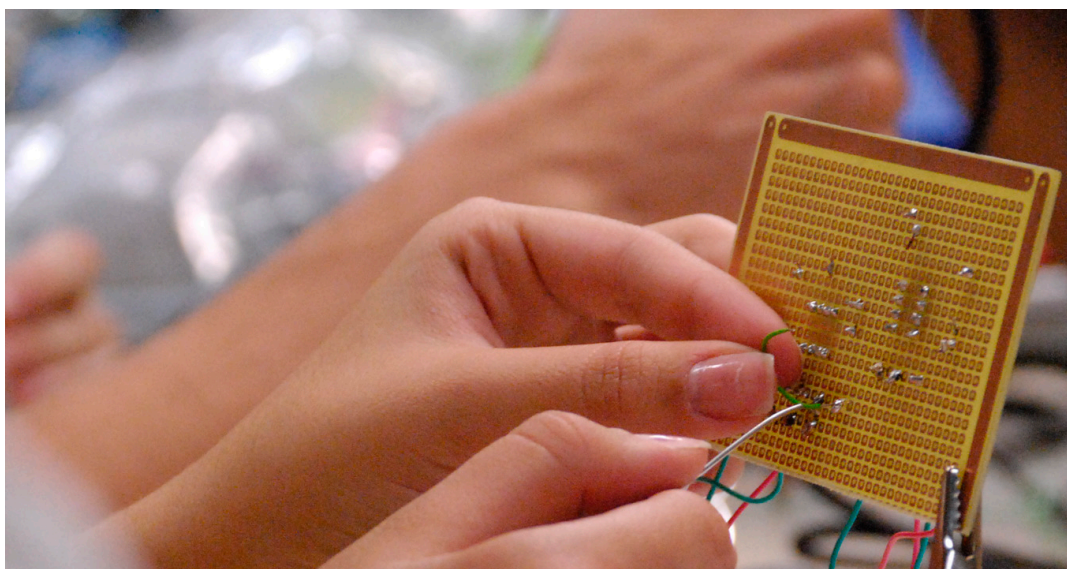


vivo ARTE.MOV
APRESENTA:

INTERACTIVOS? '10 BH

INTERACTIVOS? '10 BH – 'HIGH END LOW TECH' OPENS INTERNATIONAL CALL FOR PROJECTS



Interactivos? '10 BH – High End Low Tech will open its international call for projects on September 1st, to select proposals to participate of the workshop to be held in Belo Horizonte, Brazil, between November 21st and December 8th. The call will select up to 8 proposals – local, national and international – that develop and creatively apply simple and accessible technological resources in artistic and educational projects. Those interested may apply until September 30th through the online form available at: interactivos.marginalialab.com.

The event will provide materials and infrastructure necessary for the development of its selected proposals. Authors of the selected proposals that don't live in Belo Horizonte will also get travelling tickets and lodging to participate of the two weeks workshop - to one member, in case the proposal

is made by a group. The developing teams will be formed by volunteer collaborators, enrolled through a posterior international call, in an open and interdisciplinary methodology of exchange.

Activities will be guided by tutors Fernando Rabelo (Brazil), Kiko Mayorga (Peru) and Arturo Castro (Spain) – artists and educators with internationally renowned works, connected with important projects in development in fields related to the event's theme.

Interactivos? '10 BH – High End Low Tech will also include a seminar with the participation of the instructors and invited collaborators, as a way to present and discuss different approaches about the proposed theme. At the end of the production workshop, the achieved results will be shown in a one week exhibition, enabling its access to the public.

Conceived by the Spanish lab Medialab-Prado, the model for Interactivos? events has been replicated in different places around the world since 2006, forming a networked platform of initiatives related to this field. The event is organized in Belo Horizonte through a partnership between Marginalia+Lab and the project Ocupar Espaços, integrating the cultural program Vivo Arte. Mov. The event is sponsored by VIVO through the State Law of Cultural Incentive of Minas Gerais. The event also counts with the collaboration of Medialab-Prado and Centro Cultural da Espanha em São Paulo.



Location:

Marginalia+Lab - Belo Horizonte, Brazil.

Dates:

| | |
|--------------------------------------|---------------|
| International call for projects | 09/01-30 |
| International call for collaborators | 10/20 – 11/20 |
| Seminar | 11/21-22 |
| Workshop | 11/23 – 12/08 |
| Exhibition | 12/08 – 12/15 |

Tutors:

Fernando Rabelo (Brazil)
 Kiko Mayorga (Peru)
 Arturo Castro (Spain)

Invited collaborator:

Eduardo Imasaka (Argentina)

Information:

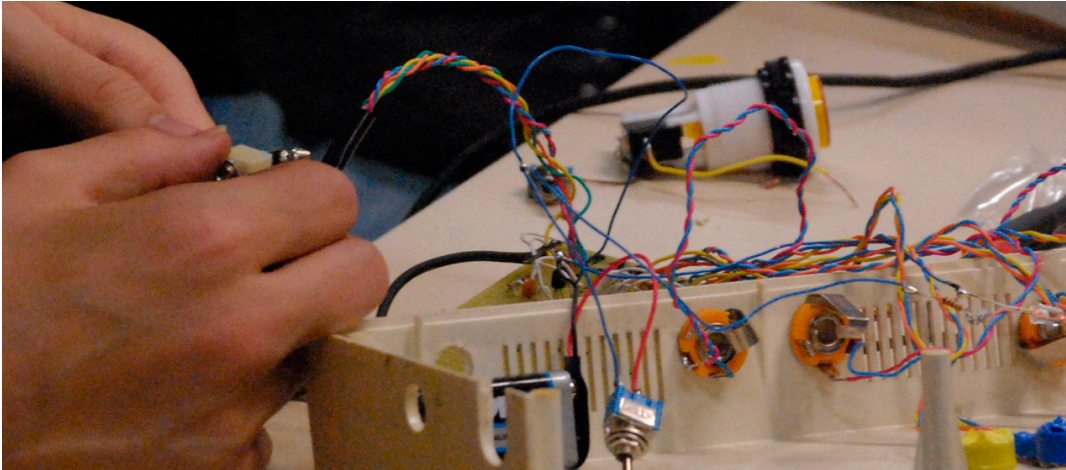
Url: interactivos.marginalialab.com
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What is *Interactivos?*

Interactivos? is a research and production platform conceived by Medialab-Prado, from Spain, focused on the creative and educational uses of technology. Its main goal is to expand the use of electronics and software tools for artists, designers and educators.

Interactivos? is not based on a traditional workshop model, nor it follows the typical dynamics of the professor – student relationship where the experts teach and a group of students learns. On the contrary, it is influenced by the premises of *Do It Yourself* and *Do It With Others*. Consequently, the *Interactivos?* model involves the exchange of information among the participants of the workshop, guided by instructors that have technical and conceptual knowledge about the proposed theme, and the collective and collaborative production.

Since 2006 the events happen as a hybrid of workshop, seminar and exhibition, stimulating reflection, research and collaborative work, in an environment that is going to be open to the public from the beginning to the end. In 2010, the *Interactivos?* platform has received an honorable mention in the “Interactive Arts” category of *Prix Ars Electronica*, as a unique space for the collective creation of interactive installations. The Austrian festival has given this award for 23 years, honoring important works in this field.



High End Low Tech | Baixa Tecnologia de Ponta

This event's theme approaches an apparent paradox currently faced by technological development. While various technologies become more accessible, as well as the knowledge about them becomes more generalized, it ceases to be a resource distant from the people thus becoming a frequent everyday element around the world. In this context, it becomes manifest – beyond the fierce marketing insertion of these equipments – an increasingly strong participation of individuals in the development of its variants - however, mostly with simple and affordable solutions.

Such practices – developed by artists, activists and amateurs – thus produce real innovation alternatives, much more autonomous than traditional technological development and with more profound aesthetic, cultural and educational impact. Open to diverse approaches of this sort of activities, the event focuses, therefore, on projects that share this spirit.

About the calls

There are two main forms of active participation in the collaborative workshop of *Interactivos?*, each one with a specific call.

The call for projects is aimed at those interested in proposing projects to be developed during the workshop. The applications will be selected by the tutors, by the production team and by an invited committee, formed by curators and researchers: Eduardo de Jesus, José Cabral Filho and Marcus Bastos.

Authors of the selected proposals who don't live in Belo Horizonte will get travelling tickets and lodging to participate in the workshop. In the case of group applications, the support will be given to only one of its members. The authors will lead the developing team of their projects, with the compromise to develop and document them as far as possible.

Applications will be made through an online form and the list of the 8 selected projects will be published on October 20th.

10/20 - 11/20 – Call for collaborators

It is aimed at those interested in participating of one or more interdisciplinary teams for the development of the selected projects during the collaborative workshop in Belo Horizonte.

The application will be made through an online form and, for the collaborators that don't live in Belo Horizonte, lodging will be offered for up to 20 people, and they will be filled according to the order of the applications.

About the collaborative workshop

The collaborative workshop will last two weeks, from November 23rd to December 8th, and will be dedicated to the development of 8 selected proposals. The projects' authors will join an international and interdisciplinary team of volunteer collaborators in an environment of shared production, research and experimentation. Every activity will count with the instructors' guidance, and with the support of technical assistants and invited collaborators.

The methodology applied to the event also includes small spontaneous workshops, dealing with themes identified as of common interest among participants or even critical for the development of the projects. Seizing the opportunity, other activities ranging from portfolio presentations and technical or conceptual debates will also be promoted.

Every activity will be open to the public, that will be able to watch the development of the works and participate in programmed events.

Sobre os instrutores



Arturo Castro (Spain) studied computer engineering in Bilbao. For a few years he has been collaborating on creative projects with software. One of his major interests is the philosophy of free code for the social exchange that it implies and specially the application of these tools and methods into the creative field.

Arturo is responsible for openFrameworks' Linux and Android versions (openframeworks.cc) - one of the most important platforms in open source programming for artists and educators - and collaborates with Zach Lieberman and Theo Watson in the development of the tool.



Kiko Mayorga (Peru) is an electronics engineer, art apprentice, researcher of culture and technology. Research and development director of Alta Tecnologia Andina and co-founder of the space/project Escuelab.org. Currently, his interest is focused on the search and development of emerging mechanisms of social transformation, which originate from the encounters between technology and society.

He has participated in the development of various experimental media prototypes, individually and collectively, presented in a diversity of events. Therefore, in 2004, he obtained the award “incentive to production” at VIDA competition, of Fundación Telefónica, Spain. He has presented works in events such as ISEA2002 (Nagoya, Japan), WWWVF2004 (Amsterdam, Netherlands), VAE2006 (Lima, Peru), among others. Since 2006, he gives workshops for the creation and recycling around electronics, programming and audiovisual media.



Fernando Rabelo (Brasil) holds a master degree in Art and Image Technology from the Federal University of Minas Gerais (UFMG). In 2003 he developed the interactive animation *Insônia*, special mention at the Festival du Film de l' Internet, in France. In 2005, he exhibited the installation *Contato QWERTY* at FILE festival, exploring precarious electronic interfaces.

He has attended to *Interactivos? 2006* in partnership with the artist Rafael Marchetti, using the streets of Madrid as raw material, they both created the project *Des:echo*, that used technological scraps on the neighborhood's garbage cans. In 2007 and 2008, Fernando was one of the coordinators of *Projeto Ocupar Espaços*, where he taught creative workshops in art and technology (can made wireless antenna, balloon camera, sound platform) for *pontos de cultura*. In 2009, he participated of *5 Days-off - Amsterdam*, with the performance *Flying Sources*, a panorama of projected interactive images, and exhibited *CONTATO qwerty 2.0* in the *Bienal de Artes Mediales* in Chile. Also in 2009 he was awarded the 8th *Sergio Motta Art and Technology Award*.

About Marginalia Project

Experimentation and creation group based in Belo Horizonte, Marginalia Project seeks to create works that approach technology in unusual ways, bringing its uses to aesthetical perspectives – generally critical, always ludic. Formed by André Mintz, Pedro Veneroso and Aline X, the group develops installation projects and programming applied to audiovisual media, besides collaborating with projects of other artists, in Brazil and abroad.

The group took part in collective exhibitions in Recife, São Paulo and Belo Horizonte (Brazil) and also in Nanchang (China). In 2008 it received the 1st award at *Conexões Tecnológicas Festival* and was a finalist of the 8th *Sérgio Motta Art and Technology Award*, in the *Beginner Artist Category*.

Since 2009, the group maintains in Belo Horizonte *Marginalia+Lab*, art and technology lab dedicated to the incentive to collaborative creation and development practices. In its first year, sponsored by VIVO through the State Law for Cultural Incentive of Minas Gerais, the lab hosted the development of eight interdisciplinary projects. In 2010 and 2011, the project will continue and widen the accomplished activities, with the promotion of workshops, artistic residences and itinerant activities in other cities of Minas Gerais state.

Further information about Marginalia+Lab at www.marginalialab.com and images in its flickr [/marginalialab](https://www.flickr.com/photos/marginalialab/).

Further information about the group can be found at www.marginaliaproject.com

About Ocupar Espaços

Ocupar Espaços project started in 2005, from researches about art and technology, tactical media and social activism undertaken by educators of Oficina de Imagens – Comunicação e Educação. The project invests on the educational use of art associated to technology, in the research in free hardware and software for audiovisual and technological creation and in the occupation of public space with actions of social-political character. Throughout its 5 years, the project has become a space for language experimentation that explores the open, collaborative and interactive characteristics of digital culture, also focused in the political initiation of the participants. Ideas and actions promoted by Ocupar Espaços are stimulated by educators, cultural agents and artists in schools, cultural centers, communities, socio-educational centers, among others.

2006: Audiovisual Interactive Circuit – Ocupar Espaços – Serra/Santa Lúcia, Belo Horizonte, with the participation of CRIARTE, Grupo do Beco, Projeto Memória, Núcleo LAGEAR – Architecture School/UFMG and sponsoring of Filme em Minas Program/CEMIG;

2007: Okupar o Ar Lab - Alto Vera Cruz, Belo Horizonte, with the collaboration of Spanish collective Wireless Lavapiés, Grupo Cultural NUC, Prodabel/PBH and Estúdio Livre;

2008: Audiovisual Interactive Circuit - Ocupar Espaços - Diamantina/Sabará-MG with the participation of Pontos de Cultura Ti vi no morro / AFFAS and Nas Trilhas da Cidadania Cultural, Media Sana Collective de Recife/PE and sponsoring of VIVO / State Law of Cultural Incentive.

Other information at www.ocupar.org.br or www.oficinadeimagens.org.br

About 88 Productions

Founded in 2006, in Belo Horizonte, 88 Productions is dedicated to the production of contemporary art works and events specially aimed at the experimentation of video and cinema languages.

88 established a partnership with Marginalia Project for the conception and organization of Marginalia+Lab, project that meets its interest for research and development of different forms of artistic creation, in hybrid and collaborative practices that value the critical sense and free expression.

Among the achievements of 88 are mainly short and feature films, videos and installations of renowned Brazilian artists, such as Cao Guimarães, Eder Santos, Fernando Rabelo, Sara Ramo and Roberto Bellini, and beginning artists, such as Affonso Uchôa, DuRolo Collective, Apiário, and others. It's most recent works include the installations A Banda dos Sete (2010), Acéphale (2009), AEurásia (2008), O Sonho da Casa Própria (2008), the short film Marambé (2010), the interactive DVD Golpes (2009), the feature films Mulher à Tarde (2009), Andarilho (2007) and the experimental video Rivadavia 2010 (2007).

About VIVO ARTE.MOV program

Vivo Arte.Mov Program gathers a group of initiatives around the entitled “mobility culture”, stimulating the creation, research, reflection and diffusion of mobile arts and locative media. They are projects, events, colloquies, shows, exhibitions, and Vivo ARTE.MOV – International festival of mobile media art, the greatest and most important in Brazil for its kind. Its activities take place and many cities of Brazil, valuing Brazilian cultural diversity and its specificities.

information:

url: interactivos.marginalialab.com
 email: interactivos@marginalialab.com
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presentation:

vivo arte.mov

organization:

marginalia project
 ocupar espaços
 88 produções

collaboration:

medialab-prado
 centro cultural da espanha - são saulo

sponsoring:

vivo
 projeto executado por meio da
 lei estadual de incentivo à cultura

REALIZAÇÃO:



COLABORAÇÃO:



PATROCÍNIO:

vivo

Projeto Executado por meio da Lei
 Estadual de Incentivo à Cultura