

## ‘CREATIVE DATALABS’ - a collaboration between i-DAT and Plymouth School of Creative Arts (PSCA)

### DATALAB 1: MAKING IDEAS

**When:** 17th – 21st October 4, 2016

**Where:** i-DAT and PSCA

**Who is it for:** students, researchers, artists, scientists, creative and digital makers from i-DAT and PSCA who are interested in collaborating and playing with data to make a difference.

#### What is it?

The Creative Data Labs are spaces for collaborations, where exciting ideas are created and tested, and collaborative prototypes are developed. The labs bring together a diverse range of people and interests, but with a common intention; to work together to create interventions (often driven by the data we all create), that change people’s perception of spaces, places and people (including themselves).

The Creative DataLabs consists of two labs; the first, ‘**DataLab1: Making Ideas**’ is all about generating and testing ideas, and the second, ‘**DataLab2: Building & Breaking**’ all about realising these into working prototypes. These prototypes may become artworks in a gallery, intervention in the street or in a school, a commercial product, or just exist for the sake of playing. These fit into the ‘Making Weeks’ at the end of each half term.

The intention is that the prototypes from DataLab2 will be further developed beyond the labs through funding applications, partnership development and / or commercial sponsorship.

## SCHEDULE (SUBJECT TO CHANGE DURING THE WEEK)

	Location: i-DAT		Location: PSCA		Location: PSCA		Location: PSCA	
Time	Monday	Time	Tuesday	Wednesday	Thursday	Friday		
10:00:00	Planetarium - Intro	09:30:00	PSCA - Re-Cap	PSCA - Re-Cap	PSCA - Re-Cap	PSCA - Re-Cap		
10:15:00	Planetarium - Changing Perception	10:30:00	PSCA - Mapping ideas	PSCA - Build Paper Prototype	PSCA - Refine Paper Prototype	PSCA - Finish Voting System		
11:00:00	i-DAT Lab - Show and Tell	11:30:00	Break	Break	Break	Break		
12:00:00	Lunch	11:45:00	PSCA - Throw & Keep Ideas	PSCA - Build Paper Prototype	PSCA - Design Voting System	PSCA - Finish Pitch		
13:00:00	i-DAT Lab - Ideas Generation	12:45:00	Lunch	Lunch	Lunch	Lunch		
14:00:00	Break	13:45:00	PSCA - Plan Paper Prototype	PSCA - Finish Paper Prototype	PSCA - Make Pitch	PSCA - Pitch Prototype		
14:10:00	i-DAT Lab - Sharing of Ideas	14:15:00	PSCA - Build Paper Prototype	PSCA - Present Progress – plan voting system and pitches	PSCA - Make Pitch	PSCA - Pitch Prototype		
14:45:00	i-DAT Lab - Overview of Ideas	14:45:00	PSCA - Build Paper Prototype	PSCA - Summary	PSCA - Summary	PSCA - Pitch Prototype		
15:00:00	Finish	15:15:00	Finish	Finish	Finish	Finish		
				PSCA Students plan voting system	PSCA Students create voting system			

### TO BRING:

Other than an open, playful and a collaborative mind, each participant is asked to bring an object or thing that makes them feel happy, sad, angry, proud, inspired or confused and which they are happy to show and talk about to the group (this can be digital or physical).

Each participant is also asked to think about and bring a web link to a project/product/thing/happening etc. that use data in some way to reveal something ie.: <http://www.emoto2012.org/> <http://wefeelfine.org/> <http://www.dwbowen.com/cloud-piano/>

## **WE ASK YOU TO SIGN UP TO THE FOLLOWING VALUES:**

### **1. We are what we share**

We strongly believe in open and alternative forms of ownership, where resources, assets and knowledge are shared to reach further and benefit more.

### **2. We are a small part of a large ecosystem**

We see ourselves as an integral part of a social, economic and cultural ecosystem, and therefore recognise that our strength lies in our ability to form relationships and work in collaboration and through partnerships. We embrace the metaphor of the 'butterfly effect' and will always strive to make positive contribution to the sensitive dependencies of the environment within which we operate.

### **3. Invention/Experimentation**

We have in common the aspiration of investing in experimentation, invention, innovation and change and embrace failure and success equally.

### **4. Playful Creativity, Art form Development and Artistic Quality**

We believe in pushing new modes of creativity and art form development maximise playfulness in our productions whilst retaining high artistic quality and level of Production.

### **5. Empathy for audiences, users, partners, and collaborators**

We always strive to deal fairly with any party we interact with, always aiming to be open, transparent and collaborative, always being genuinely interested in the success and fulfilment of any collaborator and their aims and goals as well as the experience of the end users/audience.

### **6. Passion**

We truly believe that we must be passionate to deliver greatness. By passionate we mean; passionate about the outcome, passionate about the benefits or passionate about those we are working with. We always care about what we do & how we do it.

### **7. Diversity**

We are committed to diversity in staff, collaborators, volunteers, and participants. We embrace cultural difference, are open to new experiences and encourage diversity. In particular we believe young people have the potential to initiate change through creative practice and production.

### **8. Environment**

We dedicate our work to have a positive (ecological, physical, virtual, cultural, political, biological, social and physiological) impact on the environment within which we work.

## SOME INSPIRATION:

<http://iq.intel.com/turning-data-visualization-art-7-artists-using-data-muse/>

<http://www.yourban.no/2011/02/22/immaterials-light-painting-wifi/>

<http://www.lukejerram.com/glass/>

<http://www.psfk.com/2014/09/sid-lee-nyc-intel-heart-bot-installation.html>

<http://modes.io/listening-post-ten-years-on/>

<http://www.yourban.no/2011/02/22/immaterials-light-painting-wifi/>

<http://dataphys.org/list/seismographic-readings/>

<http://dataphys.org/list/bmw-kinetic-sculpture/>

<http://dataphys.org/list/cosmos-carbon-emission-captured-in-a-wooden-ball/>

<http://dataphys.org/list/tag/data-sculpture/>

<http://dataphys.org/list/lego-senate/>

<http://sciss.se/uniview>

<http://www.dwbowen.com/cloud-piano/>

<http://www.tiwwa.me/>

<http://quorum.i-dat.org/>

<http://i-dat.org/qualia/>

<http://www.emoto2012.org/>

<https://www.behance.net/gallery/WHAT-MADE-ME-Interactive-Public-Installation/4419469>

<https://www.behance.net/gallery/Spoon-vs-Fork-Data-Visualizer/11492915>

<http://dataphys.org/list/city-populations/>

<http://www.janeujro.com/IBM-THINK>

<http://www.citylab.com/design/2013/03/what-if-entire-world-lived-1-city/4897/>

<http://www.ecloudproject.com/>

[http://visual.ly/how-much-plastic-floating-our-oceans?view=true&utm\\_campaign=website&utm\\_source=sendgrid.com&utm\\_medium=email](http://visual.ly/how-much-plastic-floating-our-oceans?view=true&utm_campaign=website&utm_source=sendgrid.com&utm_medium=email)

[http://www.lozano-hemmer.com/pulse\\_room.php](http://www.lozano-hemmer.com/pulse_room.php)