

# BMW GUGGENHEIM LAB

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## Press Release

# BMW Guggenheim Lab Berlin Program Information: June 15–July 5

## PROGRAMS

*[Note: This is the first in a regular series of updates about BMW Guggenheim Lab Berlin programming. Information will continue to be disseminated as programs, dates and details are confirmed.]*

### Daily, June 16–24

#### Engineering Genius Bar

12–6 pm

Ever wondered what to do with your old cell phone? Or how to build a custom window garden? Consult with resident makers, experienced engineers, and hacker masterminds on how to turn a sketch on a paper napkin into something real. If you have an idea for an object you'd like to create, bring it to the Engineering Genius Bar—you can begin to prototype today!

### Saturdays, beginning June 23

#### Field Trips

12–6 pm

Field Trips is a weekly urban adventure on wheels. Bike uncharted avenues, picnic on green grass, gain access to curious locations, and hear intimate talks delivered by a host of unconventional speakers on a wide variety of topics. On a carefully designed route through Berlin's diverse districts, meet local experts and nonexperts alike, whose presentations will spark opportunities for a deeper understanding of the city and its communities. Venture into barren, vacant landscapes in Lichtenberg, Weißensee, and Pankow; gain access to unlikely

historic sites in Mitte, Tiergarten, and Charlottenburg; or visit quirky households in Mitte, Kreuzberg, and Prenzlauer Berg.

Meet at the Lab with your own bike. Snacks will be provided.

**Sundays, beginning June 24**

**Urbanophil: Mobile University of Berlin**

12–4 pm

Join a weekly walking tour that seeks to bring learning out of the classroom and into the streets. Led by members of Urbanophil and mikromakro, the Mobile University of Berlin provokes participants to mine their urban environment through acting, mapping and collecting data, and using photography, video, and audio, all related to a particular theme. Participate in self-education exercises like defining public space, interacting with strangers, and storytelling.

**Friday, June 15**

**Talk: Making Your City**

2–3 pm

Lab Team member [José Gómez-Marquez](#) introduces the topic of the day: Making Your City. Following a do-it-yourself philosophy, today's programs use innovative technology to empower citizens to actively build their cities. Learn about exciting techniques like rapid prototyping, creative construction, and hacking.

**Workshop: Marathon of Making Things**

3–10 pm

Get your hands dirty in this daylong maker marathon as the Lab becomes an active construction site. Take part in activities with makers, artists, engineers, and computer programmers, and experiment with a wide variety of tools, from laser and hot wire cutters to 3-D scanners and thermoformers.

**Saturday, June 16**

**Talk: Making Things Move**

12–12:15 pm

Lab Team member José Gómez-Márquez introduces the topic of the day: Making Things Move. Machines can be as simple as a wheel or as complex as the clockworks on a watch, but do-it-yourself solutions to making things can often be intimidating. Today we demystify the basics by adding movement to everyday objects.

**Workshop: Making Things Move**

4–6 pm

Strollers, bicycles, and other personal mobility devices such as wheelchairs and walkers are essential to our lives. What if your baby's stroller was a rugged all-terrain vehicle that could conquer the winter streets of Berlin? What possibilities arise when you attach an accelerometer to a bicycle? Bring your own mobility device to the Lab and create the ultimate intelligent, personalized transportation technology for the city.

### **Talk: Dale Dougherty: What Is the Maker Movement?**

8–10 pm

The maker movement continues to grow worldwide, as makers with varied interests master new technologies, discover new opportunities, and create new communities. Join Maker Faire founder Dale Dougherty, as he shares his experience leading and following the maker movement.

### **Sunday, June 17**

#### **Talk: Making Things Digital**

12–12:15 pm

Lab Team member José Gómez-Márquez introduces the topic of the day: Making Things Digital. New digital technologies like microcontrollers, intelligent sensors, and open-source software have revolutionized the way we make things. Today we look at the practical and conceptual implications of widespread digitization and how we can use intelligent devices in our everyday lives.

#### **Workshop: Making Things Sense with Arduinos**

2–3 pm

Do you know what an Arduino is? Microcontroller boards like the Arduino Nano make it easy for anyone to control devices using simple computers. Discover new ways to sense and control the world around you using Arduino microcontrollers, pressure sensors made from everyday materials, and LED light sensors.

#### **Workshop: Making Robots Using Cubelets**

4–5 pm

Cubelets are simple color-coded blocks that snap together to create robots. Learn how to use Cubelets kits to create robots that can respond to your environment. Suitable for all ages, they require no programming or wires and respond immediately by flashing lights and interacting with other objects.

#### **Workshop: Physical Objects That Talk Back**

5–6 pm

In this workshop we'll explore how to program sensors to send messages via SMS and Twitter. Learn how to turn inanimate objects into intelligent devices that talk back!

### **Wednesday, June 20**

#### **Talk: Making Health**

2–2:15 pm

Lab Team member José Gómez-Márquez introduces the topic of the day: Making Health. Do-it-yourself medical technology is revolutionizing the roles of patient and doctor. With roots in design for developing countries and finding its way back into everyday clinics around the world, this more democratic approach to the design of medical tools and devices is an important shift in the way new health-care inventions are generated and used. We explore a philosophy that changes the way we approach our body in the city.

### **Workshop: Making Health**

4–6 pm

Empowerment health technologies allow us to take greater control over decisions that affect your health. Discover technologies that can help you tinker with your eating habits, sleep, and exercise to “make health” for yourself. Build your own glucose meter to test the glucose levels of common foods and create biosensors to measure physical movement and blood pressure.

### **Thursday, June 21**

#### **Talk: Making Environment**

2–2:15 pm

Lab Team member José Gómez-Márquez introduces the topic of the day: Making Environment. Hack a fishing rod into a water-pollution sensor, a kite into an aerial-photography apparatus, or a bike into a soil sampler. See how do-it-yourself technologies can help you to better understand and change your environmental footprint.

#### **Workshop: Making Environmental Sensors**

3–4 pm

How can we make information about the world around us more accessible? How can we make this information work for us? For example: If you knew which parts of your city were the most congested, would you change your route to work? If you could monitor the contamination in your drinking water, would you buy less bottled water? What information are you interested in discovering? See how technology normally used in a scientific setting can help improve our everyday lives.

#### **Workshop: Making Solar Coffee**

4–6 pm

Have you ever wanted to make your own home-roasted coffee? Join Anna Young to build your own solar coffee-bean roaster using cheap household materials. Learn how solar energy can be used for basic cooking purposes and walk away with an awesome solar roaster.

### **Friday, June 22**

#### **Workshop: Ernesto Oroza: Provisional Space/Collaborative Design (Part 1 of 2)**

2–4 pm

How do we exploit the potential of a building? How can we take existing architecture and city space and produce new possibilities? In this two-day workshop, Ernesto Oroza introduces the strategies of technological disobedience and need-based architecture. Discuss and create actions to improve your city by documenting and hacking space, and help produce a printed zine. Please bring a digital camera or camera phone. *(The second part of the workshop takes place on Saturday, June 23.)*

## **Saturday, June 23**

### **Talk: Making Games**

12–12:15 pm

Lab Team member José Gómez-Márquez introduces the topic of the day: Making Games. Games are powerful tools that can help us rethink our daily lives. Explore different kinds of game design, from role-playing games to basic wooden toys, and confront the possibilities of using play to overcome challenges in the city.

### **Workshop: Ernesto Oroza: Provisional Space/Collaborative Design (Part 2 of 2)**

2–4 pm

How do we exploit the potential of a building? How can we take existing architecture and city space and produce new possibilities? In this two-day workshop, Ernesto Oroza introduces the strategies of technological disobedience and need-based architecture. Discuss and create actions to improve your city by documenting and hacking space, and help produce a printed zine. Please bring a digital camera or camera phone. (*The first part of the workshop takes place on Friday, June 22.*)

### **Workshop: Idea Generation through Improvisation**

4–6 pm

Where do good ideas come from? Discover how to generate ideas through games with toy designer Barry Kudrowitz. In a series of team games based on improvisational comedy training, activate the parts of your brain associated with innovation and build specific skills related to prolific idea generation. These games encourage group collaboration, rapid association, and problem solving.

### **Talk: How Play and Humor Help Us Innovate**

8–10 pm

Toy designer Barry Kudrowitz leads an interactive talk that focuses on the connections between creativity, humor, and play. With an emphasis on connections between seemingly unrelated ideas, he will demonstrate the importance of play and humor in our leisure, academic, and work activities.

## **Sunday, June 24**

### **Mini Maker Faire Berlin**

1–6 pm

What are some of Berlin's most creative minds working on right now? We're bringing together people from throughout the city, with a wide range of professional backgrounds, all united by the same creative interest in do-it-yourself methods. Mini Maker Faire Berlin will feature a wide variety of projects, from a solar-powered crepe maker to a remote-controlled diaper changer. See how other people's ideas can influence the way you approach your life and your own creative endeavors!

### **Wednesday, June 27**

#### **Rachel Smith: Dynamic Connections and Cycling in the City**

2–3 pm

Meet Lab Team member [Rachel Smith](#) and learn about her work and research as she kicks off her week of programs at the Lab. Gathered under the title Dynamic Connections, Rachel's programs will explore topics ranging from cycling, examples of city transformations, and the pros and cons of tourism, to the use of the river Spree and the need for new economic formulas for our cities.

Join Rachel as she introduces the topic of the day: Cycling in the City. Already a bicycle-friendly city, Berlin has an active community of bicycling advocates, from members of the Senate to organizations such as ADFC (Allgemeiner Deutscher Fahrrad Club), Berlin. Today's programs explore strategies for increasing the number of trips made by bike in the city—in particular among women, children, seniors, and those who live in the outer suburbs.

### **Friday, June 29**

#### **Workshop: The Future of Shopping and Shipping**

3–5 pm

Lab Team member Rachel Smith and Jonathan James of AECOM lead this workshop on the future of the shopping street. Join us as we walk around Prenzlauer Berg to understand how the Internet and eBay culture are affecting our local street interactions, encouraging anonymous transactions, and possibly altering the architecture around us as spending, sharing, and shipping practices change.

### **Saturday, June 30**

#### **Talk: Transforming Cities**

12–12:15 pm

Lab Team member Rachel Smith introduces the topic of the day: Transforming Cities. There are many ways, both big and small, to change your city. Strong leadership, self-organization, and using the potential of technology and social media can all result in positive and meaningful change. Learn about successful examples of city transformations in Berlin and elsewhere and about important urban changes happening in the city right now that you can contribute to.

#### **Actions: What You Can Do with the City**

8–10 pm

Walk, garden, recycle, and play your way toward urban change in this participatory seminar led by Mirko Zardini. Our experience in cities is often categorized into life, work, and leisure. Learn how to inhabit your city in new ways with an alternative framework for urban life: walking, gardening, recycling, and playing. “Walking” means occupying the urban world in an appropriate manner and reestablishing social relationships. “Gardening” means caring for the urban ground as well as a new form of production. “Recycling” means thinking about

our society's waste. "Playing" means taking possession of the physical and social city in unexpected and creative ways.

**Thursday, July 5**

**Talk: Talking Tourism**

2–2:15 pm

Lab Team member Rachel Smith introduces the topic of the day: Talking Tourism. Tourism can define and reveal the city, but it can also be a catalyst for gentrification and increased global monotony. By exploring the positive effects—such as increased employment and diversity—while looking at the economic and environmental risks, we hope to develop a new conception of tourism—one that encourages people to be tourists in their own city.

**Sustainable Tourism Master Class**

3–6 pm

Join Manda Brookman, director of [CoaST](#), and Marja van Loef, One Planet Tourism network manager at CoaST, for this two-part master class about sustainable tourism practices.

Part 1: Manda Brookman introduces the concept of "one planet tourism": tourism providing benefits to the community, economy, and environment while operating within our social, financial, and environmental means.

Part 2: Analyze how tourism initiatives can be made more responsible and sustainable for business owners and tourists alike. Bring examples of Berlin tourist materials like leaflets, campaigns, and offers and we'll evaluate them together.

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