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.

Metropolis Laboratory 2012 is organized in collaboration with IN SITU, European network for artistic creation in public space, that counts 19 cultural organizations from 14 countries in Europe. In 2011 the network launched a new initiative, META 2011-2016 supported by the European Commission Culture Programme (DGEACA), which explores the challenge of public art in a contemporary European society. In the frame of META, this collaboration is the action “Artists caring the cities”.

Some of the themes for this year’s Laboratory are; 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.

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

We are looking forward to welcome you to 3 intense and inspiring days.

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 and temporary approached - Copenhagen stories**
Tina Saaby, City Architect in Copenhagen
With a 1000 new citizens every month and a focus on maintaining its position as one of the world’s best places to live and work in, Copenhagen is facing some major challenges in the future. One of the approaches is to consider urban life before urban space and to consider urban space before buildings and to apply temporary approaches in order to create communities, by enhancing a dialogue between professional city planners, artists and citizens.

**What is the use of theatrical interventions in order to describe and discover the public?**
Imanuel Schipper (Zurich) Dramaturge, theatre scientist, lecturer
The research project “Re/Occupation” aimed to examine how performative techniques can be used for producing and designing public in urban space. Led by the main question, how artistic strategies could be used for scientific research or the humanities, the five disciplines: theatre studies, urbanism, sociology, scenography and philosophy – worked independently from each other using their own questions and methods. This led to completely new questions like: What can the arts do for the development of the urban society?

13.30-14.30 LUNCH

14.30-18.00 BREAKOUT SESSIONS

A: GLOBAL ISSUES & INSTANT ARCHITECTURE
Moderator: Kathrine Winkelhor

**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.

**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?
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.

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.

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.

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

Infecting the City Festival, Cape Town
Jay Pather, Choreographer & curator
Infecting the City epitomizes some of the challenges of modernity and the African city where the curation and creation of public art are of necessity drawn into the larger enterprise of social and existential enactments. The talk will develop these ideas drawing from a selection of the 32 works performed at the Festival in March 2012.

Dream City Festival, Tunis
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.

Home (Invisible Walls), Pristina
Florent Mehmeti, ODA Teatri & Neil Butler, UZ Arts
Created by Teatri ODA, "Home" combines installation performance and theatre. The audience is drawn to a beautiful installation representing Home. It isn't quite what it appears - a little difficult to enter even more so to leave.

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.

19.00 DINNER
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. The artists Virginie Thomas (Marseille), Judith Hofland (Amsterdam), Maria McCavana (Glasgow), Julia Laggner (Graz), Herczeg Tamás (Vasvár, HU) and Dragan Stojčevski (Prague) 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
Anna de Manincor / ZimmerFrei (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 and writer
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.

The city that was glad to be chosen
Thomas Wiczak (Gothenburg) Artist and writer
In 2005 a small city in Germany was chosen for a corporate street-art-attack. The event was initiated by a company who hired experts within the field of Urban Art for their practices and tactics. The project was illegal, but the city did not take action against the company. The attack raises questions about authorization, advertising and branding of cities.
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.

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

20.00 DINNER
SATURDAY 9 JUNE

09.00-09.30  REGISTRATION

09.30-13.30  PLENARY
Moderator: Trevor Davies

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.

Urban Play
Bettina Lamm, Landscape architect and associate professor, University of Copenhagen
Urban Play is an exhibition of temporary installations merged into the urban landscape of the industrial harbor of Køge, Denmark. International artists and architects have created works that respond to the architecture, materiality and narratives of the site and simultaneously invite people to engage. Urban Play is part of a long term strategy for ongoing cultural interventions as a process for urban transformation and is curated by landscape architect Bettina Lamm and curator Charlotte Bagger Brandt from Råderum – Mobile Office for Contemporary Art.

Building a place not a thing – a new body culture in urban space?
René Kural (Copen) Architect, Associate Professor, Director of Centre for Sports and Architecture, PhD
Why should activity enhancing facilities in urban space be different than what they used to be? Are planners and architects discriminating women, young girls, seniors or immigrants? Is urban space masculine and the city itself feminine? In the pursuit to answer these questions René Kural will show examples of his works at the Centre for Sports and Architecture (CIA).

Platform for temporary architecture
Marco Canevacci / Plastique Fantastique (Berlin) Architect & director
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

15.30-17.30  Site visit
Nordhavnen: From industrial site to city district
Nordhavnen is Scandinavia’s largest metropolitan development project. The area is to be transformed from a dense industry and harbour area into an attractive urban city district in Copenhagen. This workshop is an introduction to the area and how to work with large-scale vertical facades as an artistic stage.
Metropolis Laboratory 2012 is organized by Copenhagen International Theatre in collaboration with and with support from the European network IN-SITU / European Commission Culture Programme, the City Council of Copenhagen, the Danish Arts Council, the Danish Arts Foundation Committee for Architecture and Overgaden Institute of Contemporary Art.

Københavns Internationale Teater
Vestergade 17, 3. sal
1456 København K
T: + 45 3315 1564 // E: info@kit.dk
www.kit.dk

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IN SITU is a European network led by Lieux publics, Centre national de création in Marseilles (France). It brings together partners since 2003, focusing on multidisciplinary European works dedicated to public space.

During the course of three programmes financed by the European Commission, the network’s activity covered project launches, artistic production, European residences, transnational programming, the development and evaluation of pilot actions promoting mobility. In May 2011, the network embarks on a five-years project called META, with the support of the European Commission through the Culture programme.

Resolutely humanist in character, META 2011-2016 explores the challenges linking art and public space to the construction of a contemporary European society by focusing on three major themes: “European metamorphoses”, or how large-scale artistic offerings can bring renewed magic to public space; “Walk in progress”, urban walks, strolls and other circuits to (re)discover our living spaces; and “Shared cities”, in which the artistic creations draw their inspiration from the territories and their inhabitants themselves.

For five years, around nineteen cultural organisations from quite fourteen countries, in particular from Central Europe, are working together so that META can facilitate the development of contemporary artistic forms intended for public space and weave renewed links with the local populations through the following tools:

- seminars to raise new ways of writing for the European public space
- innovative creations which metamorphose the city, embrace the territories and invent new forms of sociability
- an increased mobility for the artists and their projects
- laboratories bringing together artists, programmers and actors on the city stage
- residencies of European artists out of the European Union.

Composition of the network

Project leader: Lieux publics, Marseilles (France) – Director: Pierre Sauvageot

Co-organisers

- Artopolis Association – PLACCC Festival, Budapest (Hungary) – Artistic Director: Fanni Nánay
- Čtyři dny (Four Days), Prague (Czech Republic) – Artistic Director: Pavel Štorek, Markéta Černá
- Københavnns Internationale Teater, Copenhagen (Denmark) – Director: Katrien Verwilt
- Košice 2013 – European Capital of Culture, Košice (Slovakia) – Director: Ján Sudzina
- La Strada, Graz (Austria) – Director: Werner Schrempf
- Terschellings Oerol Festival, Terschelling (The Netherlands) – Creative Director: Joop Mulder
- Theater op de Markt, Neerpelt (Belgium) – Director: Gert Nulens
- UZ Arts, Glasgow (United Kingdom) – Artistic Director: Neil Butler

Associated Partners

- L’Abattoir / Chalon dans la rue, Chalon-sur-Saône (France) – Artistic Director: Pedro Garcia
- Atelier 231, Sotteville-lès-Rouen (France), Artistic Director: Daniel Andrieu
- Consorzio La Venaria Reale, Venaria Reale (Italy) – Artistic Director: Mirco Repetto
- Fundación de Cultura del Ayuntamiento de Valladolid, Valladolid (Spain) – Chairman: José María Viteri Arrate
- Norfolk & Norwich Festival, Norwich (United Kingdom) – Artistic Director: William Galinsky
- ODA Teatri, Pristina (Kosovo) – Directors: Florent Mehmeti and Lirak Çelaj
- La Paperie, Saint-Barthélemy-d’Anjou (France) – Director: Eric Aubry
- Les TOMBÉES de la nuit, Rennes (France) – Artistic Director: Claude Guinard

Contacts

Ariane Bieou, IN SITU Coordinator: a.bieou@lieuxpublics.com
Quentin Guisgand, Coordination assistant: q.guisgand@lieuxpublics.com
www.in-situ.info