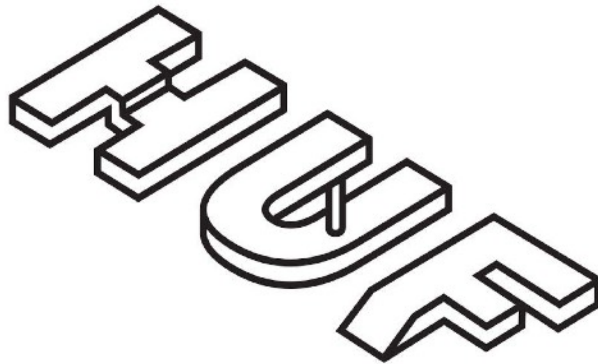


International open single-phase ideacontest



Hacking Urban Furniture

Urban furniture in Communal-Collective-Cooperation (CCC)

Grammar of public space: urban furniture

Awarding authority: KUNSTrePUBLIK e.V. / Center for Art and Urbanistics
Siemensstr. 27, 10551 Berlin, Germany www.zku-berlin.org

Idea and background

For the last 30 years, street furniture and outdoor advertising have defined the grammar of our cities. In Public-Private-Partnerships (PPP), cities award long-term licenses for advertising in public space in relation to the partly necessary urban furniture and their maintenance (bus stops, public bathrooms, benches, trash bins, signposts, etc.). The business model is dominated by the few large, globally oriented companies with profits running into billions. For instance, for years Berlin has been “supplied” by the Wall AG - part of the international JCDecaux group as the number one outdoor advertiser worldwide since 2009 (with a turnover in 2014 of 2,8 billion euros in more than 60 countries with 11.900 employees).

Refined design, as the perfectly marketable scenery for customers, is an international standard here. Whether in Rome, Istanbul, St. Louis or Berlin, the feel is identical, without local identity, geared at lifestyle and current design trends.

The project ‘Hacking Urban Furniture’ aims to investigate this line of business that determines the public space of our cities, and programme it anew through artistic experiments. The project sees itself as the starting point of a long-term examination with the objective to not just raise awareness on the side of urban planning and politics but also realize actual changes in future tenders and interdependencies.

Reclaim your urban living space

The growing desire of citizens to be engaged more strongly in the formation of their public spaces and infrastructures manifests in various ways: the wish for the remunicipalisation of public services has, through public petitions, already become reality in Berlin (water in 2011, electricity in 2013) and other cities. On the level of neighbourhoods, citizens have by now acquired a broader, tolerated responsibility (tree sponsorships, benches at trees, parking day, etc.). Since 1989, the citizens of Porto Alegre decide on fundamental parts of budgetary resources, according to the notion of 'Orçamento participativo' (Participatory Budgeting). The idea of so-called 'citizen budgets' has also made its way to several German districts and towns (in the district of Berlin-Lichtenberg since 2006).

What economic and creative participation models for urban furniture could look like, is to be considered within the context of Hacking Urban Furniture's artistic practices, idea contest and public programme.

Key questions:

- Can artists/activists/designers develop street furniture (concepts), which create new functional relationships and fundamentally expand the existing business model to benefit the common good?
- Can public advertising and street furniture from non-profit organizations make public space more sustainable (than that from profit-oriented companies), by directing the profits from advertising back into urban and social infrastructure?
- Which social functions and possibilities for participation and expression are thinkable for sections of the wider public with regard to the expansion of the existing business model? How can the urban public's obviously wide demand for more individual expression and local assumption of responsibility be met in a way that benefits everyone?
- Can public-private partnerships (PPP) become communal-collective cooperations (CCC)? Which societal benefits could arise out of this shift (i.e. "city yield")? Could new social groups arise, which have a new feeling of responsibility?
- Which functional expansions of street furniture make sense? Which social design tools are available to achieve these ends? And which new models of solidarity are possible on a local level between various user groups?
- How can street furniture's design be individual and local, adapted to its specific location both aesthetically and functionally, without limiting its efficiency too much?
- How are societal changes reflected in the production of street furniture? What's different today? Can dynamic and broad-based participation through individualized production be made possible with today's technology (i.e. with 3D printers, open source technology, etc.) ?

Objective

Hacking Urban Furniture aims to be an internationally pioneering project: Artists, architects, researchers and urban creators work closely together with an expert advisory board in interdisciplinary exchange, to analyse the parameters of urban furniture and outdoor advertising and programme them anew. There is a special focus on the economic aspects of urban furniture. How can issues such as creation, production, safety and maintenance be questioned in open participatory formats, local production workshops, and corresponding identification and care by citizens, and make public advertising obsolete? If outdoor advertising cannot be waived altogether, its incomes should lead to a sensible grammar of urban furniture, with added value for society and innovative, contemporary formations for our built environment. Berlin appears to be destined for such a pilot project, with its heterogeneous structure and its urban community that is becoming more and more active in terms of participation and appropriation.

In the competition of metropolises, Berlin's urban space becomes the stage of a global discourse, which describes a new practice for our urban environment through new artistic concepts, from experiments to prototypes that act as a worldwide model.

The international open single-phase idea contest 'Hacking Urban Furniture - Urban Furniture in Communal-Collective-Cooperation' is looking for new forms, meanings and concepts of urban furniture. The focus here is on substantial conceptions of new economic models, functional expansions and civil-societal participation. Mere questions of design are not at the core of this contest; rather, it is about the collaboration of society, public function and formal solution.

Contest procedure

1. Awarding authority:

KUNSTrePUBLIK

e.V.

Center for Art and Urbanistics - ZK/U

Siemensstrasse 27

10551 Berlin

zku-berlin.org

Implementation:

KUNSTrePUBLIK e.V.

Coordination:

KUNSTrePUBLIK e.V.

Miodrag Kuč

E-mail: huf@zku-berlin.org

2. Subject of the contest

Subject of the contest are ideas for new forms, meanings and concepts of urban furniture.

3. Type of procedure

The awarding takes place as an international open single-phase idea contest for professional artists, architects, creators, researchers or others who are interested, who concern themselves with the topic professionally. Artists' groups, interdisciplinary collectives or other initiatives are especially encouraged to participate. The language of the contest is German and English.

The outcomes will be awarded and published, and future realization of individual works and ideas will be pursued in accordance with the financial resources that are available.

4. Principles and guidelines

The procedure takes place according to the guidelines for planning contests RPW 2013.

Through participation or cooperation in the contest, each participant, juror, expert, reviewer and guest declares his/her agreement with the conditions.

Proclamations of whichever kind about content and outcome before or during the term of the contest, as well as the publication of its results can only be released with full agreement of the awarding authority.

Each participant, juror, expert, reviewer and guest agrees, through his/her participation/cooperation in the contest, that personal data in connection to the contest are automatically filed with the awarding authority.

If desired, the dates can be deleted after completion of the procedure.

In accordance with § 6 of the revised Federal Data Protection Act, the approval of all parties involved is necessary, as there is no specific legal basis for the management of these data.

5. Participation requirements

Eligible are professional artists, architects, creators, researchers or others who are interested, who concern themselves with the topic professionally. Artists' groups, interdisciplinary collectives or other initiatives are especially encouraged to participate.

6. Jury and preview

The jury is assembled as follows:

Expert jury (entitled to vote):

- Prof. Folke Köbberling (artist)
- Gilly Karjevsky (artist)
- NN, visual artist
- Jan Bovelet (architecture theorist)

Client & Local jury (entitled to vote):

- Awarding authority: KUNSTrePUBLIK e.V. (Harry Sachs, Matthias Einhoff, Philip Horst - 1 vote)
- Local authority: NN., Senate Administration for Urban Development, Berlin
- Urban research: Joanne Pouzenc

Coordination / Preview:

Miodrag Kuč

7. Edition of the contest

The call for contest participants will be published on 30/03/2017.

8. Introductory colloquium

On Friday 07/04/2017 from 5 until 8 pm, an introductory colloquium takes place at ZK/U (Center for Art and Urbanistics, Siemensstrasse 27, 10551 Berlin), in the context of the symposium 'Hacking Urban Furniture'. This provides an introduction into the themes and allows the participants to ask questions. The symposium and its outcomes will be announced on the website of the awarding authority timely. Participation in the symposium is voluntary and not obligatory for participation in the contest.

9. Submission of material

The material must be submitted to the awarding authority until the 15th of July 2017 via e-mail (huf@zku-berlin.org) and for submissions from Germany additionally via post (in which case the date of the post stamp is valid).

Submissions from outside of Germany can also take place only via e-mail, including a PDF in printing quality (A2, max. 10MB), which will be printed by the awarding authority.

10. Required material

1. Each participant can only submit one design (concept).
2. Design on a DinA-2 sheet in portrait: presentation in free form based in texts, drawings, sketches, collages, plans, montages, etc.

3. Digital material: images as JPG- or PDF-file.
4. Digital material: conceptual explanation and other accompanying statements in text of max. 3.000 (excl. spaces, as word-file).
5. Declaration of authorship (form).
6. All additional digital material can be sent to huf@zku-berlin.org.

1.11 Labeling of material

All designs (analogue and digital) are labelled in the top right corner with the name of the maker (size: 3 cm high, 5 cm wide). All digital material have the name of the maker in the file-name, with the last name first, followed by the first name.

12. Assessment procedure

The assessment criteria follow out of the assignment and objectives as described by the awarding authority. The specific criteria follow out of the submitted works and their comparison. Legal process is excluded.

13. Awarding and publication

€5000 prize money have been made available. At least three prizes will be awarded. The height and number of prizes will be determined by the jury.

Publication of the works will take place in the internet and in the exhibition at ZK/U, as well as through potential future publications. Realization of individual works and ideas will be pursued in accordance with the financial resources that are available.

14. Property and copyright

The submitted material can be taken back by the maker after the end of the contest and the exhibition. Copyright and the right for publication of the designs stay with the maker after the end of the contest.

The awarding authority is entitled to exhibit (without compensation), document and publish (also over third parties) the submitted works after the end of the contest. The names of the makers will then be indicated.

15. Declaration of authorship

With their signature on the declaration of authorship (form), the participants in the contest ensure their intellectual property and authorship of the submitted work.

16. Announcement of the outcomes / Exhibition of the works

The participants in the contest will be informed about the course and outcome of the contest via e-mail. The result protocol will be made available to the participants after the end of the contest via e-mail.

17. Liability

Only in cases of verifiable liability will the awarding authority claim responsibility for damage or loss.



Hacking
Urban
Furniture

18. Summary of dates and deadlines

Publication of call for participants:

30/03/2017

Introductory colloquium: 07/04/2017 5-8pm (in the context of a symposium)

Submission of contest material: until 15/07/2017

Awarding: September 2017

Exhibition of all designs at ZK/U: March 2018

Idea contest: Hacking Urban Furniture

Form Declaration of authorship

Artist / Maker:

Collaborator:

Address (studio/office):

Phone / Fax:

E-mail:

Homepage:

Specialists:

I (we) declare with my (our) signature that I (we) have intellectual ownership and authorship of this work.

I (we) hereby agree that my (our) personal data included in this form are automatically filed by the awarding authority in relation to the contest.

I (we) request the deletion of my (our) data after the end of the contest - yes/
no (please underline the applicable answer).

Date, signature