

「 KIN 」

This is a proposal for the research hub or 'brain' located in the library space on the ground floor of the Arnolfini Gallery for the KIN event. It begins by setting out the aims and objectives of the hub, the potential outcomes generated within the space and an approach for commissioning workshops and projects that extend over the three/ four days of KIN. It then recommends a set of 'makers in residence' including artists, musicians, researchers and writers.

「 How did we get here and where do we go now? 」

Aims:

The aims of the 'hub' is to create a physical and theoretical hub for the KIN event. Here 'makers in residence' will work with audience members to create work that records, remakes and disseminates the emerging issues from the wider event. Underpinning the hub is a philosophy that recognises the potential for makers to take on practical and effective roles in wider society and culture. The hub builds on an understanding that collaboration and participation open up space for innovative concepts and structures to grow. The hub provides a space for makers and participants to connect within a physical space and engage in a dialogue around the issues that affects us directly and globally.

Objectives:

- Record and disseminate (in the hub and in the main gallery space) participants experiences, ideas and questions in real time.
- Act as a physical hub for commissioned makers and participants to create and share work that engages with the main themes of the event.
- Create a simple and clear manifesto for making positive changes in the world. (SEE <http://www.tedresearch.net/teds-ten/>)
- Produce work and materials that can be used to share the emerging issues and solutions that develop during the event with the world outside the event.

In Residence

I propose that we commission a set of 'makers in residence' that are based in the hub and create an ongoing series of works over the weekend. I think that it is vital to have people in the space that will act as a memory and point of analysis and creation for the event.

The KIN event would send out a brief that asks the 'maker' to propose a piece of work that incorporates some form of participation each day, be that through workshops, co-production or recording and presenting people's thoughts on the talks and music sessions. KIN provides the physical space, participants, materials (in terms of people, music, ideas and

talks) and initial questions and/or provocations which they then use to create work that 'records, remakes and disseminates the emerging issues from the wider event'.

Makers

Below are people I would suggest as 'makers in residence'. There needs to be a gender balance as well as a range of backgrounds for the commissioned makers. The following are suggestions for people I am confident would create brilliant work for the event.

Hackers/Artist in residence	Lalya Gaye and Julie Freeman
Writer in residence	Delroy Hibbert (Bristol Cable director)
Musician in residence	Nathaniel Mann (Dead Rat Orchestra)
Digital Sound artist in residence	Dave Meckin
Participatory artist in residence	Rhiannon Evans
Costume maker in residence	Mia Harris (Notting Hill Carnival Designer)
Researchers in residence (focused)	Keir Williams and Stuart Grey (YP)

On going activities

Along side the above artists I suggest a series of simple activities that participants can take part in to create content for the gallery spaces. This could be developed by one of the residents but facilitated by volunteers (students, others).

Handwritten Twitter	AI based robotic system that creates perfect 'handwritten' Tweets on a large roll of paper.
Fanzine making	Create fanzines based on the bands and speakers
Poster making (neon)	Large, simple Neon posters with slogans and questions (Screen print or large format printer)
Badge making	Slogans or questions
Costume making	This would be a space for creating costumes and accessories for participants.

Questions:

If the event is from 10:00 - 03:00 everyday what time will the research hub be open?

Can we make all the work created available under a Creative Commons licence? We'd need to have an agreement with the participants.

Technical requirements

The space would require A/V equipment to share content as it's made. This would include projection screens, sound systems, LED ticker tapes, glue for pasting, printers and a photocopier.