

Public Engagement & Technology

A Transdisciplinary Approach

ME...

CREATIVE PRODUCER & CULTURAL PROGRAMMER

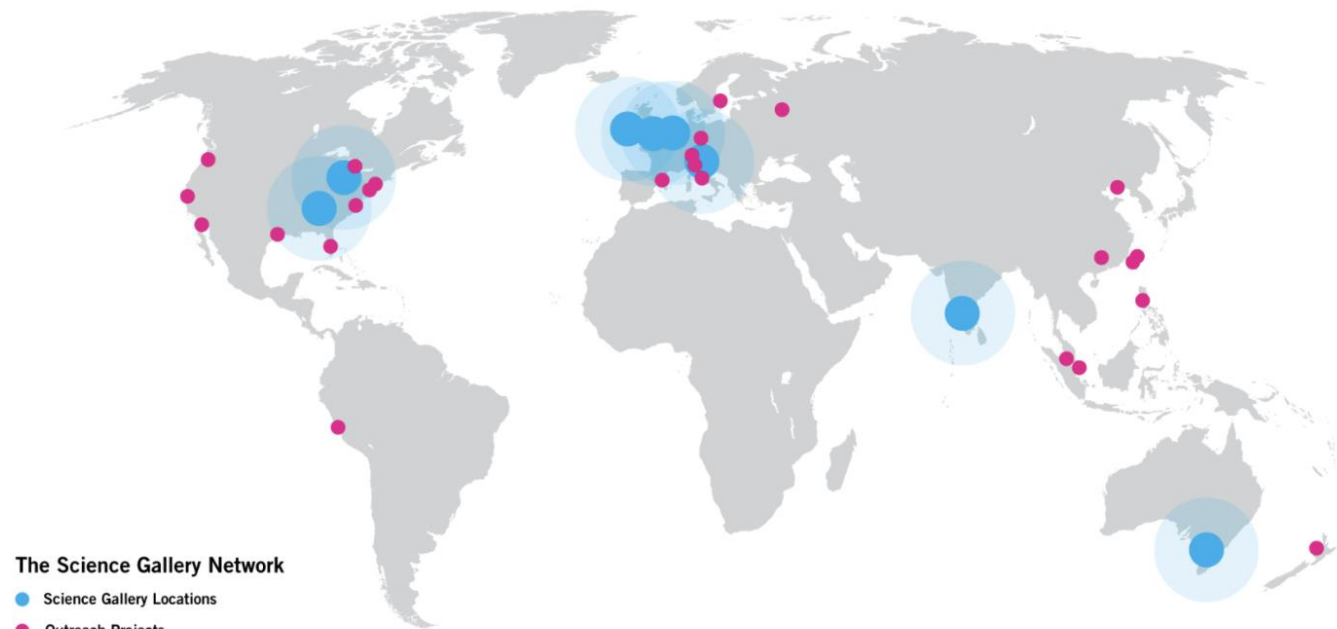
- BACKGROUND IN PRODUCING, RESEARCH: EVOLVING ROLE OF THE SPECTATOR
- CREATING LOW BARRIER ACCESS FOR AUDIENCES
- ART, SCIENCE & TECHNOLOGY
- SOCIALLY ENGAGED WORK





THE SCIENCE GALLERY MODEL

- 1. An ever-changing programme.
- 2. An open call process
- 3. A focus on young adults
- 4. A porous membrane between the university and the city
- 6. Accessibility
- 7. A unique approach to innovation and public engagement
- 8. A focus on the future



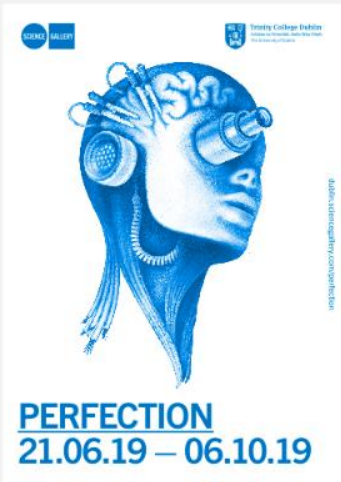
The background of the slide is a close-up photograph of a grid of petri dishes. Each dish contains a red agar medium with a yellowish bacterial culture growing in the center. Some dishes have handwritten labels like '55', '10/4', '16', '9/4', '57', '77', '76', '94', '75', and '11/4'.

Connect / Participate / Surprise

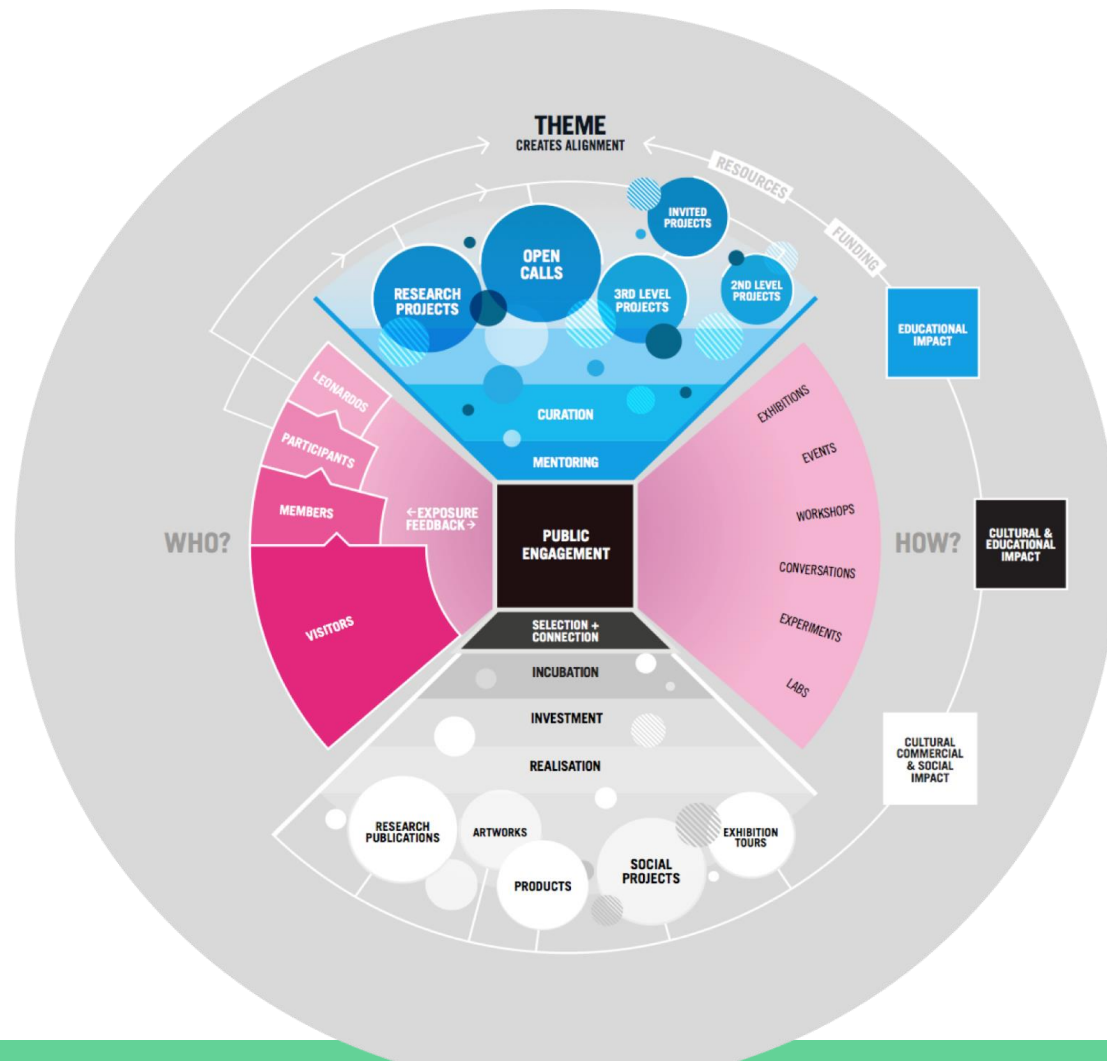
Connect with young adults' lives, and be tuned-in to their changing interests and concerns.

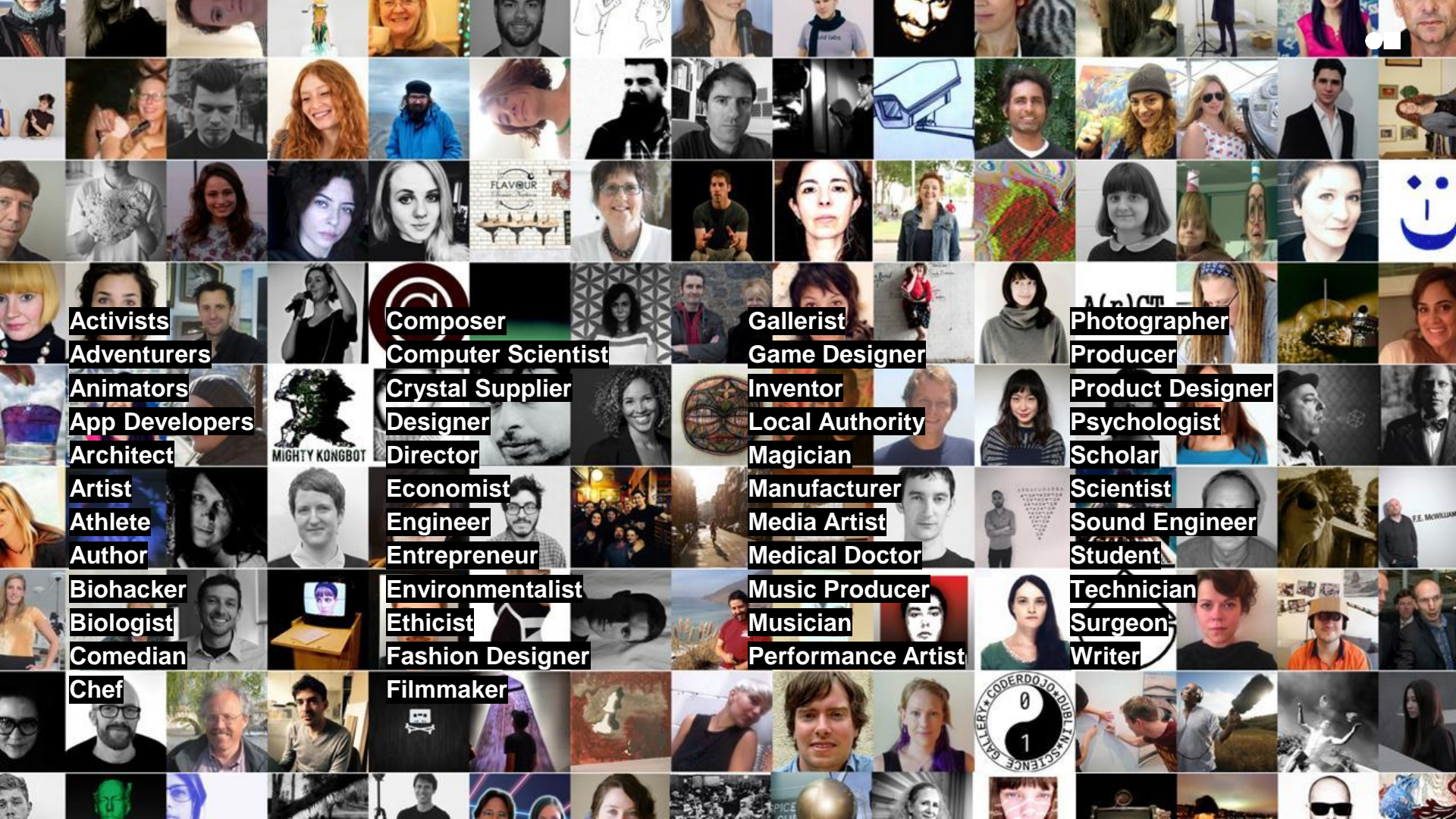
Offer opportunities for active participation in programmes for young adults

Surprise people with programmes that are dynamic, exciting, controversial and sometimes even a little bit subversive.



Transdisciplinarity connotes a research strategy that crosses many disciplinary boundaries to create a holistic approach.





Activists

Adventurers

Animators

App Developers

Architect

Artist

Athlete

Author

Biohacker

Biologist

Comedian

Chef

Composer

Computer Scientist

Crystal Supplier

Designer

Director

Economist

Engineer

Entrepreneur

Environmentalist

Ethicist

Fashion Designer

Filmmaker

Gallerist

Game Designer

Inventor

Local Authority

Magician

Manufacturer

Media Artist

Medical Doctor

Music Producer

Musician

Performance Artist

Photographer

Producer

Product Designer

Psychologist

Scholar

Scientist

Sound Engineer

Student

Technician

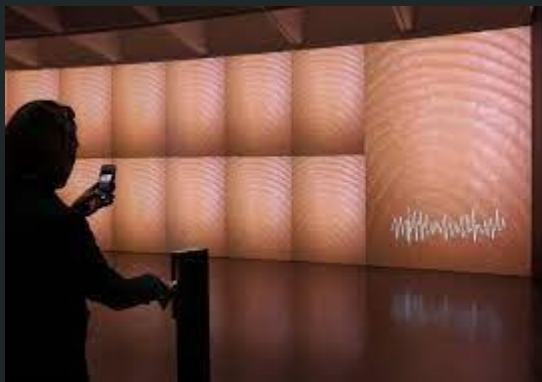
Surgeon

Writer

Technology as spectacle or engagement

Technology as subject

Pulse Index



By Rafael Lozano-Hemmer

Huddlewear by Rhona Byrne



- **Engaging Experiences:** Instrumentalization of art by science and technology
- **New tools:** Instrumentalization of science and technology by art
- **Canaries:** “Precautionary” art/design as “early-warning system”
- **Co-Creation** (equal exploratory partnership) between science, technology and art

LOCI Food Lab

By The Centre for Genomic
Gastronomy



DALL-E



Second Livestock

By Austin Stewart





Biometric Mirror

Hierarchy of Exhibition needs:

1.

VISITOR

2.

ARTWORK / EXHIBIT

3.

DESIGN



CONVERSATION

CONVERSATION

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EXHIBITS:

1. Installed in a compelling or interactive way
-
2. Conversation presented in an unusual or compelling way

Be Another Lab





Hugs by Simon Menner





OPEN CALL

SCIENCE GALLERY



Engaging Content
Engaging People





Technology as spectacle or engagement

Technology as subject

“A museum is a not-for-profit, permanent institution in the service of society that researches, collects, conserves, interprets and exhibits tangible and intangible heritage. Open to the public, accessible and inclusive, museums foster diversity and sustainability. They operate and communicate ethically, professionally **and with the participation of communities, offering varied experiences for education, enjoyment, reflection and knowledge sharing.**”

Observation...



The New European Bauhaus is a creative and **transdisciplinary** movement in the making

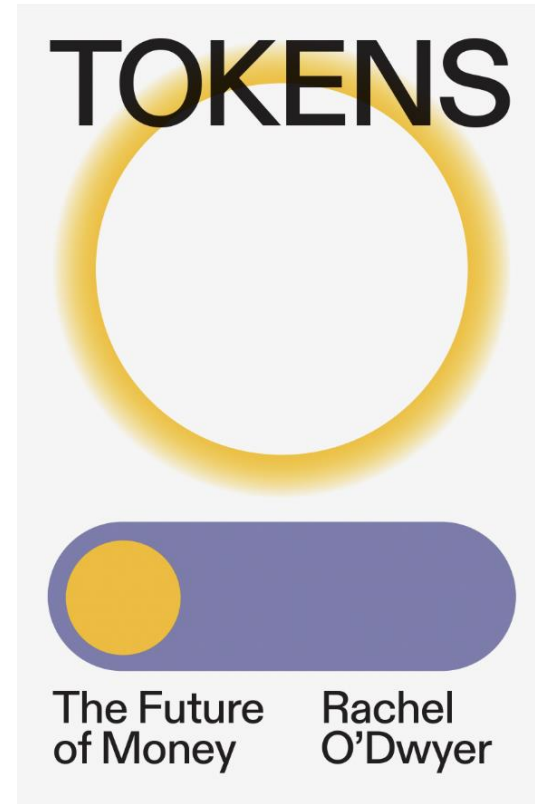
- It is a bridge between the world of science and technology, art and culture.
- It is about leveraging our green and digital challenges to transform our lives for the better.
- It is an invitation to address complex societal problems together through co-creation.

Beta - A critical inquiry in art & technology

November 2023



Idea Colliders: The Future
of Science Museums



Thank you!

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