## An Art-Science-Citizen Summer School

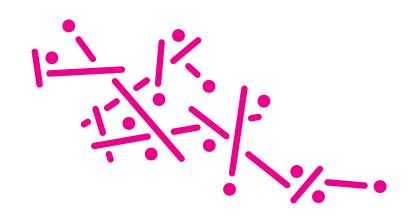
25-30.08.2024 | Creative Labs Institut Polytechnique de Paris | Palaiseau

31.08-01.09.2024 | Exhibition Week-end Centre Wallonie-Bruxelles | Paris

Open Call

# Becoming Body

Impeded bodies, augmented bodies, social body



Useful Fictions • 4

## Useful Fictions • 4

Fourth edition of the Summer School initially launched by the Chaire Arts & Sciences, "Useful Fictions" is now run by the Useful Fictions Lab of the SPIRAL (Science, People, Imagination, Research, All Linked!) Interdisciplinary Center of the Institut Polytechnique de Paris (IP Paris), with the support of the Fondation Daniel et Nina Carasso.

### Partners:

- SPIRAL Interdisciplinary Center | IP Paris
- Centre Wallonie-Bruxelles | Paris
- Hydrodynamics Laboratory (LadHyX), CNRS,
   École polytechnique | IP Paris
- ENSTA | IP Paris
- École des Arts Décoratifs Paris (EnsAD)
- SIANA, Towards News Imaginaries
- Université d'Evry Paris-Saclay
- X Novation Drahi Center

With the support of the Fondation Daniel et Nina Carasso.

Previous edition videos:

<u>Useful Fictions • 1 | 2019</u>

<u>Useful Fictions • 2 | 2021</u>

Useful Fictions • 3 | 2023

Bringing together Societizens, scientists and artistic practices.

Explore the interdependence of our living & and technological environments.

### An International Art-Science-Citizen Summer School

- An international Open Call for twenty participants, selected by an interdisciplinary committee
- 5 practice-based research Labs, each supervised by an artist-scientist pairing
- An intensive creative week on the campus of the Institut Polytechnique de Paris | Palaiseau
- A public weekend of exhibitions, live performances and conferences at the Centre Wallonie-Bruxelles | Paris

The opportunity for candidates and supervisors to crossfertilize their skills and disciplines within creative Labs and to benefit from the Campus' fablabs and tools, in order to create innovative works that will be presented to the public at the Centre Wallonie-Bruxelles, a Parisian contemporary art center.

### Application requirements & info

The call for applications is open to all motivated and curious people, regardless of age or qualifications (but with some prerequisites for certain Labs). Our aim is to form multi-disciplinary />/// teams with equal representation. Places are limited to 4 participants per Lab. Each may apply for a maximum of 2 Labs.

Accommodation, breakfasts and dinners are provided in full by the Summer School, from Sunday up to and including Thursday evening; participants are responsible for their own transport and lunches. Accommodation in Paris on Friday August 31 and Saturday September 1 is provided for non-residents of Ile-de-France. Transportation assistance is eligible for non-residents and foreign candidates upon motivated request.

Registration form: APPLICATION

Deadline: On Monday, June 17th 2024, midnight UTC+1

# Useful Fictions • 4 "Becoming Body"

## 5 Creative Labs | IP Paris, Palaiseau

The body is an adventure. It is alive, both an envelope and a flow. As a block of sensations and perceptions, it defines our relationships to the world and to others.

Aesthetics and social codes normalize our body. Sports challenge it. Technologies go beyond it, relocating it in time and space, endowing it with new interfaces and functionalities - an extension of the self in social and virtual networks.

Over the course of a week, some twenty participants supervised by pairs of researchers and artists will question how our contemporary bodies challenge the social body. They will invent an ephemeral device - artistic installations, performances, interactive workshops - open and shared through sensitive and creative debates during an exhibition weekend.

Unusual and diverse bodies, bodies impacted by age, disability or discrimination - bodies extended by prostheses or bodies augmented by technology: in order to become one, together.



## Exhibition Week-end Centre Wallonie-Bruxelles | Paris

In a "DIWO" (Do It With Others) spirit, 5 interdisciplinary Labs will present their artistic creations, disclosing a sensitive dialogue at the crossroads of arts and A: sciences: installations, robotics, interactive workshops, poetic writing, performances...

All works will be presented during a weekend of exhibitions, live performances and conferences.

The public will be invited to experiment with perception, to meet chimerical bodies, to experience the boundaries between humans and robots, to take part in collective performances involving a variety of bodies.

Exhibition week-end at the Centre Wallonie-Bruxelles | Paris

Saturday, August 31: 2pm-9pm Sunday, September 1st: 11am-5pm



## 5 Labs 4 candidates byLab

# LAB 1 Perceiving (1993) the noise of the world

### Supervisors:

Jean-Marc Chomaz Teacher-researcher, physicist-artist | Laboratoire d'Hydrodynamique (LadHyX), CNRS, École polytechnique, IP Paris Olivier Doaré Teacher-researcher | ENSTA - IP Paris assisted by Quentin Benelfoul

Imagine a world wherein sound is not heard, but felt and becomes almost tangible. Sound vibrations (be they speech, murmurs, music or noise), resonate in our bodies. Beyond the eardrums, skin, muscles, organs and bones vibrate under the flow of acoustic waves. By adapting a prototype inspired by the "Suvag lingua" device, formerly used by speech therapists to improve the diction of hearing-impaired people, this Lab will question sound perception, imagining its transmission to the body by direct vibrations without passing through the ear.

We'll explore the transformation of sounds into vibrations, textures, images or blowing, enabling us to experience them in a different way, in order to reach new understandings and new illusions.

Keywords: #synesthesia #somesthesia #body and perception #sound installation #augmented listening



# LAB 2 Zoïmorphism: interoperate with geneless things

#### Supervisors:

Antoine Desjardins Artist and teacher | Reflective Interaction, EnsadLab - École des Arts Décoratifs Paris

Giancarlo Rizza Researcher | Laboratoire des Solides Irradiés (LSI), Institut Polytechnique de Paris, CEA/DRF/IRAMIS, CNRS, Palaiseau assisted by Pierre Bourdon and Eléonore Aidonicis

The "Zoïmorphism" project develops flexible pieces designed to evolve in aquariums. These chimeras, animated by magnetic forces, blur the boundaries between the artificial and the living.

We explore the use of magneto-active polymers with morphologies explicitly derived from the hybridization of plant and animal forms. This lexicon is not limitative: the Lab is open to all creative initiatives. The "zoïmorphs" - biomimetic bodies in motion (4D printing) - are manipulated by microcontrollers, sensors and cameras. A device will be created to bring them to life through an interactive flow with the public.

Keywords: #interaction between humans and non-humans #4D printing #motion sensors

Prerequisites (2 types of profiles):

- artistic profiles: to design and build the sculptures and define the visual environment
- technical profiles: for image processing, use of sensors, Arduino or programming/coding



"Zoïmorphs" prototypo exhibited during Useful Fictions Théâtre de la Ville, Par Photo: @Julie Everae

# LAB 3 Screens: embodying networking Collective interactive scenarii

#### Supervisors:

Dominique Cunin PhD, artist, researcher and software developer | EnsadLab (Reflective interaction group), École des Arts Décoratifs Paris Oussama Mubarak PhD, full-stack developer | EnsadLab

Mobile screens enable the creation of new kinds of interactive works involving groups of spectators. These devices offer visual and auditory experiences that move from our hyper-individual screens to others, shared collectively via video projections or audio broadcasts. New forms of writing remain to be invented: what scenarios can be imagined? How can we allow for unpredictable factors, such as the number of spectators present, their entry and exit from the device, and their willingness to participate actively in the experience? What relationships should be fostered within the group: collaboration, association, confrontation?

These questions of writing - as much aesthetic as political - continue the "Cooperational Mobility" research of EnsadLab's "Reflective Interaction" group on the design of collective interactivity scenarios and their writing tools (both textual and visual).

Keywords: #device #interaction #screens

#### Prerequisites:

- Scenario design for video games (open world, network games)
- Board game design (board games, card games, physical/digital hybrids)
- Audience flow management/event organization
- Sociology of group behavior

The Lab will use <u>Mobilizing.js</u> (EnsadLab) and Soundworks (Ircam) to prototype the experiments and scenarios.



### LAB 4

## Otredades .....

### Supervisors:

Rocio Berenguer Artist in residency | SIANA, Towards New Imaginaries Guillaume Hutzler PhD | Laboratoire IBISC, Université d'Évry Paris-Saclay

In this Lab, the artist Rocio Berenguer explores radical otherness through bots and robots. In collaboration with the researcher Guillaume Hutzler, she proposes to tinker with, imagine and explore the complex behaviour of an accumulation of robots, bots and other mechatronic animals. Playing with the boundaries between object and subject, the Lab will explore the behaviors we attribute to the living, to the subject, to the presence of someone, in relation to those we attribute to matter, to the inert object.

Keywords: #alterity #robots #bots #objects #subjects #multimodal #multiagents

Prerequisites (3 types of profile):

- technical profiles: minimum programming skills, interest in interaction technologies, sensors, Arduino skills
- artistic profiles: digital art, robotics, etc.
- interest in collective intelligence / sociology of group behavior



# LAB 5 Radical 7:5 Flows

Supervisors:

Sarah Bouttier Senior Lecturer in English Literature | Language Department, Ecole polytechnique

Meghann Cassidy Senior Lecturer in English and Philosophy | Language Department, Ecole polytechnique

Bilingual Lab FR/ENG

How would affected bodies (feminine, queer, racialized, disabled, non-human? human...) shape the social body in a radically inclusive world? What place would augmented bodies (by digital and/or technological prostheses) have in it? Using creative writing and performance, this Lab seeks to imagine such a world: what stories, emotions, aesthetics and social forms would run through it?

We'll explore how water, or another uncostumary environment (forest, verticality...) changes our feelings and our immediate relationship to others and our environment. We'll experiment with these environments: what happens when we are submerged in water together? when we play in the forest?

These experiments will be followed by a period of writing (storytelling, scenography, poetry, etc.), in English or French, which may or may not be combined with other artistic practices.

Keywords: #inclusivity #fluidity #immersed bodies

Prerequisites: Agood knowledge of English and French is required, as well as a taste for writing, visual arts or performance.



## Calendar

## Open (\$) Call & Labs Set-up

• Open Call: May 17, 2024 Deadline: June 17,2024

- Applicants selection: during the June 24's week
  Announcement of shortlisted candidates: June 28, 2024
- Online meeting for each Lab: in July

### Intensive సైన్య Week - IP Paris Campus, Palaiseau

- On-campus reception of the participants: Sunday, August 25 afternoon
- Creative Labs: Monday, Aug. 26 to Friday, Aug. 30, 2024

### Exhibition.:::Week-end - Centre Wallonie-Bruxelles | Paris

- Exhibition set-up: Friday afternoon, August 30, 2024
- Exhibition opening: Saturday, August 31, 2024, 2pm
- Exhibition closing: Sunday, September 1, 2024, 5pm

### Contact/infos

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