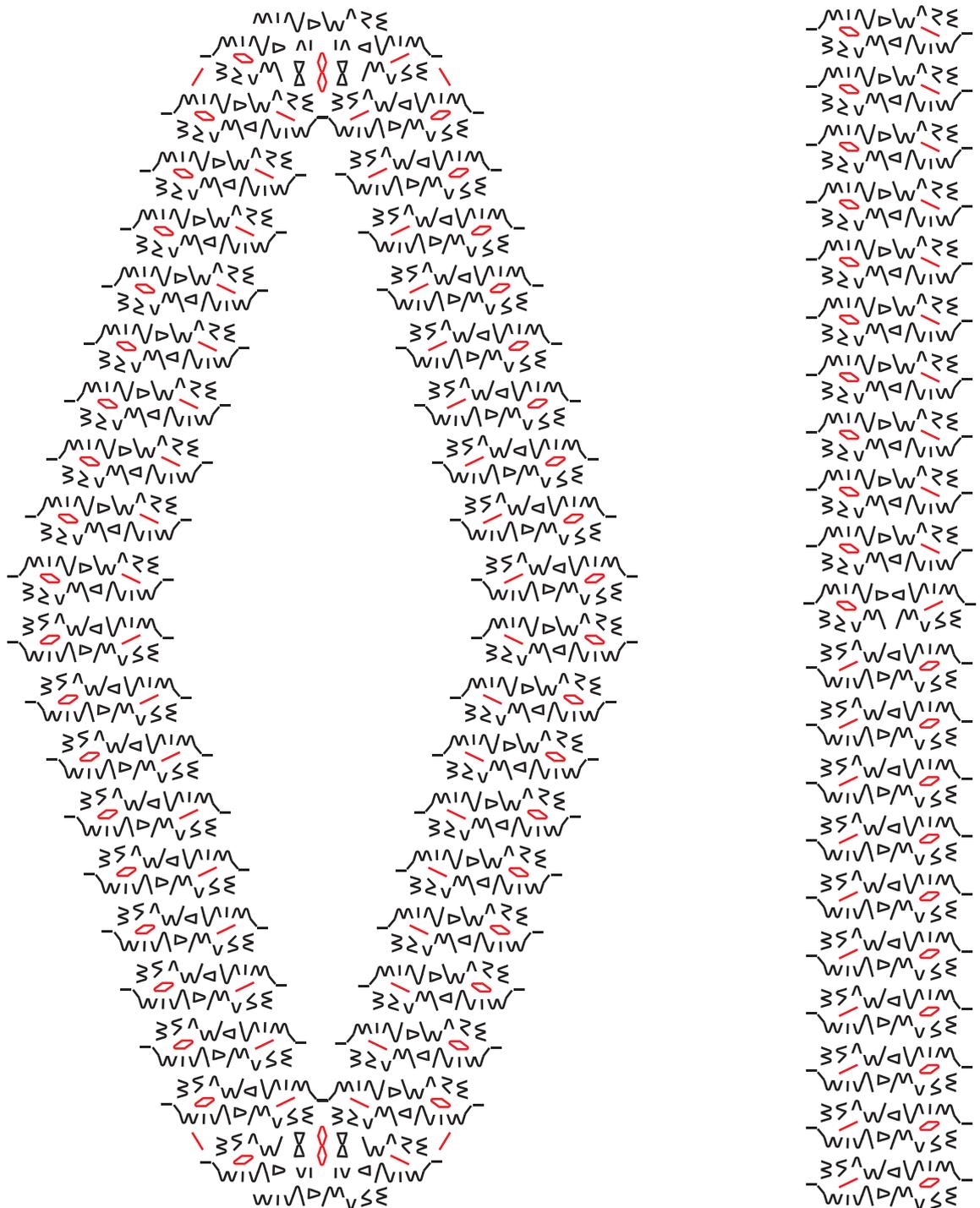


# MINDWARE. Technologies of Dialogue

## The program of artistic residences as part of the Polish presidency in EU, Lublin, the Fall of 2011.

In 2011 Poland will start its presidency of the European Council of the EU, which will be associated with a series of artistic events happening in various cities of Poland, including Lublin. One of the events happening in Lublin and belonging to the national cultural program will be a program of artistic residences called "MINDWARE. Technologies of Dialogue."



## THE MEANING

The program of artistic residences "MINDWARE" aims at creating an area for artistic reflection and intervention in the urban space of social communication. Nowadays, the space is dominated by digital media technologies and the networks connecting them, which project new modes of perceiving and understanding the reality. Not only have those technologies become a permanent element of the public sphere landscape – in the sense of "material presence" and on the level of "invisible presence" by their ranges and transmissions – but they also conquer collective imaginaries and the languages related to them.

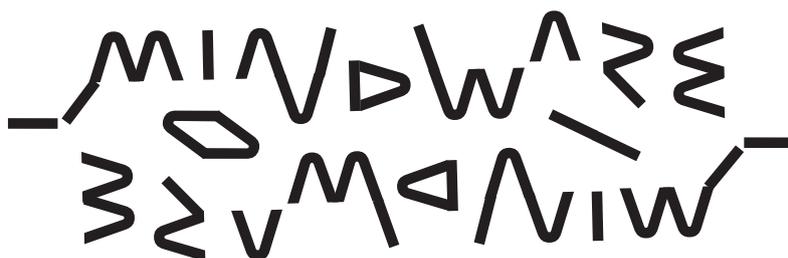
The artists and theoreticians invited to Lublin's residencies will be requested to interpret the codes which are embedded in the space, and which are used to convey the means of communication and available rules and patterns of dialogue.

Criticism towards the "digital" representations and languages, that is the logic of "digital" culture coding, will be the frame of reference for conducting Lublin's artistic residences. The artists – the residents, accompanied by communication and culture research theorists – will be confronted with materially present urban "hardware," in the form of urban infrastructure, and the "operating system" regulating the "hardware," namely the applied rules of communication. Thus, the created work of arts will constitute the living cultural "software" embodying the title MINDWARE.

We expect artistic productions (MINDWAREs) with material application of digital and network technologies and/or symbolic work with their cultural "spirit" (interface, imaginaries).

A particular MINDWARE can be represented by:

- a work of art being the "driver", "software", "interface" of social communication
- free cultural "software" ready to be "installed" and "remixed" somewhere else
- an interpretation of the sense of the MINDWARE category based on a combination of scientific perspective with art and cultural animation.



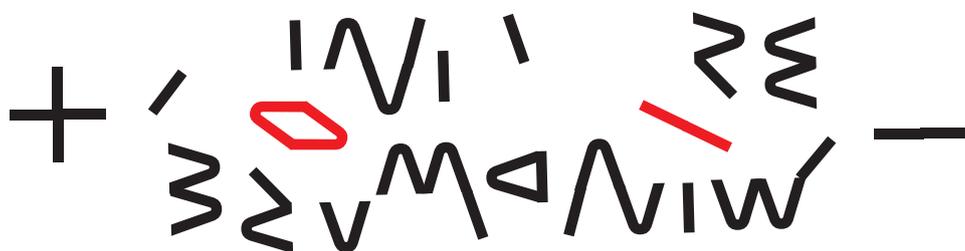
## THE MAP

Contemporary culture and social reality form a multidimensional and multifaceted communication space outlined above all by two axes:

- the first is the distance between two communication worlds: the offline-analogue and the online-digital (metaphorically speaking the Plugged Mode and the Unplugged Mode)
- the other is set by the scale of communication acts including both interpersonal and social communication.

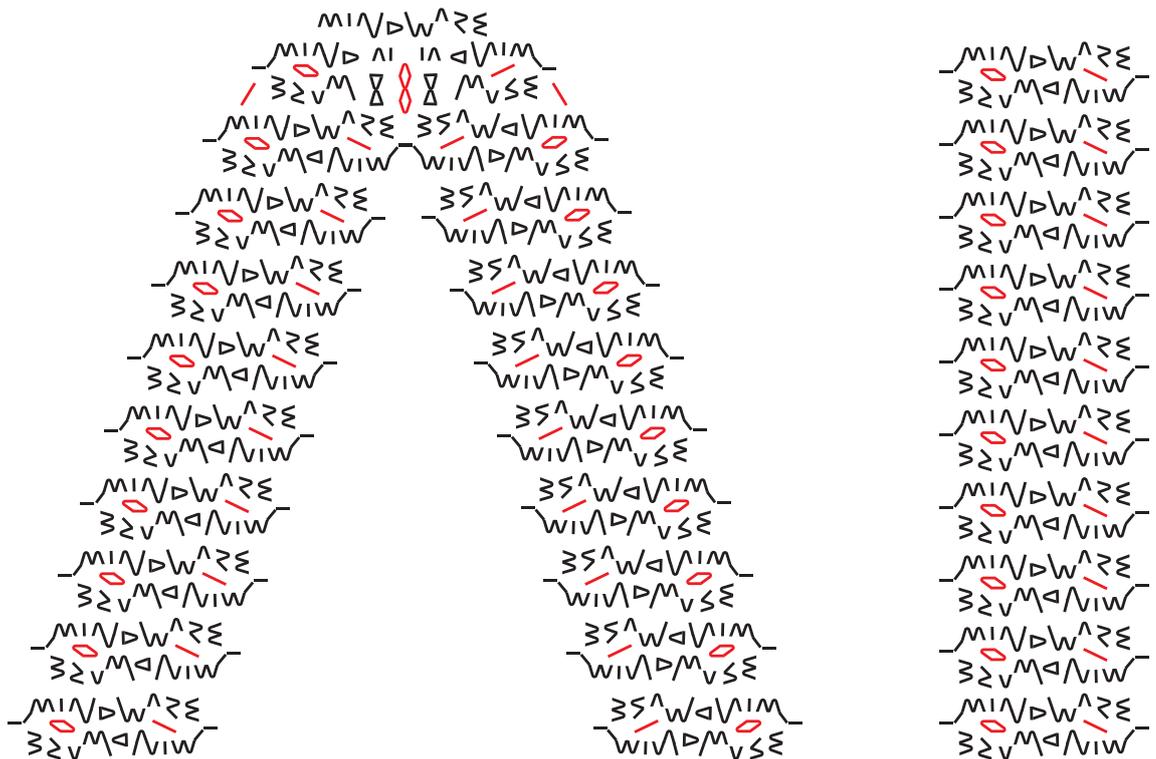
We would like to inscribe the title issue, which joins new technologies with present socio-cultural reality, into the social context of contemporary times. MINDWAREs, conducted in Lublin, will meet the challenges which are universal within the space and rules of communication, and which are visible also in this part in the world. For the invited artists we are preparing a socio-historical "map" with three categories of landmarks:

- exclusion (civilizational, communicative, technological, ethnic, cultural);
- borderland (perceived from the angle of geographical and cultural borders, political divisions, as well as the limits of art, media and codes);
- dialogue (between cultures, social groups, in-between oppositions: urban – non-urban, center – periphery, industrial culture – agricultural culture, modernity – tradition).



## THE METHOD

During the residences the artists will be accompanied by theoreticians studying social communication, media and art. Their collective task will be to recognize the potential of the "MINDWARE" notion perceived through the perspective of various sensitivities and imageries, such as media art, social art, animation in social communication and humanities, joint in a dialogue. Our goal is to examine how the language and the perspective used for the project's purposes compare to the existing cultural codes, science discourses, as well as dialogue rules and patterns. In the end, in addition to individual productions of the artists, the project's meta-level will be developed: a collective work of art created from texts which define the explanatory potential and which recognize MINDWARE in the light of the existing dictionaries and theories of humanities.



## THE EFFECT

Conducting the artistic residences program will generate effects which will be complementary on two levels:

- effects achieved within artistic productions program
- theoretical reflections

In detail, the effects can be presented as follows:

### **1. MINDWARE works. Artistic interventions / arrangements / actions**

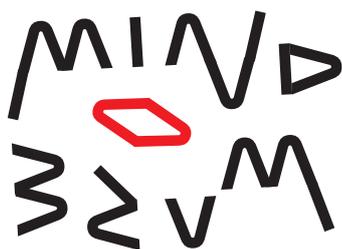
MINDWAREs constitute an artistic socio-cultural "software". They will be prepared (written, encoded) and implemented into social space (both material – urban, that is within Lublin, and symbolic – networks and virtual spots/media). In terms of "digital" language, one could say that MINDWAREs will be artistic "updates" of social communication and the city itself, "antivirus systems" protecting one from communication and social "viruses", "security patches" within the tissue of the cultural "operating system", "instructions" for the "artificial intelligence" of the city or "interface" of dialogue.

### **2. The meanings of "MINDWARE."**

As an innovative input into the system of languages describing contemporary times, it supplements two popular terms, namely "hardware" and "software," with a "cultural ingredient" which adds sense to all technology and requires separate "investments" within the realms of education, art, philosophy etc. The notion shall be coined as a new discourse instrument and shall be added simultaneously into three different dictionaries describing the communication reality, that is to the language of culture, media arts and the language of humanistic research on culture. The record of this part of the project will be included in a publication prepared within the cooperation with WSPA [College of Enterprise and Administration] in Lublin.

### **3. MINDWARE methodology. The project is "self-conscious", operating on a meta level.**

The experience gained during the residences, as well as the artistic actions, can later be used within different "operating systems" (communities, communicative systems). The open method of working on preparing the residences plan, unique approach to selection of people as well as cultural and social competence shall result in possibly universal and standard plan for operating within the culture of social communication.



## THE BACKGROUND

Workshops of Culture in Lublin – the institution of culture which organizes international artistic projects, especially in cooperation with partners from outside Eastern Europe – organizes the artistic residences “MINDWARE. Technologies of Dialogue.” The institution considers public space a significant area of operating within the program. Public space is understood here as a material matter as well as an area of social and interpersonal inspiration, reference and interaction.

Inspirations for the “MINDWARE” project stem directly from such events as: “L2 – potęgowanie kultury” [L2 – Enhancing the Cultures of Lublin and Lvov] (two complementary editions in Lvov and Lublin), “Noc kultury” [The Night of Culture] (especially the third edition “A Human in a City, a City in a Human”), “Transmisja Lublin – Ukraina” [Lublin-Ukraine Transmission] (including exhibitions: “Siła Sztuki” [The Power of Art] in Lvov and “Ukraiński Zríz” [Ukrainian Zríz (Cross Section)] in Lublin), “FortMisja” [FortMission] and many more.

Within the cultural program of the Polish presidency in the EU in 2011, coordinated by Narodowy Instytut Audiowizualny [The National Audiovisual Institute], Workshops of Culture are responsible for organization and management of artistic residences. This involves formulating the agendas and programs, as well as preparing technological and personal base indispensable for conducting the residences and creating the works of art.

Considering the progressive character of the project, Workshops of Culture will strive to win a technological partner that would help achieve high-standards and successful implementation of artistic concepts and provide technical service for the project.

The following subjects are responsible for the subject matters:

**Zbigniew Sobczuk** (Warsztaty Kultury w Lublinie [Workshops of Culture in Lublin], Lubelskie Towarzystwo Zachęty Sztuk Pięknych [The Society of the Fine Arts Zachęta (Incentive)]) – curator of art and artistic events’ organizer

**dr Piotr Celiński** (UMCS [Maria Curie-Skłodowska University in Lublin]) – media theorist

**Marcin Skrzypek** (Ośrodek “Brama Grodzka – Teatr NN” [NN Theater “Grodzka Gate” Center]) – culture animator, musician

The following subjects are responsible for the coordination of the project:

**Maria Artemiuk** (Warsztaty Kultury w Lublinie [Workshops of Culture in Lublin]) – culture animator

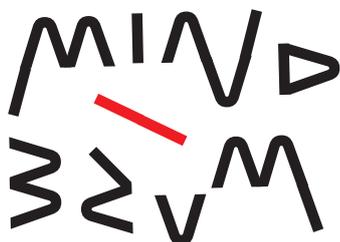
**Magdalena Kawa** (Zakład Filozofii i Socjologii Polityki Wydziału Politologii UMCS [Philosophy and Politics Sociology Unit of the Political Sciences Department of the Maria Curie-Skłodowska University in Lublin]) – political scientist

Subject matters consultant of the program is:

**Roman Hankievych** (Lvov Institute of Applied and Decorative Arts) – art historian and critic

The consultant for organizational issues is:

**Rafał Koza Koziński** (Warsztaty Kultury w Lublinie [Workshops of Culture in Lublin]) – culture creator, city artist



## AGENDA

The main idea of the residences is the meeting/clash of artists and theoreticians – philosophers, sociologists, media experts, art critics etc. The invited artists come from three regions of Europe: the East, the Center and the West. Therefore, the subjects and geographical matters in selecting the participants make the project cross-sectional and universal, and the concept of it embraces confrontations between individual experience and different context combined with universal values. The range of the project: Eastern Europe, especially: Armenia, Azerbaijan, Belarus, Georgia, Moldavia, Ukraine, Poland and the EU.

The most important stages of the program's implementation include the following: the preliminary stage, preparation stage and the residences themselves.

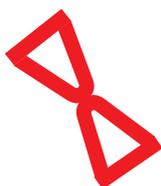
The first stage, commenced in October 2010, involves specifying the main idea of the project within artistic and scientific circles, preparing the methodology of the project together with the management procedures/instructions. The significant guidelines for this part include the following: collecting and analyzing information, building a network for information exchange on the basis of a network of partners, organizing studio visits, selecting artists and preparing information and promotion materials.

The second stage, from May to September 2011, will focus on creating a plan of the residences' course, including, especially, the technological character of the activities and, what is related to it, finding a technological partner as well as preparing the technical documentation and problem-oriented plan of the city – a map of the city made for the project's purposes. Discussion on organizational and financial matters with the participants and subcontractors, including signing the contracts and agreements, is a very important part of this item on the agenda.

The very residential stage of the of the project begins on September 22 and ends on October 9, 2011. It involves lectures and seminars, meetings, discussions with the artists and experts, which will all take place from 23 to 30 September 2011. The process of preparing the concepts for and creating the MINDWARE works will take place between September 26 and October 7, 2011. The artists will begin to present their works on October 8, 2011 and this part will last until October 30.

While conducting the project, the "MINDWARE" idea will be presented between May 6-8, 2011 within the DE: CODED Festival in Lvov, then between September 8-11, 2011 during the Europejski Kongres Kultury [European Culture Congress] in Wroclaw and as part of Kongres Kultury Partnerstwa Wschodniego [Culture Congress of the Eastern Partnership] planned in Lublin between October 20-22, 2011.

The following activities are planned to take place in January 2012, after the artistic residences "MINDWARE. Technologies of Dialogue" are over: a seminar being a summary of the cooperation between the artists and the experts, as well as a joint publication (together with WSPA [College of Enterprise and Administration]) of a collective work, constituting the project's documentation and contribution to the discourse about the humanities and liberal arts sciences.



## CONDITIONS

Propositions of the residence can be sent until April 15, 2011. The application should be written in English and include description of the artist (around 1500 signs) and his/her portfolio with the selection of works regarding to the subject of the residence as well as descriptions of ideas which are going to be developed during the project.

12 artists and 7 theorists / experts are going to be invited. The artistic residences last from September 22 until October 9, 2011. The residence of each theorist / expert last 3 days and take place during September 23-30, 2011. The salary, travel costs and accommodation are going to be provided. More details will be delivered as soon the list of participants is ready, which is going to happen latest at the beginning of May.

The organisers provide the place of work, meeting, lectures including the technical support. The costs of work's implementation are going to be covered according to the initial assignments and the technical specification.

The application please send per email: [info@cyberlublin.pl](mailto:info@cyberlublin.pl) or per post Warsztaty Kultury, ul. Popiełuszki 5, Poland. The person responsible for additional information is Magdalena Kawa [magdalena.kawa@gmail.com](mailto:magdalena.kawa@gmail.com), tel. +48 608 674 517.

