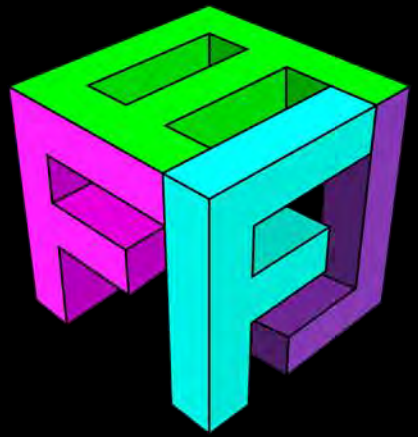
Art for Futures Lab

Compiled by:
Nicole Loeser, Institute for Art and Innovation (IFAI)
Prof. Angelica Böhm, Filmuniversität Babelsberg KONRAD WOLF

www.artforfutureslab.com
www.oceanfuturelab.de

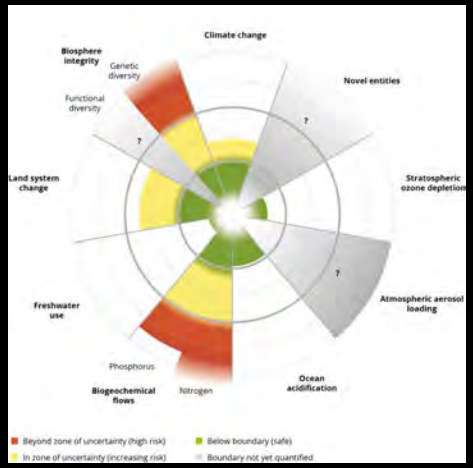


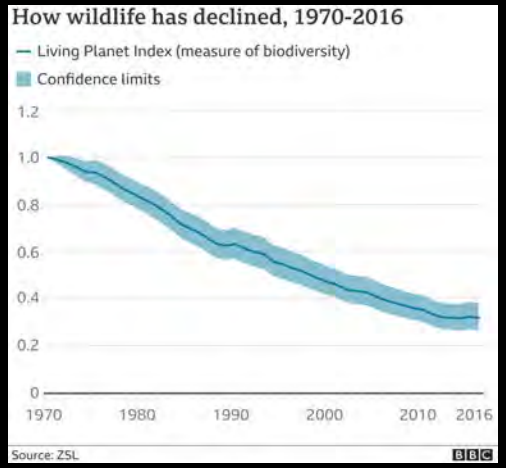
ART FOR FUTURES LAB

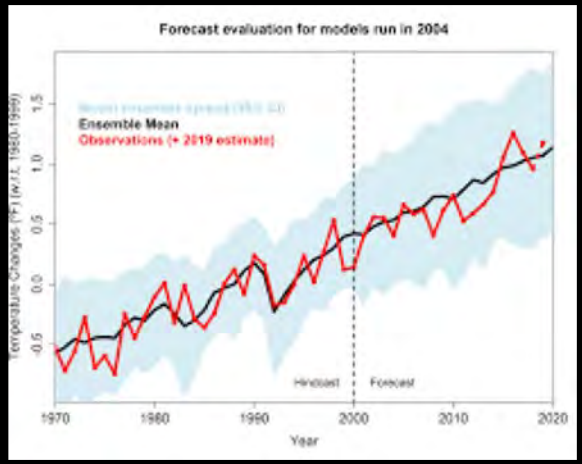
Image: CGTrader

Image: A.Böhm und J. Schneider

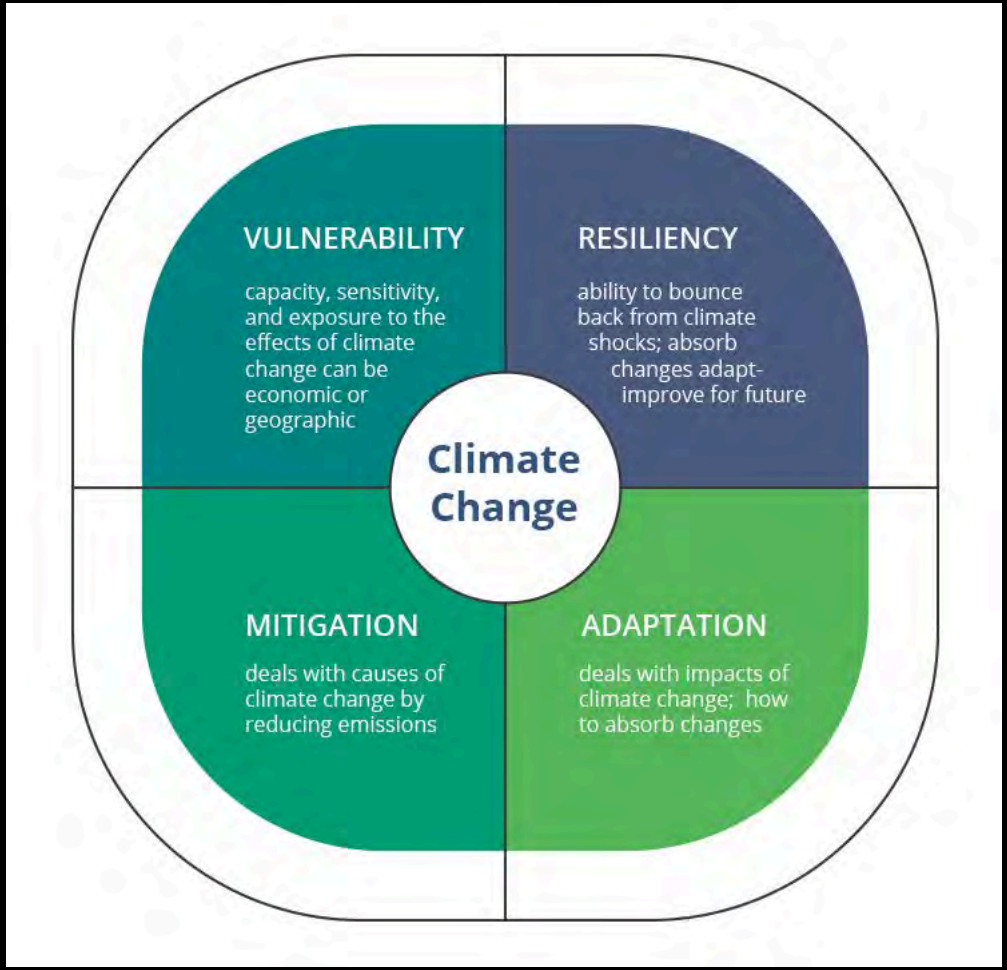
BACKGROUND





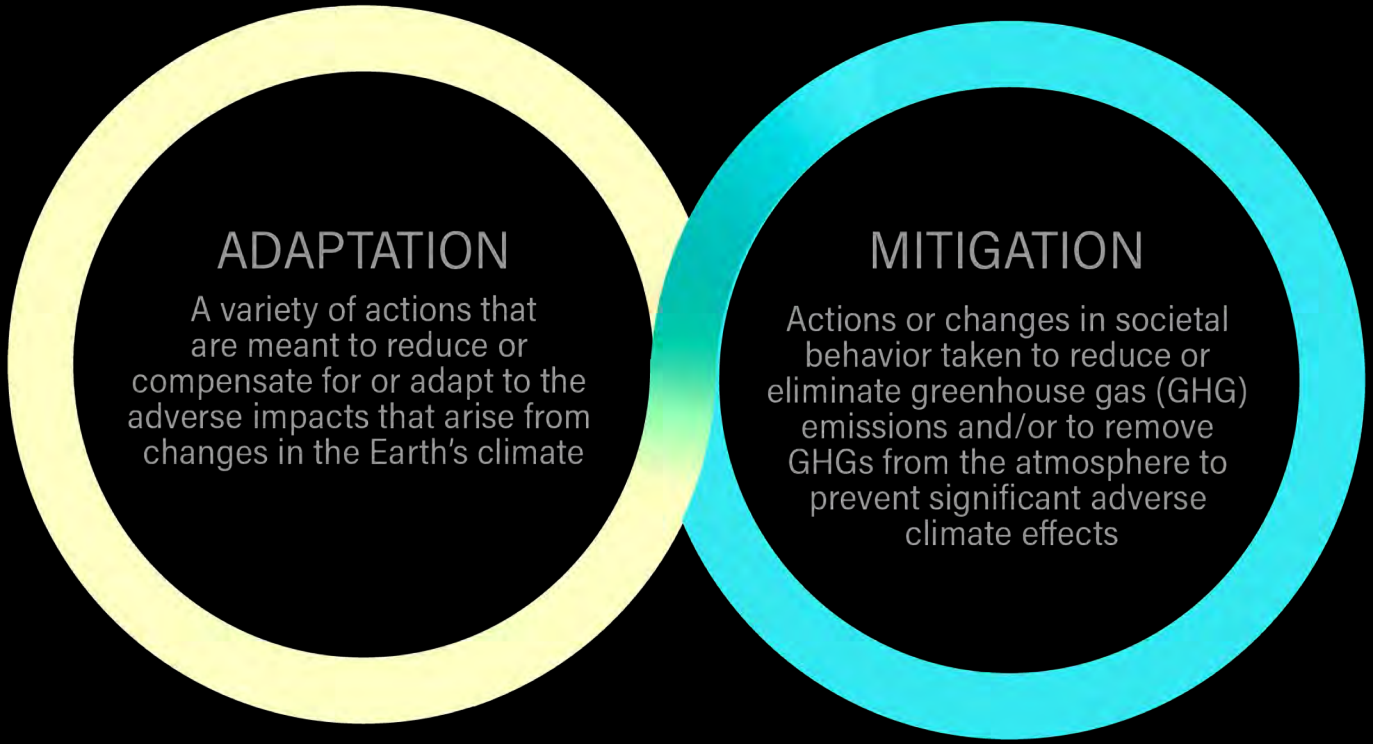


Due to the complex socio-economic, cultural and ecological challenges in the 21st century, value-based visions and a strong imagination are required in which people can reflect themselves in order to be able to steer towards a positive future.

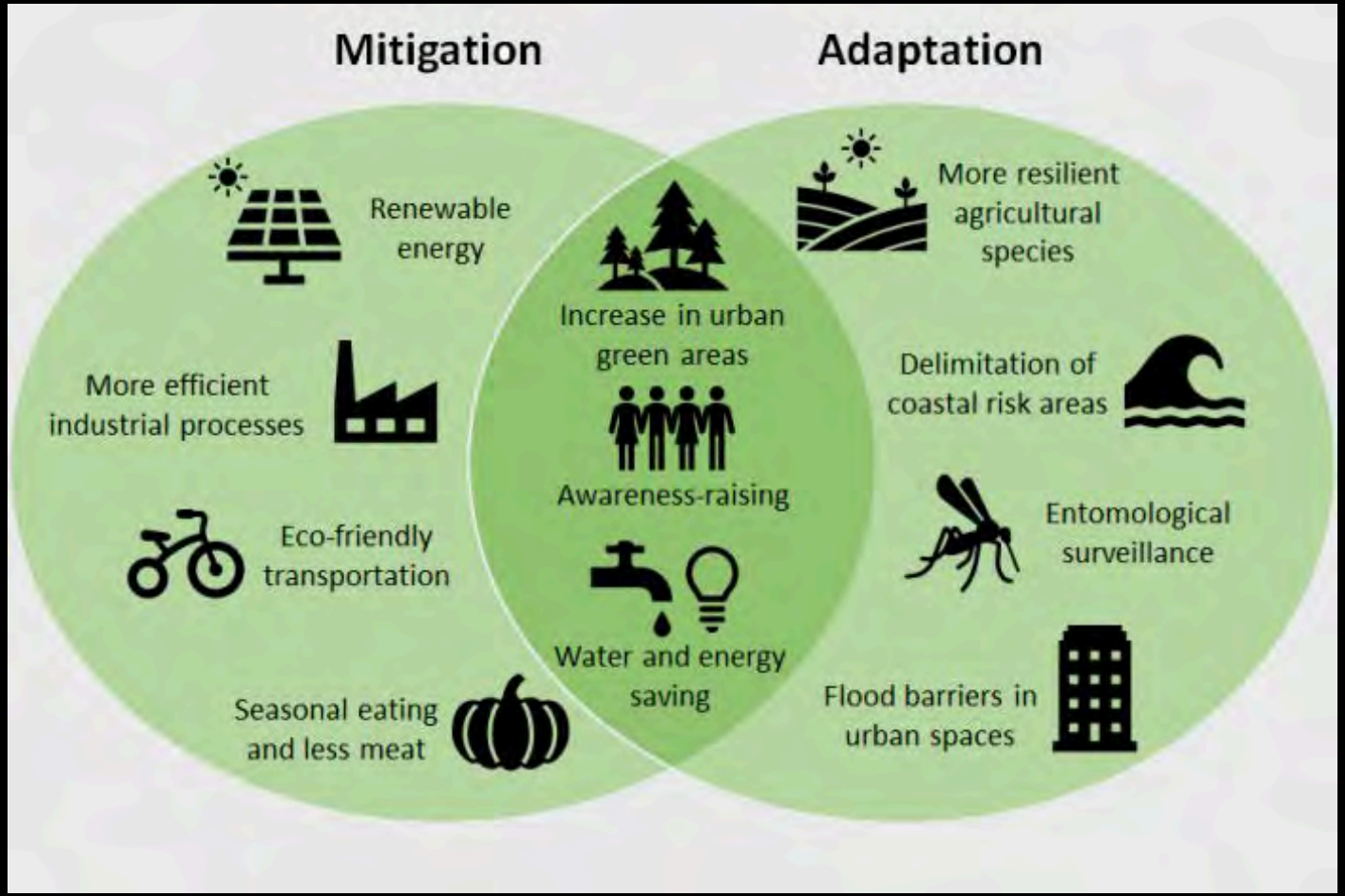


Source: University of Waterloo; https://contensis.uwaterloo.ca/

To deal with climate change and safeguard the future of ecosystems, populations and economic activities - adaptation and mitigation are essential and complementary processes.



Source: www.eaest.com/



Source: www.algarveadapta.pt

PROBLEM

50% of the younger generation are depressed, fearful of the future and unable to act.*

According to a global survey (2021) of over 12,500 young people in 112 countries conducted by the European Youth Forum with the ILO and other partners. https://www.ilo.org/wcmsp5/groups/public/---ed_emp/documents/publication/wcms_753026.pdf. p. 28

OUR SOLUTION
FUTURE PROTOTYPING WORKSHOPS - Background

4 POSSIBLE FUTURE SCENARIOS

2 DYSTOPIAS: Bipolar World  Devastated World 

2 UTOPIAS: Technotransformation World  New Greening World 

Source: Matthias Horx, german futurist; horx.com

DYSTOPIA vs. UTOPIA

Image: Shutterstock/ kwest

ART FOR FUTURES LAB
MIXED METHODS APPROACH

Forecasting vs. Backcasting (regnosis vs. prognosis)

Design Thinking (solution-orientated instead of problem-oriented)

World Building (contextualizing of scenes and perspectives)

Futures Literacy (learning about different scenario development)

ART FOR FUTURES LAB
METHODOLOGY

UNDERSTAND . IMAGINE . CONTRIBUTE

What is possible?

SCIENCE

Attention. Communicate data and facts in an understandable way. Knowledge of role models and existing solutions.

What is in it for me?

ART

Hope. A sustainable world is possible. Imagining positive futures means being creative and interactive.

What can I do?

INNOVATION

Reinforce a proactive attitude. Everyone is the system and can positively change the system.

AFFL WORKSHOP METHODOLOGY

1

UNDERSTAND
the situation

- Learn more about the challenges of the 21st century
- Study frameworks, e.g. UN-SDGs, Green New Deals, Circular Economy
- Get to know existing solutions, innovations, changemakers

2

IMAGINING
desirable futures

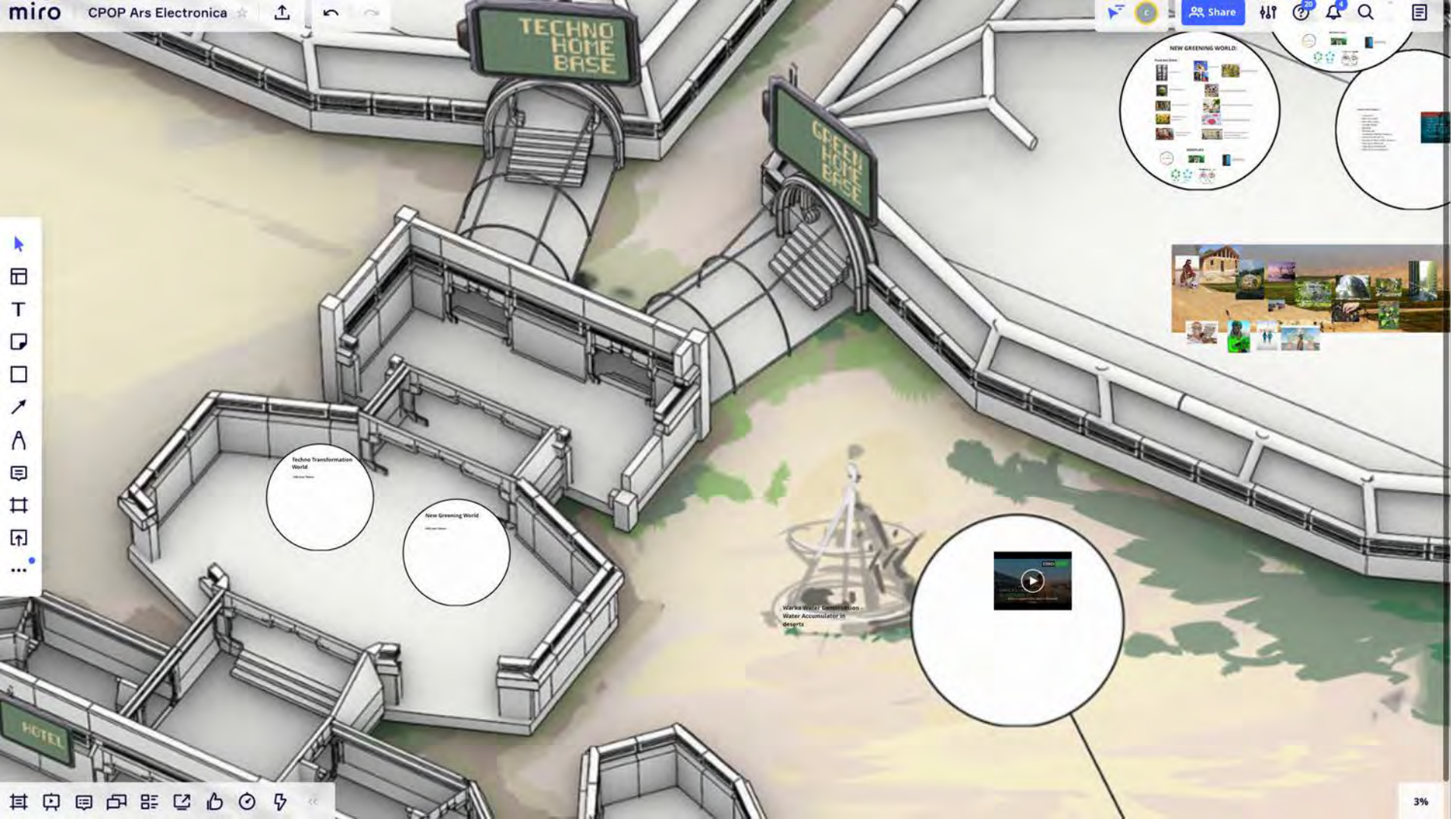
- Developing a scene/story for 2050
- Team building of 3-4 people with roles:
- Notetaker (entrepreneur)
- Timekeeper (manager)
- Storyboarder (artist)
- Presenter (visionary)

3

PARTICIPATE
in realization

- Presentation of selected challenges and developed solutions
- Identification of measures including short-term and long-term effects


4
ENERGY LAB
SOCIETY LAB
HUMANITY LAB
Thilde
Rosa
Maria
3


TECHNO HOME BASE
GREEN HOME BASE
NEW GREENING WORLD:
Techno Transformation World
New Greening World
Warka Water Construction - Water Accumulator in deserts
HOTEL

Unconditional basic income

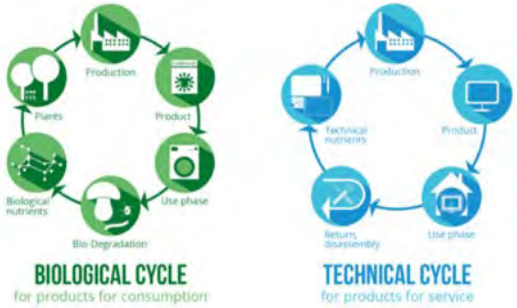
USA, Stanford - Stanford Designer is Making Bricks Out of Fast-Growing Mushrooms That Are Stronger than Concrete.
Phil Ross uses mycelium, the fast-growing fibrous roots that make up the vast majority of fungus lifeforms. Mycelium grows fast, and is incredibly durable, waterproof, non-toxic, fire-resistant, and biodegradable.

https://www.youtube.com/watch?v=XP3RkDEGiXY&feature=youtu.be

https://www.youtube.com/watch?v=64CACoHNSE8&feature=youtu.be

Philippines, City of Manila - Carvey Ehren Maigue won the James Dyson Award for Global Sustainability. His idea is called "AuREUS". It is a renewable energy system used for windows and walls of buildings. The new material he invented comes from rotting fruits and vegetables. It absorbs UV light from the sun and converts it into electricity.

https://sea.mashable.com/science-1/13308/filipino-student-invents-solar-windows-that-dont-even-need-the-sun-to-work?fbclid=IwAR2mlwRjB8l80VGIjTAIE8JmqIs_NEhL0Nq_mGaP9rGgaTQrf4N3dENWUKE



Distinction between biological and technical cycles in the Cradle-to-Cradle design

OrbiPlant
By Fraunhofer

Vertical farming technology for efficient and cost-effective indoor plant production.

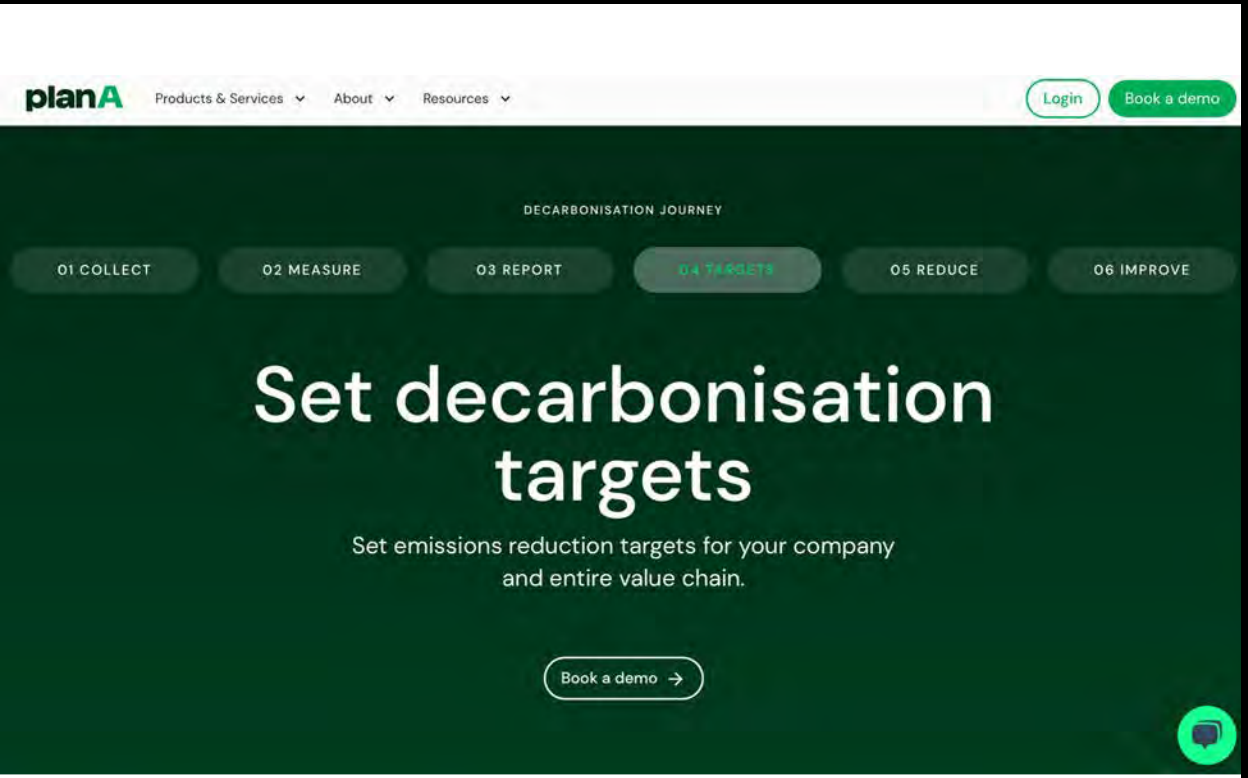
i.e. for VEGANZ BERLIN

Image: C. Ahrens

ALWA
By SOLAGA

Biotech company that builds living facades from algae and multi-filters for urban areas, to decimate air pollutants such as particulate matter, nitrogen oxides and other harmful chemicals.

Image: Benjamin Herzog



CO2 Calculator
By Plan A

SaaS platform that enables companies to decarbonize their operations and value chains, comply with and report on ESG regulations.

Image: Screenshot of Plan A website

AFFL WORKSHOP METHODOLOGY

1

UNDERSTAND
the situation

- Learn more about the challenges of the 21st century
- Study frameworks, e.g. UN-SDGs, Green New Deals, Circular Economy
- Get to know existing solutions, innovations, changemakers

2

IMAGINING
desirable futures

- Developing a scene/story for 2050
- Team building of 3-4 people with roles:
- Notetaker (entrepreneur)
- Timekeeper (manager)
- Storyboarder (artist)
- Presenter (visionary)

3

PARTICIPATE
in realization

- Presentation of selected challenges and developed solutions
- Identification of measures including short-term and long-term effects

Menu

5

TOPICS

Leisure | Food | Circular Cities | Work & Living | Mobility

PLACES

Characters

Character 1

Character 2

Character 3

TEAM A

6

CHALLENGES / TASKS

Interspecies Collaboration

Planetary Restoration

AFFL WORKSHOP METHODOLOGY

1

UNDERSTAND the situation

- Learn more about the challenges of the 21st century
- Study frameworks, e.g. UN-SDGs, Green New Deals, Circular Economy
- Get to know existing solutions, innovations, changemakers

2

IMAGINING desirable futures

- Developing a scene/story for 2050
- Team building of 3-4 people with roles:
- Notetaker (entrepreneur)
- Timekeeper (manager)
- Storyboarder (artist)
- Presenter (visionary)

3

PARTICIPATE in realization

- Presentation of selected challenges and developed solutions
- Identification of measures including short-term and long-term effects

Figur 1
Forscher*in wie Marie Curie's Erfindung nach hinten losgegangen ist/// Abschmelzungen beobachtet aber Militär greift ein

Seebrücke_Forschungsbasis_frei Floating - Forschende auf Algenbasis - Algenthema hinter Glaswand - wie wachsen die Algen? Wie ist der Fortschritt? - Häuser halb auf dem Wasser - bzw. Haus halb im Wasser - alte Villen zu Laboren - Algen/ Wasserbio-diversität/ Krebsen ins Haus eingebaut ... Wasser mit Reflexion erzählen -

Forschung_Verwaltung oder versus Profit oder versus Militär// Fensterelemente/Algenelemente/ wofür ist die Forschung da und wo soll es hingehen? Was können Algen machen? giftig oder Hungerproblem lösen

vorschnelles Problemlösen, welches neue Probleme auslöst /// wieso wird Geld in Forschung gesteckt? Wie verhalten sich die Forschenden mit ihren Wertvorstellungen dazu? Wie findet man einen sinnvollen Weg?

GROUP A

Fenster (Schmutz von den Gezeiten) nach draußen auf der Oberen Ebene und Schleuse, Bullaugenlicht (Algen hinter Glas) mit Schleuse weiter unten (Moos, Muscheln, Boots & Taucheinrichtung, Computerstation, Probenteile

75 Jährig

Neue Ressourcen

Unterwasser aufforsten

Geldgeber Forschung zum Thema Seegras in der Ostsee

Missbrauch der Erkenntnisse

Sind nur Digital beteiligt - kommerzialisation und Überwachung über verallete Technik

Auflösung der Unterwasserwelt (damit es einen anderen Forschungsauftrag gibt

7

GROUP B

Floating City on the water, Houses partly built out of historical pieces from "Kanal Bilder"

https://www.bionorica.de/algae-products

Image: Emad Medwally

Image: Anastasia Gawron

Image: Anastasia Gawron

Image: Uju Choi

Image: Angelica Böhm

Image: Angelica Böhm

FILMUNIVERSITÄT BABELSBERG KONRAD WOLF
htw Hochschule für Technik und Wirtschaft Berlin
FILMMUSEUM POTSDAM
THE INSTITUTE FOR ART AND INNOVATION
STEP Stadtwerke Potsdam
ProPotsdam Wohnen | Bauen | Entwickeln


FILMMUSEUM POTSDAM
Prüfung für den Nachhaltigkeitsführerschein
KIDS FOR FUTURES
Potsdam
Plastik angeln
Müll ertasten
Memory
Malwerkstatt
KIDS FOR FUTURES
Potsdam

DAM DEUTSCHE ALLIANZ MEERESFORSCHUNG

Deutsches Schifffahrts Museum

Deutsches Meeresmuseum Stralsund

THE INSTITUTE FOR ART AND INNOVATION

FILMUNIVERSITÄT BABELSBERG KONRAD WOLF

Eine Initiative des Bundesministeriums für Bildung und Forschung
Wissenschaftsjahr 2022
Nachgefragt!

GEFÖRDERT VOM
Bundesministerium für Bildung und Forschung

Images: Nicole Loeser


Nachgefragt!


SCHIFFE SIND
2
ZUKUNFTS-
MACHER
Schiffe sind Zukunftsmacher, um die
der Meere zu erschließen.
Rohstoffvorkommen
in der Tiefsee
SCHIFFE SIND
3
KRIEGS
ZEUGEN
4
5
6


MAßNAHMEN
MAßNAHMEN


WIE WOLLEN WIR MIT DEN
MEEREN LEBEN?
Ocean Future Lab
Nachgefragt!


Images: Nicole Loeser

OCEAN FUTURE LAB

Events

25.06.2022

Deutsches Schifffahrtsmuseum (DSM) Bremerhaven

Präsenz-Workshop „Wie wollen wir mit den Meeren leben?“

Inhaltliche Ausrichtung: Zukunftsentwürfe für Küstenstädte am Beispiel von Bremerhaven

Images:DSM

OCEAN FUTURE LAB

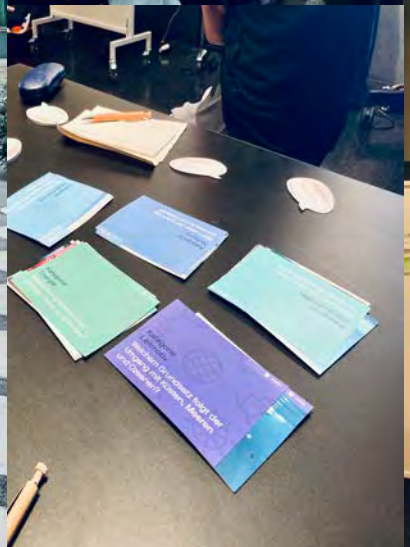
Nachhaltigkeit

10..11.2022

Deutsches Schifffahrtsmuseum (DSM) Bremerhaven

Hybride Partizipationskampagne „Zukunft am Meer“

Images: DSM



Images: Nicole Loeser

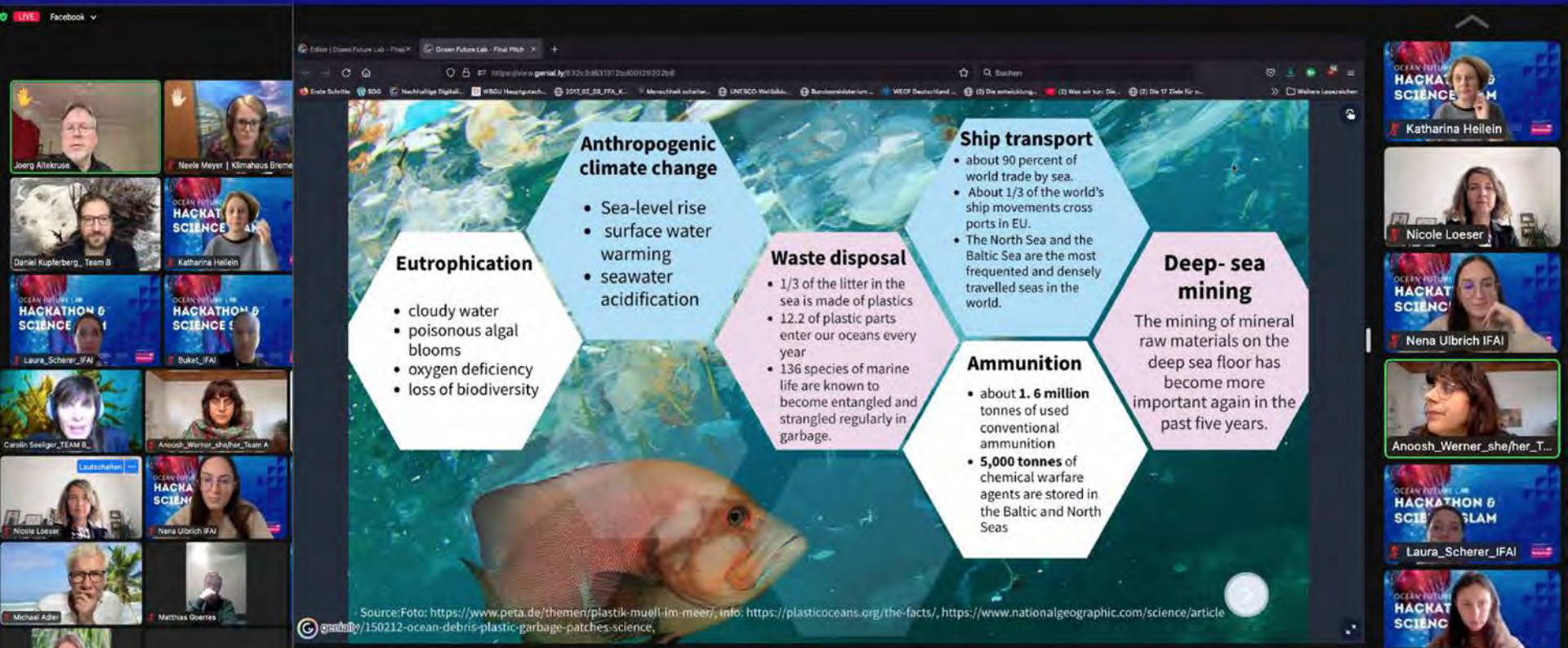
Ergebnisse

Zukunftsbox “Meere “ in Kooperation mit Futurium

OCEAN FUTURE LAB

Events

21.09. - 23.09.2022
Institute for Art and Innovation
Hackathon and Science Slam



Das Gewinnerteam des Hackathons "Float-Generator" von Makers4Humanity wurde zu einer Intervention zur **Klimakonferenz COP27** nach Ägypten eingeladen.

Image: Art For Futures Potsdam

Image: Josephine Bischoff/ Sebastian Esposito

Image: Jan Schneider

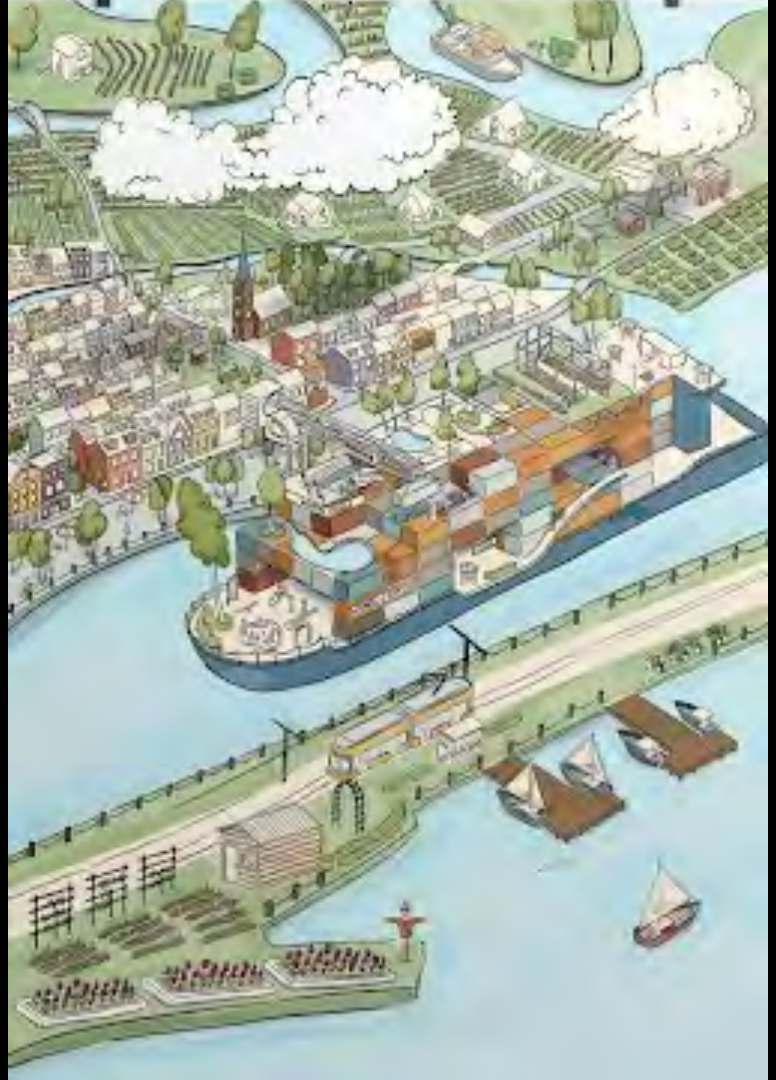


Image: Gabriella Goncalles

Image: Sebastian Esposito

Ideas for narrative co-creation of a scene in 2030:

- What is the **problem**?

  Define a problem in the fictional situation, e.g. a conflict or a chance encounter.
- What **task(s)** do your protagonists have? What do they do together?
- What **measures** would have to be taken in the present or in the immediate future be taken to achieve this positive vision of the future?

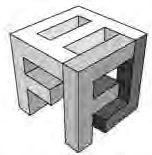
Team + Roles First Name, Last Name	TOPIC	LOCATION	CHARACTER 1	CHARACTER 2	OTHER SPECIES
1 Notetaker (entrepreneur) 2 Timekeeper (manager) 3 Storyboarder (artist) 4 Presenter (visionary)	Which green production innovation will there be in 2030?	e.g. city district / mobile living space / film school	e.g. politician / young father or mother / senior	e.g. farmer / filmmaker / person in transition / art student	e.g. 1000 year old oak / rare birds / bugs

SUCCESS STORY / NARRATIVE

How do we want to live in 2030? Develop a scene of a positive future with the ingredients from above. Please write sentences. (15 min.). Note: In a good story there is a problem that gets solved ;-)

MEASURES

How would an action plan over the next 7 years look like to implement and realise your future vision? (5 min)



Task for the next WS 03 – Research 3-4 innovations (preferably for green production in your region/ country and share the details in this list:
https://docs.google.com/spreadsheets/d/1SbYSPFdwSm964h5ooBfldjsGMyFwcVhrxvX8gxaOpUg/edit?usp=share_link

Start

15:30 - 15:35
Station 1:

Before you start co-creation, please write on your group‘s template:

1) your **full name** and 2) the **role (perspective)** taken over during the (short) workshop

<u>The following roles are available :</u>

- Notetaker (entrepreneur)
- Timekeeper (manager)
- Storyboarder (artist)
- Presenter (visionary)

Let's prototype positive futures.

15:35 – 15:45
Station 2:
Briefly exchange views on innovative projects and agree on a climate innovation (preferably for Green Production) for your scene that could exist in 2030.

15:45 – 15:50
Station 3:
Pick a location for your scene in 2030.

15:50 – 15:55
Station 4:
Choose at least two protagonists and one non-human species!

15:55 – 16:15
Station 5:
How would you like to live in 2030?

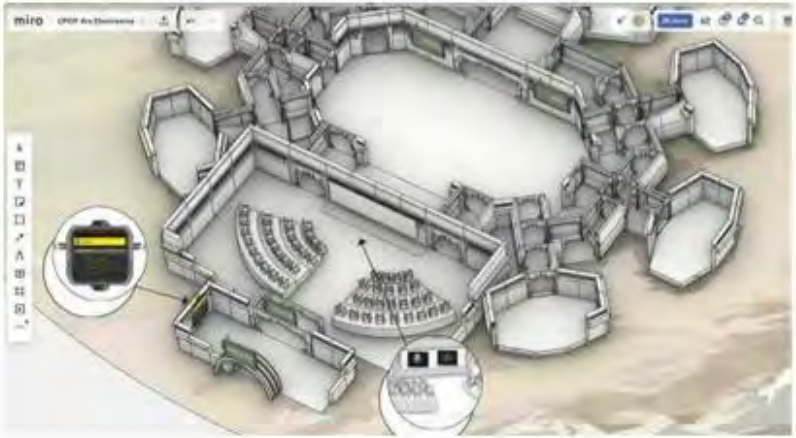
Co-create a **narrative** of a desirable future together for a scene in the year 2030. For a good story, define a problem in the fictional situation, such as a conflict or a coincided encounter.

16:15 – 16:25
Station 6:
Come up with an action plan. What actions would need to be taken in the present or in the immediate future to achieve your positive vision of the future?

16:25 – 16:35 Break

16:55 – 17:00
Station 7:
Presentation of the desirable futures narratives
Who can inspire the other participants the best?

2-3 minutes per group.



ART FOR FUTURES LAB

(2020 – 2023)

- More than 60 workshops, bootcamps, long-term collaboration projects with universities, festivals, companies and NGOs
- Knowledge transfer of existing solutions in sustainability (400+) and maritime innovations (200+)
- Future prototyping method to support positive futures thinking and 21st century skills (4 C: co-creation, collaboration, communication and critical thinking)
- Development of new narratives, storytelling, visualizations, AR/VR, animation, film music, games, exhibitions and festivals
- Motivates for sustainable film and art production, further innovations, possibly new film genres

Image: Philomena Köbele

Image: Sophia Roeschke

ART FOR FUTURES LAB

www.artforfutureslab.com
www.oceanfuturelab.de

Co-funded by the European Union

The creation of these resources has been (partially) funded by the ERASMUS+ grant program of the European Union under grant no. 2022-1-DE01-KA220-HED-000088645.