



PRELIMINARY PROGRAMME

METROPOLIS LABORATORY

7, 8 & 9 JUNE 2012

**At Overgaden, Institute of Contemporary Art
Overgaden Neden Vandet 17 DK-1414 Copenhagen K**

METROPOLIS is a festival and a laboratory at the interface of the arts and urbanity. **METROPOLIS** was launched in 2007 as a 10-year initiative in a two-year cycle, with the laboratory in the even years acting as a platform for the festival in the uneven years.

With **METROPOLIS**, Copenhagen International Theatre exits the theatre and engages with the city, exploring and challenging the city and our perception of it. The objective is to break the established notions and roles of performance and art as well as the notion of architecture and planning.

METROPOLIS LABORATORY is an international platform where artists, architects, city planners and researchers can meet the common challenge of how to create more open, engaging, inspiring and cohesive cities.

METROPOLIS LABORATORY intends to create a dialogue between artistic and theoretical approaches to the city. It is a forum for sharing knowledge, collaborations and developing projects across disciplines, habits and prejudices – in a dialogue with the public.

The aim of the laboratory is to investigate practices in the urban field, to create the basis of a network of artists and architects engaged in this field, and to explore concrete ideas for projects in future editions of the Metropolis Biennale. Since the launch of **METROPOLIS** in 2007 we have extended our international network to embrace a broad mixture of professionals working with public spaces and urban issues.

METROPOLIS LABORATORY 2012 is the fourth edition of the laboratory and is a 3-day seminar followed by a number of short workshops, where artists and architects will collaborate on developing ideas and concepts for specific public spaces in Copenhagen.

Instant architecture in a cultural and social context, art as a tool for communicating and debating global issues, gentrification and city development, public art festivals as a tool for changing the use of public spaces, urban gaming, walking the city and audio based storytelling with new technologies are just some of the themes for this year's Laboratory.

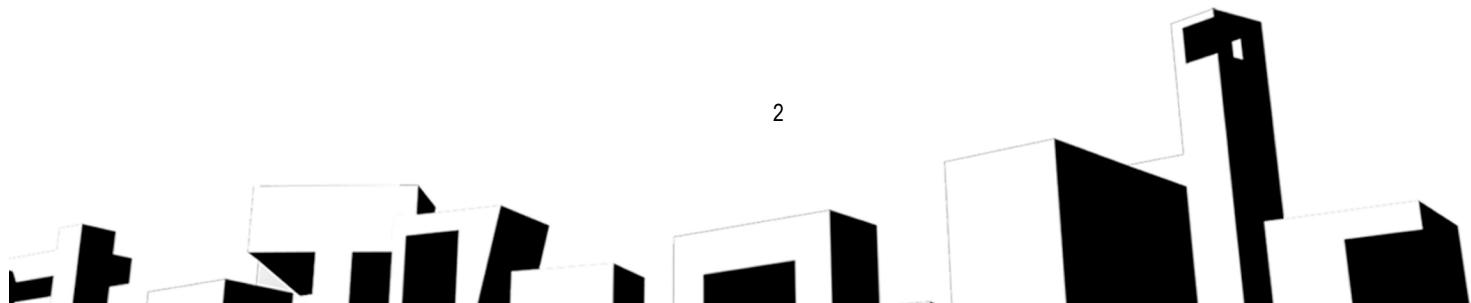
We have invited festival organizers from Pristina, Tunis, Tel Aviv and Cape Town, artists from Brussels and Bologna, game designers from Berlin and New York, and researchers and academics from Plymouth University and Brooklyn College as well as Danish artists, architects and researchers. A total of 30 invited speakers who will share their knowledge and practice.

The seminar takes place at Overgaden, Institute of Contemporary Art:

Thursday 7 June and Friday 8 June from 9am – 8 pm followed by dinner
Saturday 9 June from 9am – 1.30pm followed by lunch

Kind regards,

Copenhagen International Theatre



THURSDAY 7 JUNE

09.00-09.30 REGISTRATION, COFFEE & WELCOME

09.30-13.30 PLENARY

Moderator: Trevor Davies

Naked City: From Gritty to Glam in New York

Sharon Zukin, Professor of Sociology, Brooklyn College and CUNY Graduate Center, New York

During the past few decades, New York City has shed the remains of its old manufacturing economy and coasted on a wave of global financial investment. The symbolic economy of art, finance, food, and fashion dominates the media. But has the city lost its soul to economic competition? Does the up scaling of old neighbourhoods deprive urban culture of its authentic roots in the juxtaposition of rich and poor?

City life, temporary approaches and untouched spaces

Tina Saaby, City Architect, Copenhagen

What is the use of theatrical interventions in order to describe and discover public space?

Immanuel Schipper (Zurich) Dramaturge, lecturer, scientific researcher, curator, producer

13.30-14.30 LUNCH

14.30-18.00 BREAKOUT SESSIONS

A: GLOBAL ISSUES & INSTANT ARCHITECTURE

Moderator: Kathrine Winkelhorn

Vertical Gardening 2010 & Vertical Gardening/The carpet 2011

Sara Gebran (Copenhagen) Choreographer, performer, teacher, urban planner

Two artistic platforms developed in Jalazoun refugee camp and Dura Al Kara village in the West Bank/Palestine. The projects aimed for a dialogue with the citizens of these communities. With the strategy of gardening in vertical spaces - roof tops, walls and adjacent land - the project created an artistic meeting point to facilitate open public discussions, addressing issues relevant for the community such as: how to create a micro-economy for cheap food production, the collective use of public space for cultural events and recreational purpose, and the embellishment of the public space.

Morocco – women in dialogue across the Mediterranean

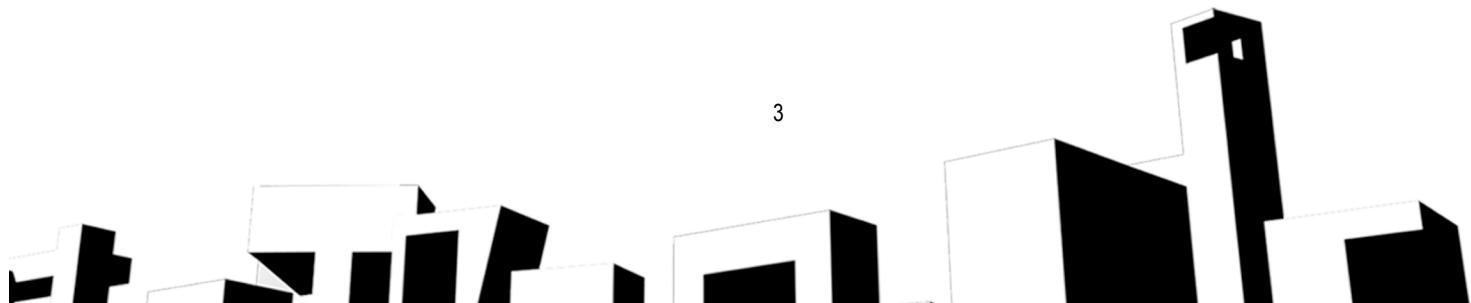
Ditte Maria Bjerg (Copenhagen) Stage director and curator, Global Stories

In close collaboration with women of Moroccan heritage in Denmark, Global Stories engaged in January 2012 with a woman from Casablanca to write a blog one year after the uprisings. The stories of this blog are now being shared and further developed in a touring tea saloon by a performer.

Architecture and human rights

Jorge Lobos (Copenhagen/Sardinia/Chiloe Island) Architect

Architecture has concentrated its professional knowledge in certain parts of the world and in the society. This means that 2/3 of the world population has no relation to and knowledge about professional architecture. So how can architecture develop new strategies and practices that contain social and cultural awareness in order to break this unbalance and inequality?



Weak Architecture

Tor Lindstrand (Stockholm) Architect and associate professor, Royal Institute of Technology

Deliberate or not, an over-arching project for many of the emerging architecture practices in the last ten years has been a discussion of who controls the utopian dimension of society and what role architects play. This presentation traces the on-going battle between architecture as finished object versus architecture as unfolding situation.

Instant Urbanism

Erik Juul (Copenhagen) Architect

Two different projects dealing with the practice of instant architecture: HomeLessHome, a project that shows how to create architectural quality on a limited space and within a limited budget, and IU Carlsberg which is an example of an instant city at Carlsberg.

B: FESTIVALS AS TOOLS FOR CHANGING THE PERCEPTION OF PUBLIC SPACES

Moderator: Trevor Davies

Infecting the City Festival, Cape Town

Jay Pather, Choreographer & curator

Public art has always been part of who we are on this continent and in this country. The interconnectedness of the African "us" has often been impeded however, throwing people apart and far away from each other, creating a physical and psychic separation. Infecting the City Festival is a small attempt at igniting this interconnectedness through artistic expression, making public space public.

Dream City Festival, Tunis

Jean-Sébastien Steil, Festival consultant & **Dhouha Bokri**, Festival co-ordinator

Dream City is a cross-disciplinary public art festival. The first edition of Dream City took place in 2007 in Tunis in a climate of control and oppression. The next edition will be marked by the new context of freedom: each artist has a responsibility in carrying strong, free and emancipated messages.

Invisible Walls, Pristina

Florent Mehmeti, ODA Teatri & **Neil Butler**, UZ Arts

A performance that will challenge the notion of public spaces in Kosovo as free democratic spaces. Invisible Walls is a performance for public spaces such as shopping centres, squares and pedestrian walks – places where many people pass during the day.

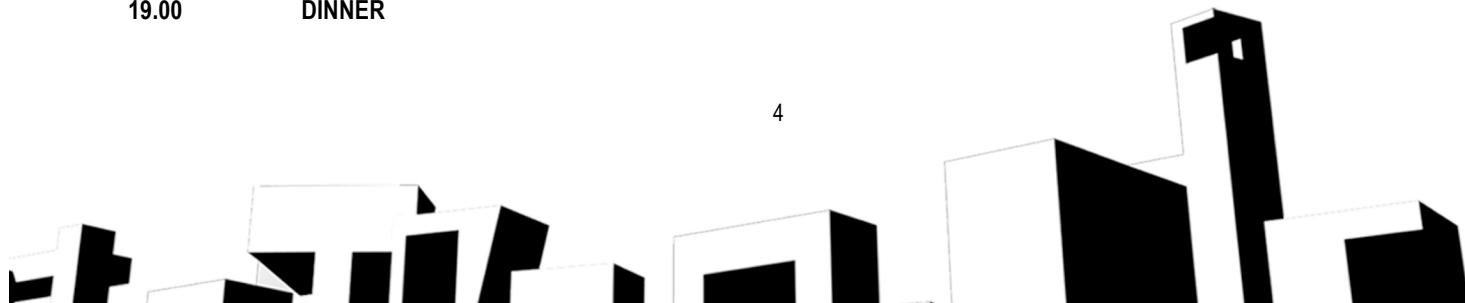
How can artists contribute in the making of urbanity?

Pascal Le Brun-Cordier (Paris) Director, MA in Cultural Projects in Public Spaces, Sorbonne University

An introduction to the Masters programme Cultural Projects in Public Spaces and the conference series "art [espace] public" followed by a discussion of how artists can contribute in the making of urbanity with examples taken from la ZAT Festival (Temporary Artistic Zone) in Montpellier.

18.00-19.00	URBAN BODY: 4-day site-specific Theatre Switch Training 'TST' workshop with Stuart Lynch (Copenhagen) Through the TST techniques of 'Dance Architecture', 'Cognitive Shifting' and 'TST Triangulation', the psychological and physical implications of an individual's impact on and union with the urban environment will be explored.
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19.00	DINNER
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FRIDAY 8 JUNE

09.00-09.30 REGISTRATION

09.30-13.30 PLENARY

Moderator: Trevor Davies

Being on Foot: Creative strategies in (urban) space

Nicolas Whybrow, Associate Professor in Theatre and Performance Studies, Warwick University

The majority of this talk will centre on aspects of Whybrow's recent book *Art and the City*, which contains a chapter on creative walking practices in urban space but more generally attempts to engage with Lefebvre's prediction that 'the future of art is urban'. However, Whybrow also wishes to bring into play a more recent publication that he has been involved with as co-editor, *Performance Research* journal's 'On Foot' issue, which makes some proposals about the status of the foot as a creative instrument.

Walking, Performance & Autobiography

Roberta Mock, Professor of Performance Studies, Plymouth University

This presentation will draw upon the content of the book *Walking, Writing and Performance: Autobiographical Texts by Deirdre Heddon, Carl Lavery and Phil Smith* to discuss some of the different strategies available to performance makers who are interested in creating autobiographical texts through the process of walking in the city. Based on the work of Heddon, Lavery and Smith, these strategies include walking through the spaces of childhood memories, creating a walk as a ritual of memorialisation, and making connections across time and space by attending to a closely delineated significant place.

72 Hour Urban Action (Tel Aviv)

Gilly Karjevsky, Cultural planner and co-director & **Kerem Halbrecht**, Founder and co-director

72 HUA is the world's first real-time architecture competition, where 10 international teams have 3 days and 3 nights to design and build projects in public space in response to local needs. The teams design, build, sleep and party on site to generate interventions in public space within an extreme deadline, a tight budget and limited space. 72 HUA invites professionals and residents to become active agents of change, from the bottom-up, and to leave a lasting impact on the urban landscape.

13.30-14.30 LUNCH

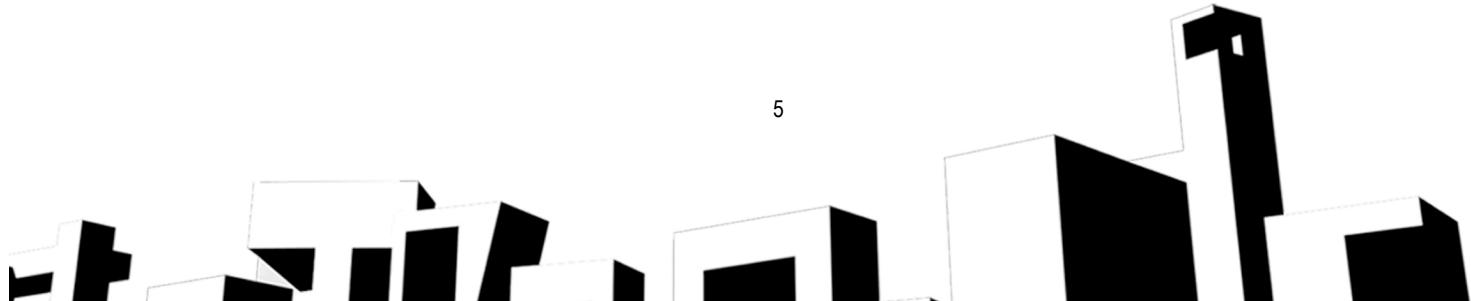
14.30-17.00 BREAKOUT SESSIONS

A: Introduction to the European network IN-SITU and new artistic creations

Moderator: Fanni Nanay

Walking as a performative act

One of the clear approaches to the city as a performative stage is the current trend of structuring performances based on the acts of walking; individual walks, guided tours, explorative ventures with either written, audio or technology based tools; solitary or in a crowd, as urban explorers searching the terrain. A number of international artists are invited to present their practice dealing with the act of walking in cities.



FLAT: a journey into the deepness of the surface

Rodrigo Pardo (Brussels) Theatre/dance/video director and performer

An apartment tilted 90 degrees attached to a building's façade, and a person living there adapted in such a way that he doesn't even notice the surrealistic situation he is part of. FLAT combines storytelling, video projections and aerial performance to construct an intimate aesthetical experience in contrast to the city in the background.

City portraits

ZimmerFrei / Anna de Manincor (Bologna) Artist and filmmaker

The documentaries mix site-specific research, oral narration and visionary imagery exploring the edge between public spaces and private territories. ZimmerFrei explores cities through short-term residencies turned into the set of an original form of documentary film.

B: Augmented reality in your pocket

Organized and moderated by sound artist and radio producer **Tim Hinman (Copenhagen)**

Hackney Hear

Francesca Panetta (London) Multimedia special projects editor at the Guardian

The award-winning Hackney Podcast has made a smartphone app called Hackney Hear. It scores your journey with stories, music and poetry – whilst eavesdropping on conversations from all walks of life. Triggering audio via GPS-location, Hackney Hear provides an innovative way to explore and rediscover London Fields through the stories of residents, local writers and musicians.

noTours

Horacio González Diéguez (Santiago de Compostela) Artist

noTours is an Escoitar.org's project that makes it possible to walk through spaces experiencing an augmented acoustic reality. By superimposing new layers of sounds to a territory, noTours alters the perception of space, allowing to create parallel realities and to connect the real space with its past (the collective memory of its inhabitants). noTours transforms the walk into an unexpected and overwhelming immersive surround sound experience.

C: In the urban terrain

Moderator: Trevor Davies

Orientation through names and naming

Meira Ahmemulic (Gothenburg) Artist

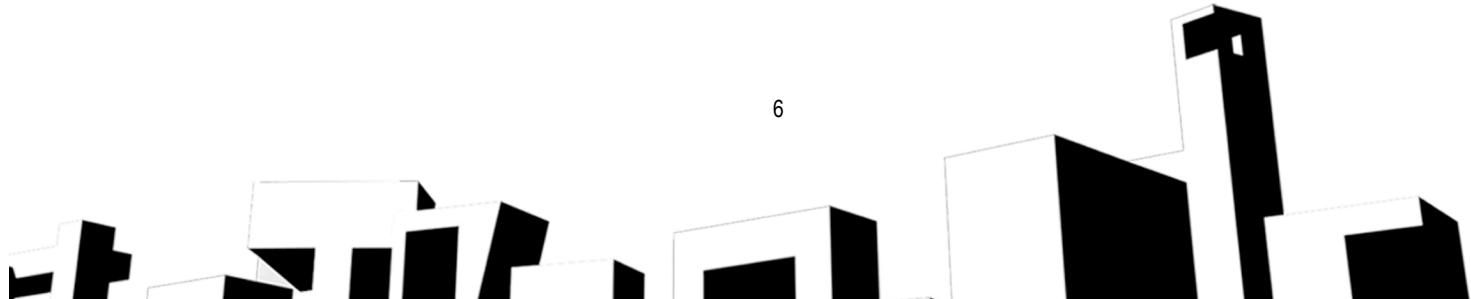
Tags, the names that writers give themselves, are hybrids between images and words. Writers give years of their creativity, concentration, energy, themselves to a limited amount of letters, exhaust them until the only thing that matters is how they are written, not what they say. This requires conviction.

Thomas Wiczak (Gothenburg) Artist

Theatre Switch Training: Time, Presence and Performance

Stuart Lynch / Lynch Company (Copenhagen) Theatre Director

Theatre Switch Training (TST) represents a paradigmatic shift in performance and theatre training. TST combines theatre and performance teachings with psychology and linguistics underlined by a strong emphasis on time and timing.



17.00-20.00 SITE SPECIFIC WORKSHOPS

Hats, Camera, Action!

180 minute workshop by 72HUA International facilitated by **Gilly Karjevsky** and **Kerem Halbrecht**

Microsites are small-scale disregarded locations that due to their lack of commercial viability are not appealing for private development, or that fall under the radar of authorities who worry themselves with bigger problems. However, for communities these are sore spots that require attention. 72 Hour Urban Action commission architects, artists and generally nice people to look at these pockets of neglect, and to offer quick but resonating solutions for them.

Hats, Camera, Action! workshop will look at how 72 Hour Urban Action identifies and reacts to these local microsites. We will scout and analyze local needs to determine what type of missions will be made possible in Copenhagen.

The workshop will be documented by participants for post-festival dissemination. 72 HUA uses video as an easy communication tool to translate complex realities and events into a simple narrative and a simple message - "above all, it is possible".

Skills acquired through the workshop:

72 HUA skills: recognition of issues and distillation of meaning from microsites. Simple communication of local knowledge to a global audience.

Max 20 participants divided into 5 teams. iPhones are needed for documentation (one phone pr. team).

To register, please contact Marie Viltoft Polli mvp@kit.dk // + 45 2653 3608

Open Playground Copenhagen with Invisible Playground

The Berlin based urban gaming collective invites the public and seminar participants to play and test the games and game-prototypes in a small event inspired by Invisible Playground's Open Playground format.

20.00 DINNER

SATURDAY 9 JUNE

09.00-09.30 REGISTRATION

09.30-13.30 PLENARY

Moderator: Trevor Davies

Architecture and physical interaction

Rene Kurel (Copenhagen) Associate professor and Director of Centre for Sports and Architecture at The Royal Danish Academy of Fine Arts, School of Architecture

Come out and play

Mattia Romeo (New York) Game designer and co-founder of Gigantic Mechanic

As part of his interest in big games, Mattia is one of the founders of the Come Out & Play Festival which is a yearly festival based in New York dedicated to showcasing games that make innovative use of public space.

Field Research Copenhagen. Exploring the playces

Invisible Playground (Berlin) Game designers

A presentation of the insights and impressions, materials, game-mechanics and fictions they have collected during the Metropolis field research. This collection will be the seed for a bigger urban game project next year. Invisible Playground will introduce the results of their scouting and exploring of the sites that make them play and that they will make playable.

Platform for temporary architecture

Plastique Fantastique (Berlin) Architects

Plastique Fantastique creates light and fluid pneumatic structures that can lie on the street, skirt a wall, infiltrate under a bridge, squeeze in a yard, float on a lake, invade an apartment and generate an "urban premiere".

Linz Super Branch

Momoyo Kaijima, Atelier Bow-Wow (Tokyo) Architect & partner

In 2009, the Japanese architecture studio Bow-Wow developed Linz's rooftop landscape into an architectural configuration they called the "Linz Super Branch". As a stairway to heaven the construction linked several buildings together on the roof through steps and passageways. Several branches of the path appeared to be an overhang of the building. What started as a stairway to heaven evolved like the roots of a tree proliferating horizontally across the roofs.

13.30-14.30 LUNCH

Metropolis Laboratory 2012 is organized by Copenhagen International Theatre in collaboration with and with support from the European network IN-SITU / EU Culture, the City Council of Copenhagen, the Danish Arts Foundation Committee for Architecture and Overgaden: Institute of Contemporary Art.

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