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
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 Collaborations**
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 focusing 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.
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, craftsmanship 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 Marlooke van der Vlugt, maker of interactive installations.

**Open Design bootcamp**

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**

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 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’. 
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 (g) and Linker**
Project by software artist Graham Harwood. Nine (g) 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

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

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

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

Jeffrey Warren of Public Laboratory participated in the ECLECTIS Smart Citizens project. James Bridle participated in the ECLECTIS Smart Citizens project with a networkshop.

Pieter van Boheemen is the founder of the Dutch DIY Bio community and biotechnologist at the Open Wetlab, participated in the ECLECTIS Smart Citizens project.

Janine Huizenga is a creative director, visual thinker and collaborator in DecarboNet and other projects. Founder of the European Street Design Challenge.

Tomas Diez is the director of Fab Lab Barcelona and founder of the Smart Citizen platform in Barcelona.

Neil Gershenfeld is the director of CBA MIT Boston (US), founder of the Fab Lab network and Fab Academy.

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

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

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

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

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 worked with Aymeric Mansoux and Marloes de Valk on the ‘Meshy’ installation, pictured above.

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

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