

## **The People`s Smart Sculpture PS2**

Funded by Creative Europe – Culture Sub-programme 2014 - 2020

Larger scale cooperation projects (COOP2)

Project ID: EAC/S16/2013 - European cooperation

Duration: 01.10.2014 – 30.04.2018

Total volume: 2.000.000 €

## **Smart participation project: The People`s Smart Sculpture**

The People`s Smart Sculpture – Social Art in European Spaces is a creative research and innovation project about the cultural evolution of the European city of the future. It addresses the growing complexity of life in today`s city spaces and imminent challenges to the development of the urban environment. The People`s Smart Sculpture PS2 explores the possibilities of participation that will become a smart culture technique as a result of the ongoing digitalization of society. 12 partners – including universities, museums, galleries, theatres and research institutes – in 8 European countries will organize 11 connected open labs integrating new art, design thinking, science, smart technologies and user culture for the participatory re-design of urbanity. The project has a budget of 2 million Euros and is funded by the European Commission within the Creative Europe programme for 3.5 years. The University of Applied Sciences Bremen is the lead partner of the project. The lead coordinator is Martin Koplín, director of the M2C Institute for Applied Media Technology and Culture.

## **11 creative experiments in participatory art and design for the city of the future**

The 12 project partners will implement 11 experimental sub-projects and a European study about new forms of participation. While some PS2 sub-projects shed light on the ways we perceive our city space, or create speculative city environments, others will analyse problems, identify challenges and explore interdisciplinary solutions with citizens. The variety of approaches will reflect the diversity of people, skills, urban art, social processes and urban development. Renowned artists and designers from 29 countries will participate in the sub-projects. PS2 will explore and document new strategies for involving digital media and ICT in the development of user-centered culture.

## **Development of new forms of participation for Smart Cities**

Scientists from media-labs, computer science, cultural science, art history, sociology, architecture, design and urban planning will engage with the creative processes. Digital technologies will not only play an important role in the PS2 project art activities themselves, but directly support the innovation process by offering new opportunities for empowerment and societal integration of people of all social groups. The project will connect people and foster the exchange of ideas about and for smart cities. It is the base for cutting-edge communication between science and art, creatives, artists, media designers and citizens, and between the people and their governments. At the same time it will motivate the broad dissemination of new skills, design expertise and social knowledge relevant to urban re-design.

## **Partners**

### **PS2 Lead Partner**

Hochschule Bremen

### **PS2 Leading Coordinator**

Martin Koplín

M2C Institute for Applied Media Technology and Culture

## **PS2 Partners**

NI Institute and Museum Bitola

Gauss Institute Bitola

Kristianstad University

pramnet – Warehouse9 Copenhagen

Duesseldorf University of Applied Sciences

University of Oslo

Stiftelsen Oslo Barnemuseum

Gdansk City Gallery - Gdanska Galeria Miejska

Helsinki Metropolia University of Applied Sciences

The Museum of Broken Relationships Zagreb



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