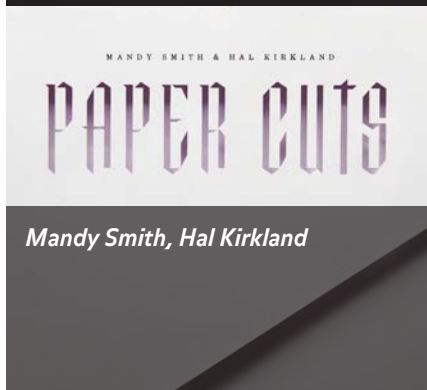
RICHES



*Janine Prins, Janine Huizenga,
Ohyeon Kwon, Robin van Westen,
Wayne Modest, Hannah Fox, Peter
Gorgels, Douwe-Sjoerd Boschman,
Dick van Dijk*

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

Paper Cuts installation



Mandy Smith, Hal Kirkland

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

PhDO



*Arne Hendriks, Jennifer Kanary,
Angus Cameron, Marloeke van der
Vlugt, Erik Fakkeldij, Natalie Sixon,
Tjeerd Hoek, Jan Simons*

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

Hack the Brain 2014

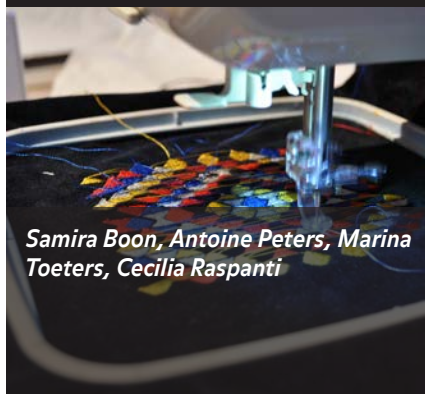


*Arnon Grunberg, Pim Haselager,
Victor Lamme, Désanne van
Brederode, Jonas Vorwerk, Martijn
Arts*

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



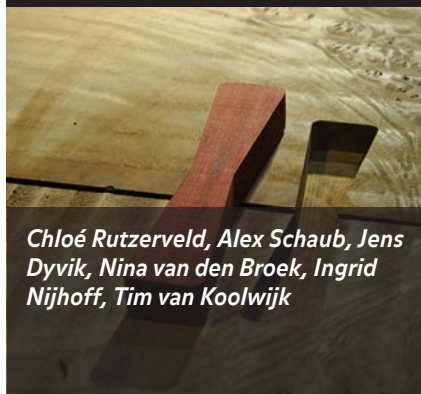
WEAVE/ZigZag



Samira Boon, Antoine Peters, Marina Toeters, Cecilia Raspanti

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

Makers Guild



Chloé Rutzerveld, Alex Schaub, Jens Dyvik, Nina van den Broek, Ingrid Nijhoff, Tim van Koolwijk

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

ECLECTIS



Cascoland, Esther Polak and Ivar van Bakkum, Simon van der Linden/Jorrit Thijn of Monobanda, Jeffrey Warren, James Bridle

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

Embodied learning



Marloeke van der Vlugt, Karien Vermeulen, Meia Wippoo, Mickael Boulay, Bas Withagen

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

Open Design bootcamp



Design challenge
A DIY phone

Maarten Hertog, Michael Schaap, Felix Binder, Dave Hakkens, Dennis de Bel, Irene Maldini, Takuma Oami, Casper Jorna, Hugh Knowles, Stephen Lee, Giselle Legionnet

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

MeSch



Marloeke van der Vlugt, Szandra Iván, Dick van Dijk, Martin Risseuw

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

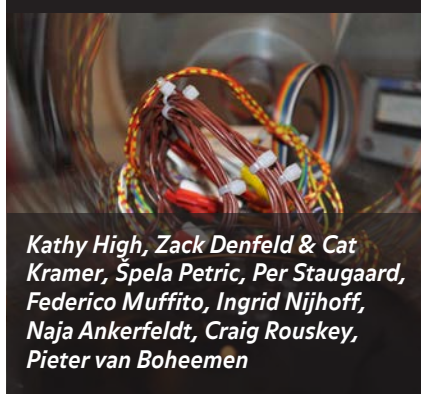
Self Building Building



Karen van der Moolen, Tomasz Jaskiewicz, Lilet Breddels, Alexander Zeh

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

Do-it-together Bio



Kathy High, Zack Denfeld & Cat Kramer, Špela Petric, Per Staugaard, Federico Muffito, Ingrid Nijhoff, Naja Ankerfeldt, Craig Rouskey, Pieter van Boheemen

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

DA4GA



Jalila Essaidi
winner of
DESIGNERS & ARTISTS
4 GENOMICS AWARD
2010

Lionel Billiet, Camara/Thompson, Tiddo Bakker, Denfeld/Kramer, Marizio Montalti, Matthijs Munnik, Jalila Essaidi (winners 2011-2012)

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

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



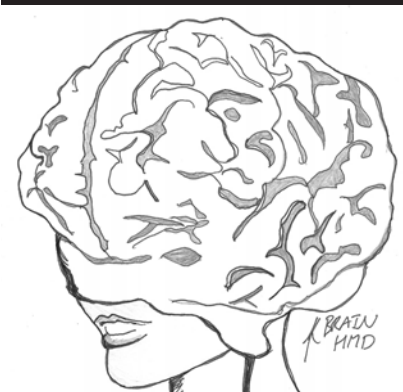
Opportunities for textile developers and product and service designers to combine their disciplines in the areas of well being and life style.

CineGrid Amsterdam



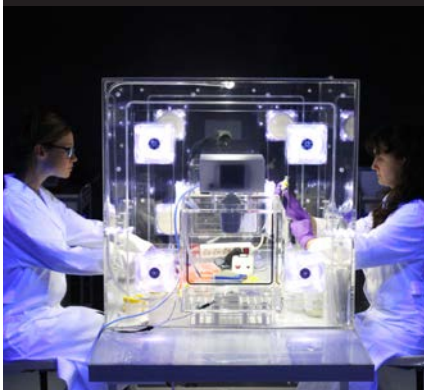
A research test bed for digital cinema and distributed supercomputing architecture, co-operated with Holland Festival and animation artists.

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



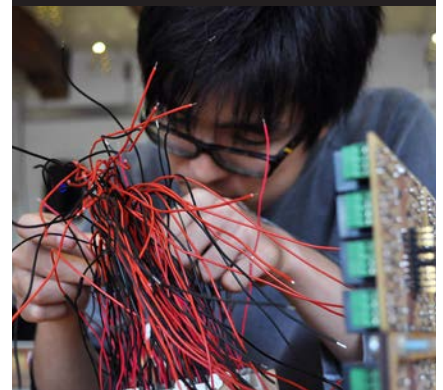
The goal of the project Studiolab - Utopian Practices was to reinforce the inter and transdisciplinary cooperation between the arts and science.

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.

Earlier projects involving artists (2004-2008)

Cyberspace Salvations



Cyberspace Salvations: science fiction science fiction 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'.

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



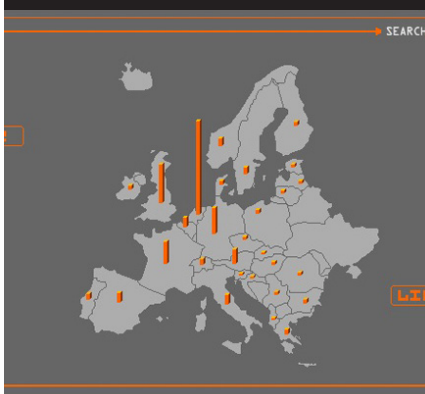
Brandon was a documentary story about (sexual) identity, initiated by the internationally acclaimed media artist Shu Lea Cheang.

Tactical Media Network



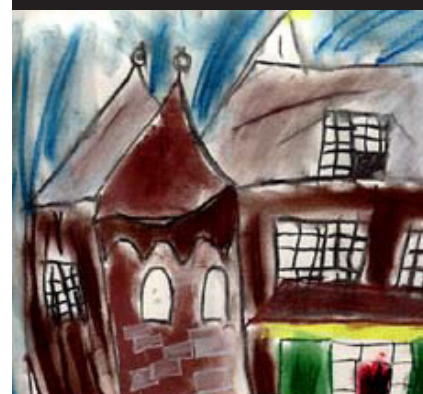
An important activity of the Tactical Media Network was the Hybrid Workspace Lounge on the Documenta X exhibition in Kassel, Germany.

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.

Members of the creative community @ waag society

Nina van den Broek



Studied Lifestyle & Design at the Willem de Kooning Academy in Rotterdam researched synthesizing materials like ivory, horns and shields.

Anne Vlaanderen



Anne won the Mediaprize of the University of Applied Sciences in Amsterdam and assisted in our Fablab with the Teacher Maker Camp.

Cecilia Raspanti



Designer at Fablab Amsterdam. She is involved in the Fablab public events, workshops and programs, like FabSchool Kids.

Niene Boeijen



Expert in both GIS & Design applications. Earlier she graduated as bachelor at the Wageningen University. Made visualizations in heritage projects.

María Boto Ordóñez



Scientist who taught in the BioHack Academy as a specialist in microbiology and nutrition.

Yolanda Rendon



Researcher at Fablab Amsterdam, worked on the Low-Cost Prosthesis Project. Studied architecture in Sevilla, Spain.

Ingrid Nijhoff



Ingrid Nijhoff already experimented with pigment producing bacteria at the Open Wetlab. The project won the "New Material Award".

Angelika Grundmann



Created a prototypes in Fablab for the Low-Cost Prosthesis project, like a 'Kneewalker' and a PVC foot.

Veit Penzenstadler



Landscape architect and graduated at the Braunschweig University of Art. Worked at Open Wetlab and Fablab projects.



waag society

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



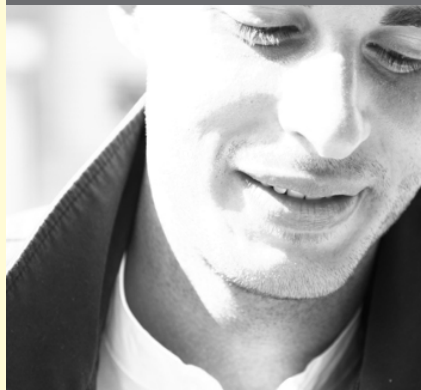
Anna Dumitriu is an artist partner whose work blurs the boundaries between art and science. Collaborates in the ICT & Art Connect project.

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 Societal.

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



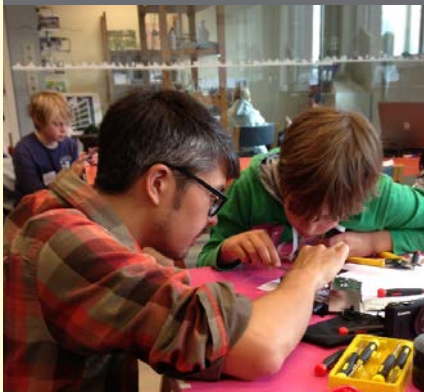
Simon van der Linden (Monobanda) of iWhisper participated in the ECLECTIS Smart Citizens project.

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.

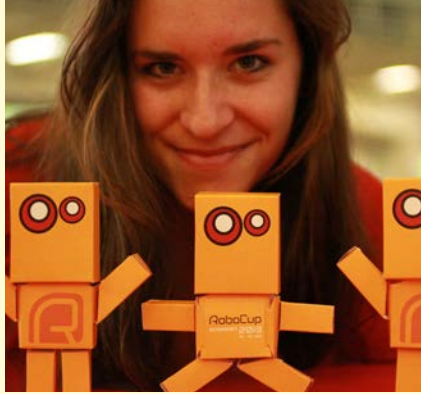
Members of the creative community @ waag society

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



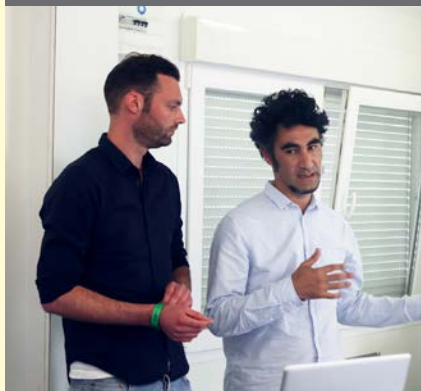
Independent creative and co-founder of Rotslab in Utrecht. Collaborates in the FabSchool project.

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.

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 Canary



Jennifer Canary 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



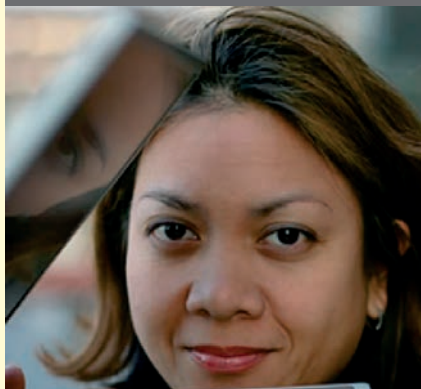
Worked during their residency at 'Life-form Telekinetics' in the Connected LiveArt programme on live networked objects.

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.

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



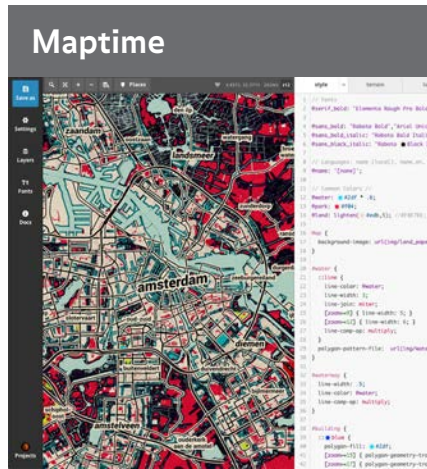
Karen Ingham is an artist, writer, and curator. In 2005, she created the installation 'Vanitas' at the Waag as part of her artist-in-residency.

Mark Meadows

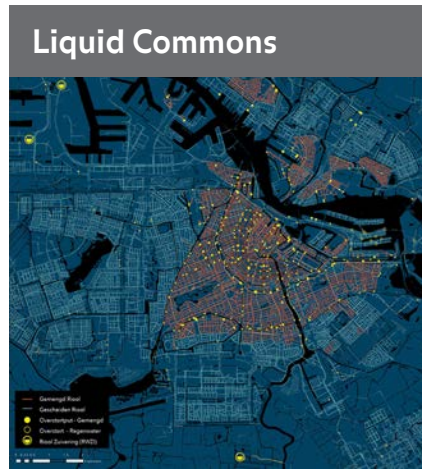


Mark Stephen Meadows is a painter that writes. He's also engineers interactive systems and develops games. Artist-in-residence in the Connected programme.

Some projects involving maps @ waag society



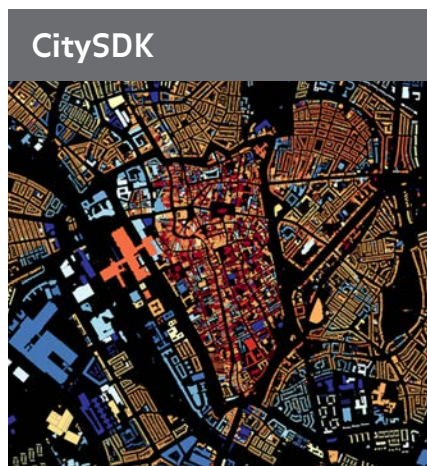
A monthly evening to hack maps at the Waag in Amsterdam. Making digital maps, hands-on with mapping software (2016)



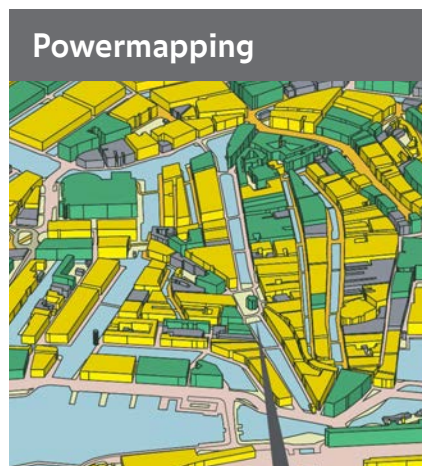
A web application and data visualization to show the water currents in Amsterdam (2015).



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



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).



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



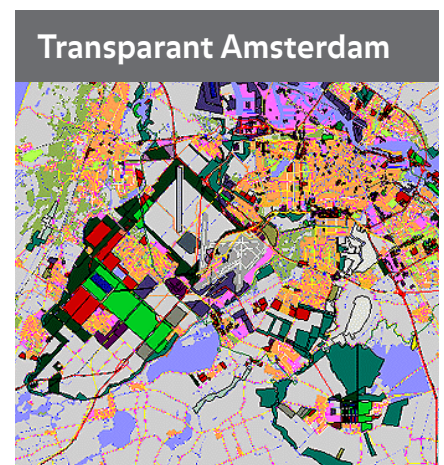
Heritage project about our slavery history that used storytelling on location with audio fragments, mapped out by graphic designer Niels Schrader (2008).



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).



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).



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

Waag Society—institute for art, science and technology—is a pioneer in the field of digital media. Over the past 20 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.

waag.org/en/organisation

