

BARCELONA MULTIPLIER EVENT

Erasmus +
Speculative Urban Futures
2023-1-FR01-KA220-HED -000159597

Multiplier Event
June 25, 2025/ 1100-1400

// Partners Presentations
// Students Presentations
// *Sobretaula*

Elisava (UVic-UCC) Barcelona

[Student's Pecha Kucha]

SURF



Co-funded by
the European Union

Setmanes
d'Arquitectura
2025

The background features a complex, abstract line drawing in black on a white background. It includes various geometric shapes such as circles, rectangles, and irregular polygons, connected by thin lines. Some shapes resemble architectural elements or mechanical parts. The drawing is positioned in the upper right and middle sections of the page.

PECHA

KUCHA

[10 SURF Students' Projects x 20 slides x 20s.]

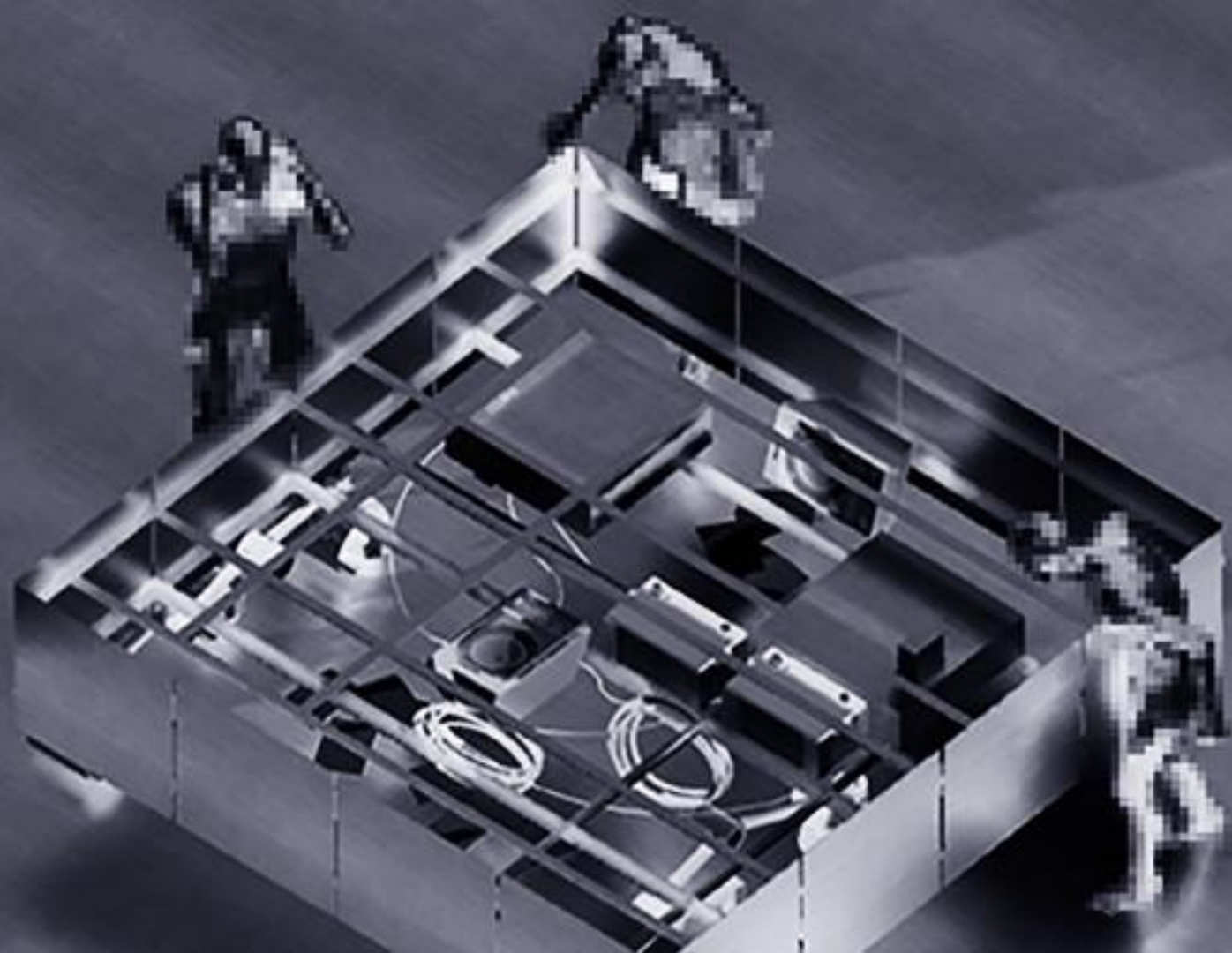
[10 SURF Students' Projects x 20 slides x 20s.]

- + **Compulsió**
Eloi Sànchez + Mar Gené
(ELISAVA RESEARCH)
- + **APEX**
Cristina Sanuy
(SURF TFG 23)
- + **MA KI DO**
Laura Llimona
(SURF TFG 25)
- + **Teddy!**
Núria Oriol
(MUEDIC 24)
- + **Design & Post-Growth**
Martina Nadal
- + **Symbiotic Panopticon**
Arnau Tàsies
- + **More-than-human practices of care**
Maria Paula Serrano
(MUEDIC 25)
- + **Redefining Visual Narratives**
Clara Salmerón
- + **Climatic Shelters**
Mar Gené
(SURF-MEATS 23-24)
- + **The Kitchen Affair**
Students spokesperson/s
(SURF-MEATS 24-25)

[Elisava Research]

COMPULSIÓ

Eloi Sànchez & Mar Gené





Elisava Degree Show (2024)

Elisava's The Graduation Show of Design & Engineering Students

(01) Beauty (02) Care

(13) Materials (14) Nature
(17) Purposeful Businesses (08) Efficiency

(05) Creative Activism (10) Health
(09) Emergency (07) Data
(15) New European Bauhaus (18) Robotics (19) Social

(03) City (04) Craft
(06) Culture (11) Identity
(12) Inclusivity (16) Phygital
(20) Sustainability





**Setmanes
d'Arquitectura
2025**

llegat

comunicació musical

família

cures

llegat

comunicació musical

família

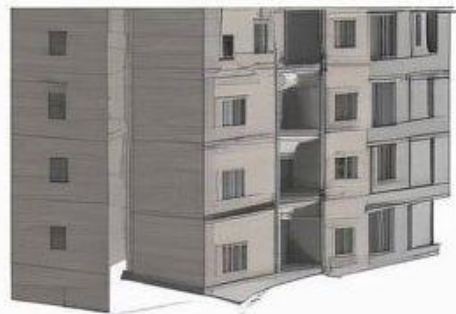
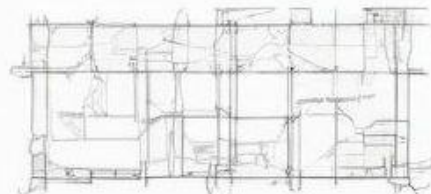
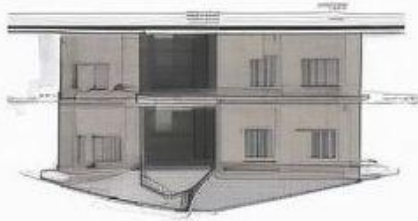
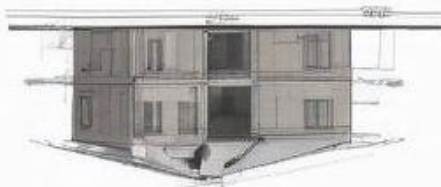
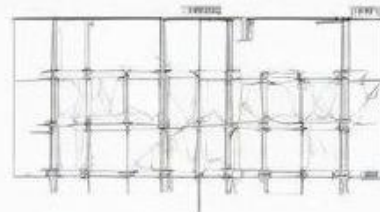
Explora com la comunicació musical pot formar part del llegat familiar i contribuir a les cures emocionals. Analitza detalladament com les tradicions musicals es transmeten de generació en generació, enfortint així els vincles familiars. Investiga com aquesta transmissió musical ofereix suport emocional, promovent el benestar i la connexió emocional entre els membres de la família, creant un patrimoni cultural i afectiu que perdura en el temps.

cures





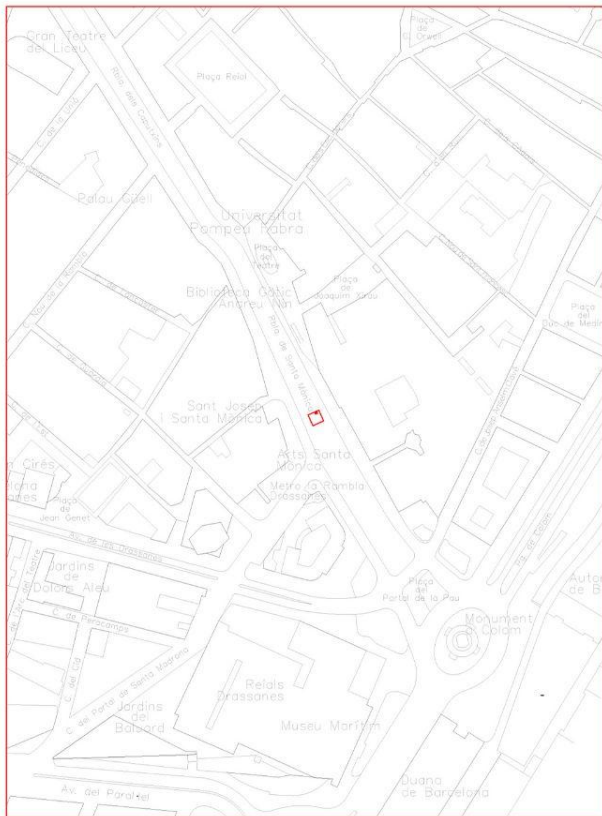






Analitza com es poden crear memorials inclusius que combinin elements aparentment contradictoris com la tauromàquia i el black metal. Investiga com aquests elements poden ser utilitzats per promoure la diversitat cultural i la inclusivitat en espais de memòria. Considera com es poden integrar pràctiques tradicionals amb subcultures modernes per fomentar una comprensió més àmplia i inclusiva de la història i la cultura, reconeixent i celebrant la seva diversitat.





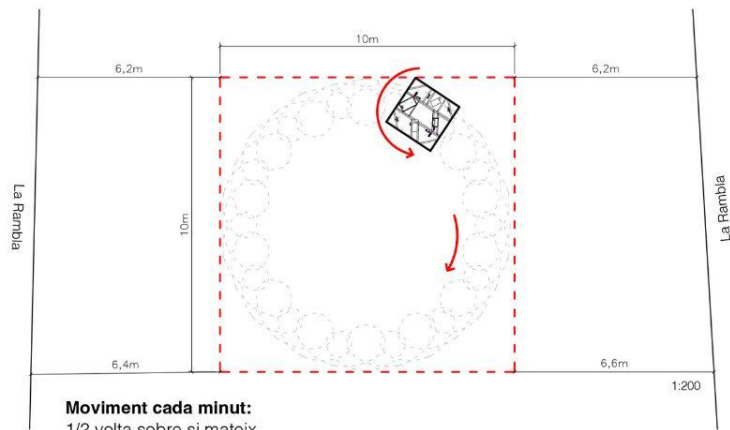
1:5000

Rambla Santa Mònica 6-14

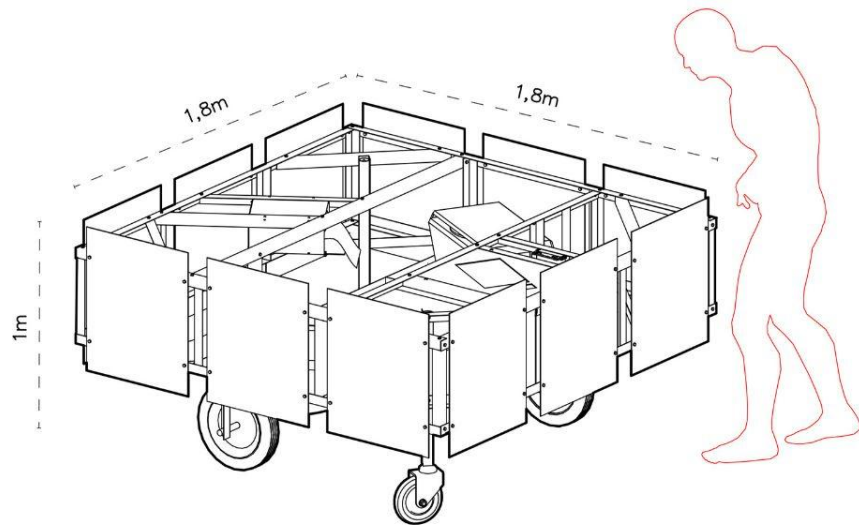
COMPULSIÓ

Elisava Elisava Facultat de Disseny i Enginyeria de Barcelona
25, 26 i 27 de juny

Setmanes d'Arquitectura 2024



Moviment cada minut:
1/2 volta sobre si mateix
1 metre de desplaçament
(volta completa cada 30 min)





sostenibilitat

sostenibilitat

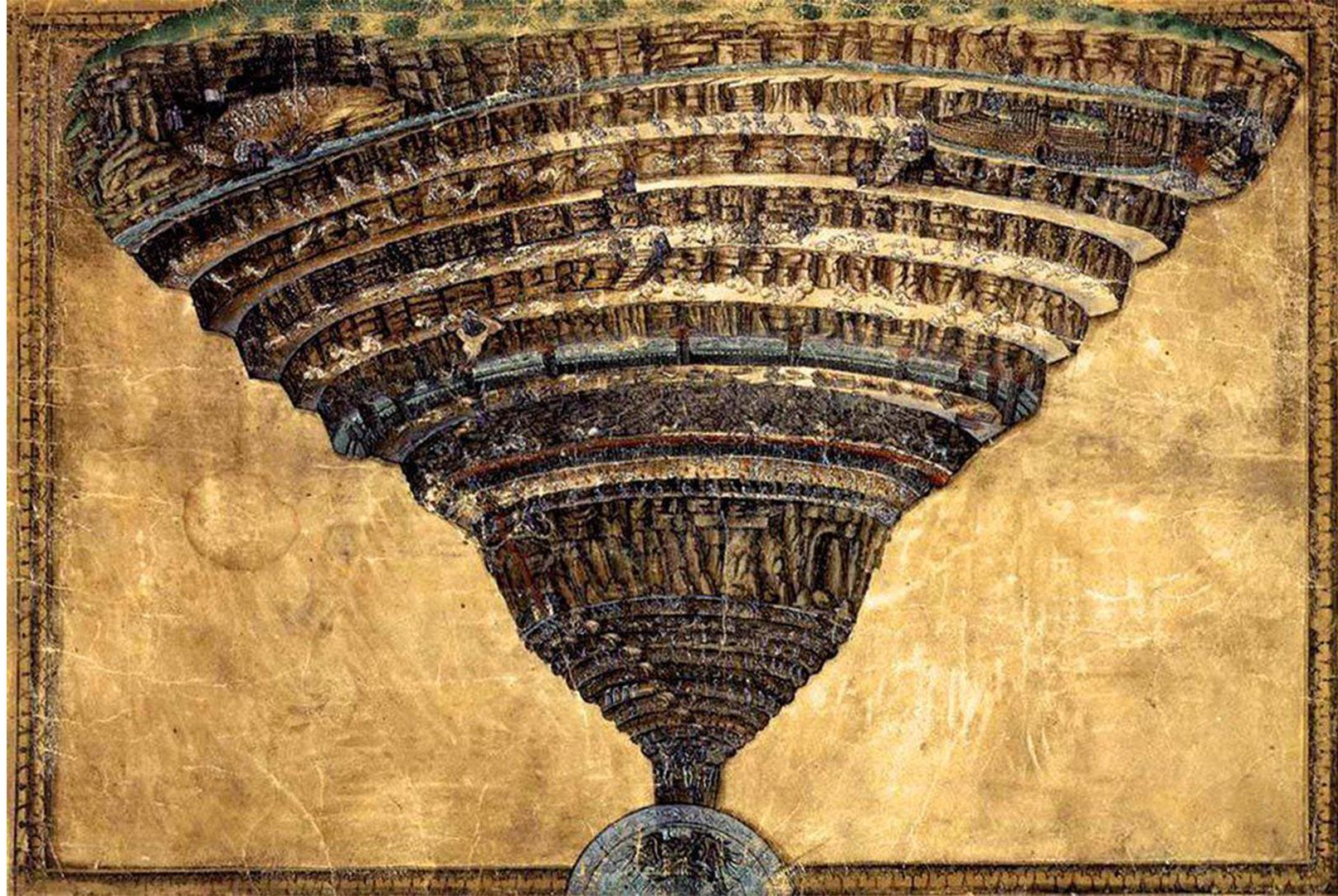




[SURF TFG 23]

APEX

Cristina Sanuy

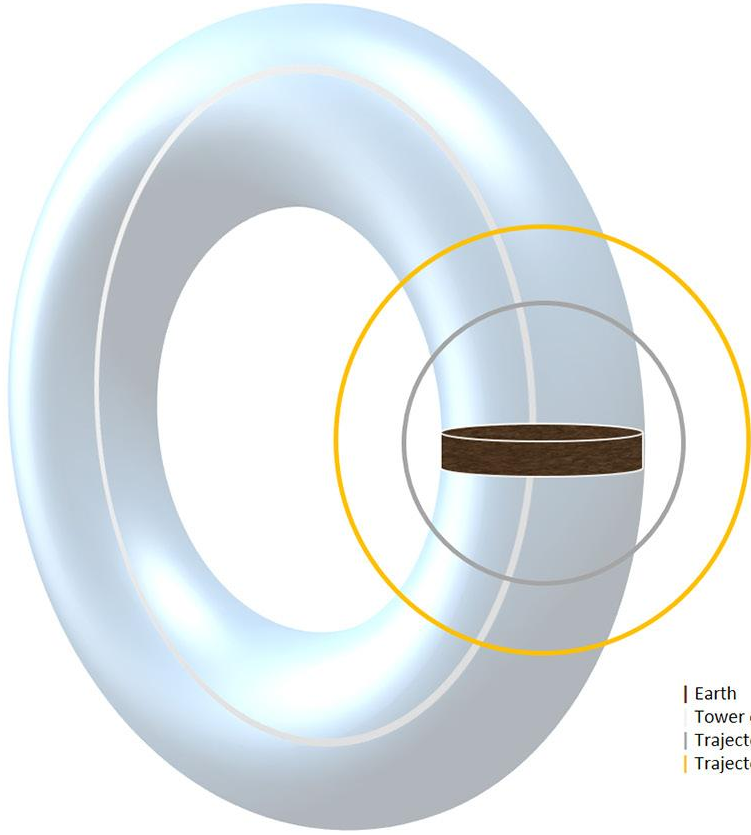


La Voragine dell'Inferno, by Botticelli.
Illustration of The Divine Comedy by Dante Alighieri.
1480-90.



The Tower of Babel, by Pieter Bruegel the Elder.

1563



- | Earth
- | Tower of Babylon
- | Trajectory of moon?
- | Trajectory of sun?

A
VINTAGE
SHORT

TOWER OF BABYLON

*from Stories of Your Life
and Others*

Ted Chiang

Tower of Babylon book, by Ted Chiang.
1990

CORRECCION

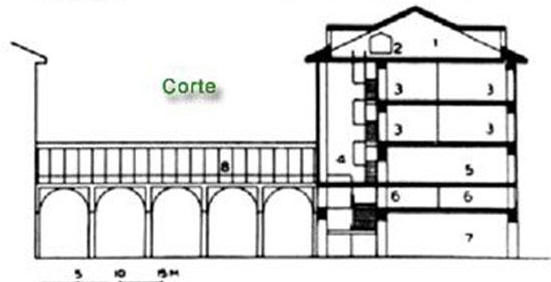
Thomas Bernhard

Alianza Tres

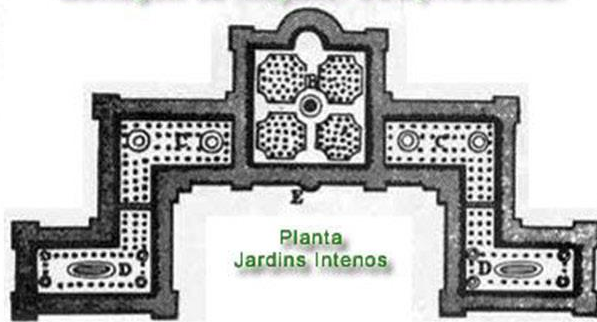




New Babylon, by Constant.
1959-74.



Seção esquemática do Falansterio, segundo as indicações do *Tratado*: (1) sótão, com os quartos para os hóspedes; (2) reservatórios hídricos; (3) aposentos privados; (4) *rue intérieure*; (5) salas de reunião; (6) sobreloja; (7) andar térreo com passagens para viaturas; (8) passadiço coberto.
 Fonte: (BENEVOLO, 1981).



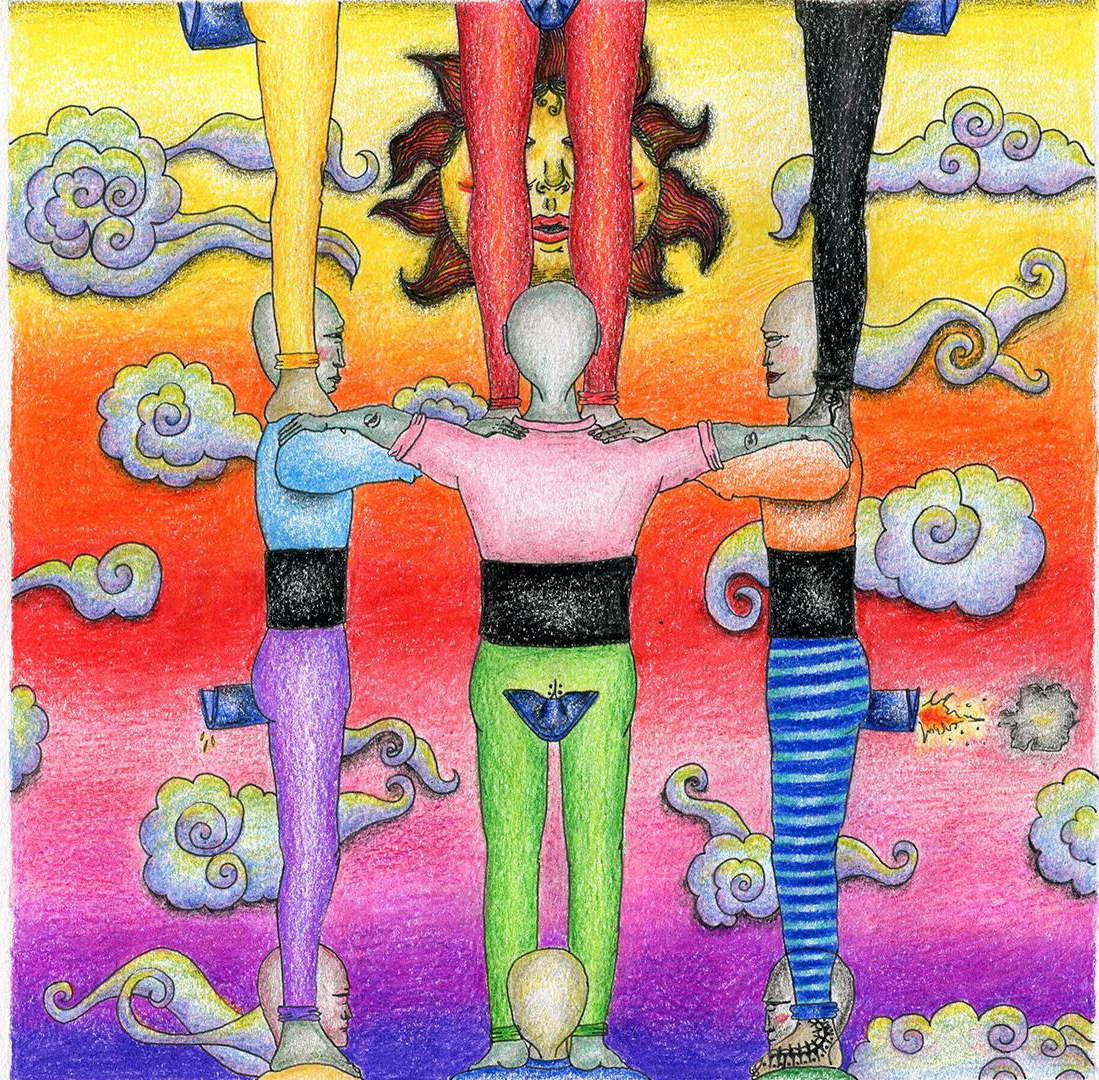
Condition et description d'un phalanxterium
L'AVENIR.
 Perspective d'un Phalanxterium ou Palais Sociétaire dédié à l'humanité.

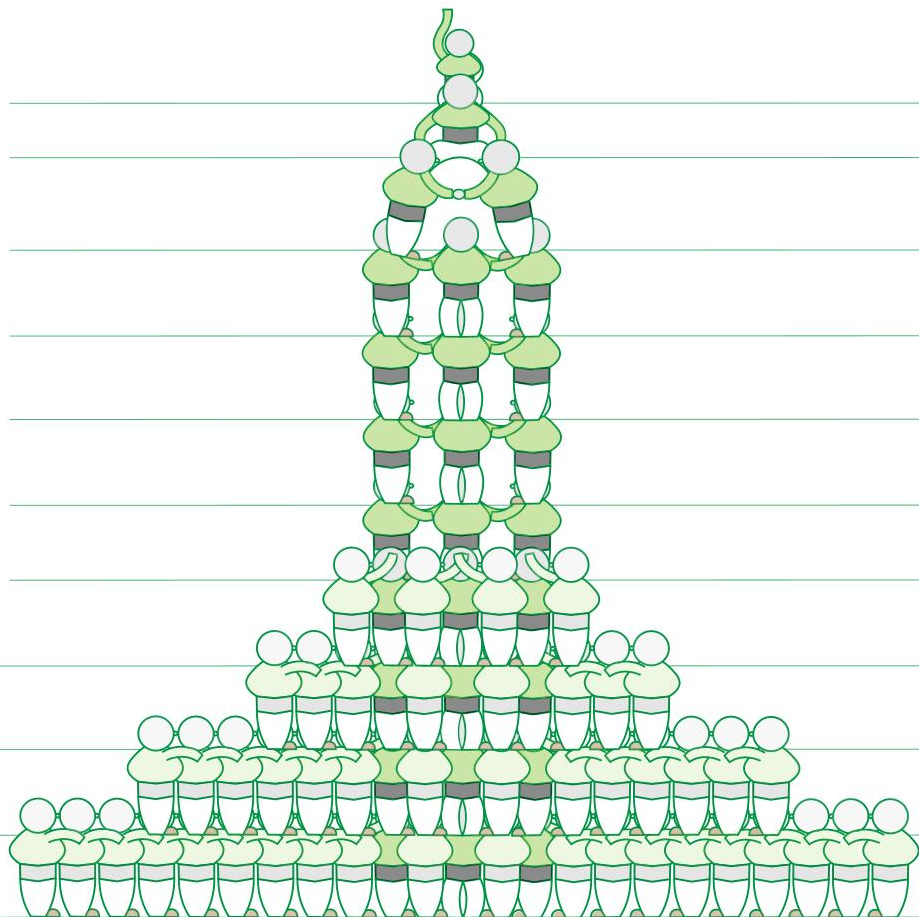
Perspectiva de um Falansterio ou Palácio Societário Dedicado à Humanidade



El Falansterio. La utopía de la felicidad social, by Charles Fourier.
 Beginning of 1800s.

Personal Codes					Intimate Present					Scenarios				
JA	Jaume Alonso-Cuevillas Ferrer				Intimate experiences of your daily life					Each week write at least two scenarios based on random combinations (define the rules of your game!) between one future-related concept and one everyday intimate experience.				
LL	Laura Limona Cortés													
CS	Cristina Sanyó Heredia													
MS	Mónica Serra Iglesias													
JC	Jorge Cusi													
(Im)Possible Futures Personal explorations of future-related utopic/dystopic visions, inspired by books, movies, theatre plays, music, etc. (see SUF bibliography+ personal interests)														
Personal Code	Concept	Reference Title	Author	Year	Ref Code	Personal Code	Concept	Place	Date	Time	Ref Code	Personal Code	Scenario	Combination
MV						MV						MV	// mud-dirt/d / human matters / a loop/ substances in their states of chemical transformation and uses / from the fruit of the earth to their rejection / faeces / celebrate waste garbage excrements / all around perspiring and taking shape / extracted/pumped/emitted/extruded/ from the digestive belly village / open sky sewage under plots / now piling up on the visible level // within genetically-diseased statury / island of degeneration / they said // social contract / an unstable oral work-in progress // // vs the ideocratic upper regime where language has been reduced to a daily life commerce / routine of merchandising / in self-congratulation for words' disappearance // // deep back inside // // books are exchanged through their ashes / take a shot / sniff condensed particles / in suspense // // a kind of cultural methadone / easily-accessible string stifling barely-bearable Immersive-emotional self-suggested	
	cryogenically frozen individuals as a type of autistic zombies	Transmetropolitán	Warren Ellis, Derick Robertson	1997-2002	TER01		djeption	metro	S	221106	15:58	M221106		TER02+ M221106
MV						MV						MV	// regression to wildness as a self-decemer / a solitude gate for the last 'human' in singapore // rejection of hygienic proto-fascist urbanism // mowgli syndrome // displays a reasonable lack of interest in the human activity around / seems mentally affected // // high degree of placation // // to survive in hostile situations // // bunker-department-stored city // // obsessive fearful behaviour / whispering sounds reminiscent of jungle animal groans // please do not disturb and do not feed her / we are not quite yet in a zoo //	
	language as a daily life commerce	Transmetropolitán	Warren Ellis, Derick Robertson	1997-2002	TER02		love affair	bar	F	221104	2:45	B221105		COAB01+ H230102
MV						MV						CS	// corpses as growth material for beings / understanding life and death in 'Kashimandu' / they knock at the door of the only man on earth / Italian national socialist that won't let me park / the bad smell doesn't sink, I'm just not used to it / sexy asian buddhist monk / Vietnam-USA war deforms (everything) / empathic cultural appropriation / voluntourism as an ELISAVA language / asian gore is ASMR? / what is a belonging / deadlock mold remover / karma as a unethical trade / funkio pop profile / dark techno as window for routine scope	
	brain bugs	Starship Troopers	Paul Verhoeven	1998	STP/V86		mosquito frenzy	park	T	221111	16:12	P221110		SMEA01+ WWJN01 + GHCL01
MV						MV						CS	// infelicitly limits in a societarily constructed personality / disgrace and waste / psychodelic substances transforming realism to understand scenarios / pre-life and post-death importance as equal // // trpallium and tritallium / androgynous relation / assembling myself in a nothing to feel me / theoretical point of view / searching for sugar man / mud hospital / mud dust ash / conscient breath, breath work / All mental therapy / fundative character	
	distortions of a single mind as a form of hygienic fascism	A Clockwork Orange	Anthony Burgess	1962	COAB01		please do not disturb	home	M	230102	10:12	H230102		BNAH01+ ANMC01
CS						CS						LL	A strong feeling of affection and concern/ towards another being/ accompanied by sexual attraction/ or / smelling small / is that real? / strange feelings inside me that I could not recognise / I turn my head around and I like living in a different dimension / floating / trying to anchor myself but there is nothing I can wrap / I struggle with putting myself together / This smell arousing me ... / I want to have it all but there is no way to collect it / when I try to catch it it runs away all through my corpse / These smells strong/ powerful/ it's gonna stay only in my memory.	A strong feeling of affection and concern/ towards another being/ accompanied by sexual attraction/ or / smelling small / is that real? / strange feelings inside me that I could not recognise / I turn my head around and I like living in a different dimension / floating / trying to anchor myself but there is nothing I can wrap / I struggle with putting myself together / This smell arousing me ... / I want to have it all but there is no way to collect it / when I try to catch it it runs away all through my corpse / These smells strong/ powerful/ it's gonna stay only in my memory.
	retrofuturist government that audits dreams to collect assets (intimacy lottery?)	Strawberry Mansion	Albert Birney, Kentucker Audley	2021	SMEA01.31		unuseful course/seatng	bar	T	211004	0:35	FL211004		
CS						CS						LL	'Crystal mind' roddy mind / the mind is more than a game / 'o stop the mind thinking is like trying to distinguish fire with fire / Biology gives you a brain. Life turns it into a mind. fabricatd entity / A thoroughly scientific delatiorship will never be overthrown/ dangerous virus / hygienic fascism / draconian regulations / exploiting crystal minds that are resistant but pure / these minds / have an undefined, jagged, and pointed structure / strong reaction to / impositions/ but they are not seen easily as they are transparent so they can be camouflaged among the crowd.	
	human appetite indulged without consequence	West World	Uta Joy, Jonathan Nolan	2016	WWJN01		morning coffee	café	S	221109	9:30	CC221109		COAB01+P221114





(x16) **Puntals**

(x47) **Manilles**

(x122) **Folre**

(x >800) **Pinya**

Anxaneta (x1) **0kg** 25kg

Acotxador (x1) **0kg** 18kg

Dosos (x2) **21,5kg** 32,5kg

Vuitens (x4) **27kg** 45kg

Setens (x4) **72kg** 55kg

Sisens (x4) **127kg** 75kg

Cinquens (x4) **202kg** 95kg

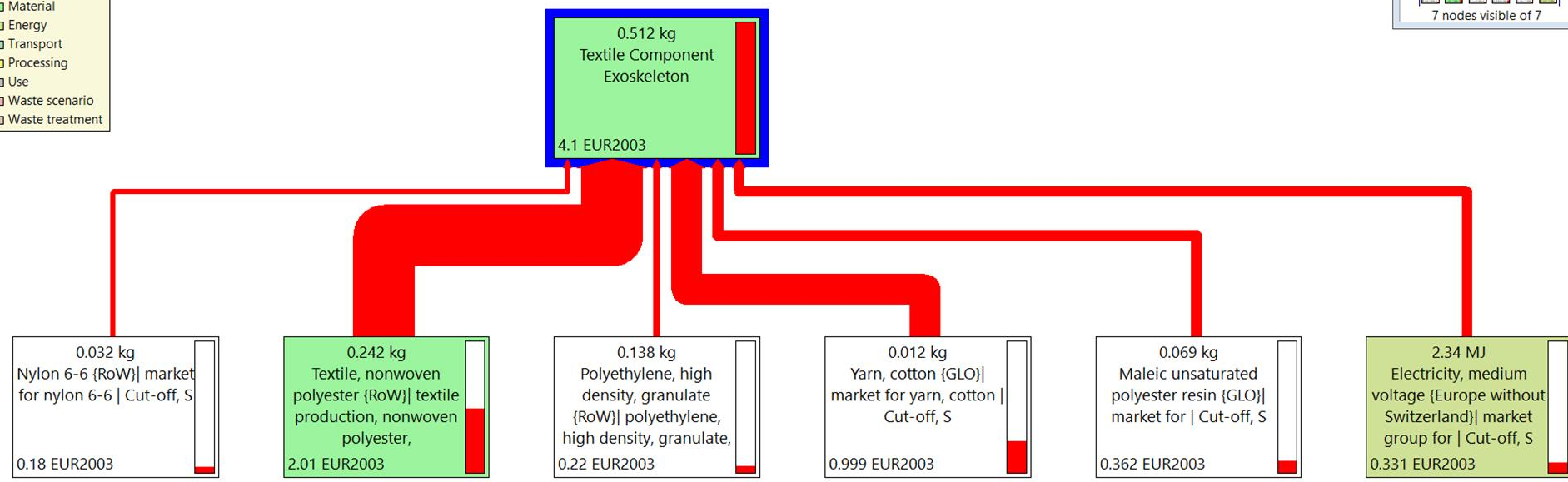
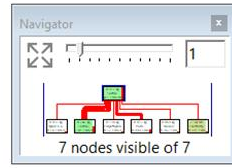
Quarts (x4) **297kg** 80kg

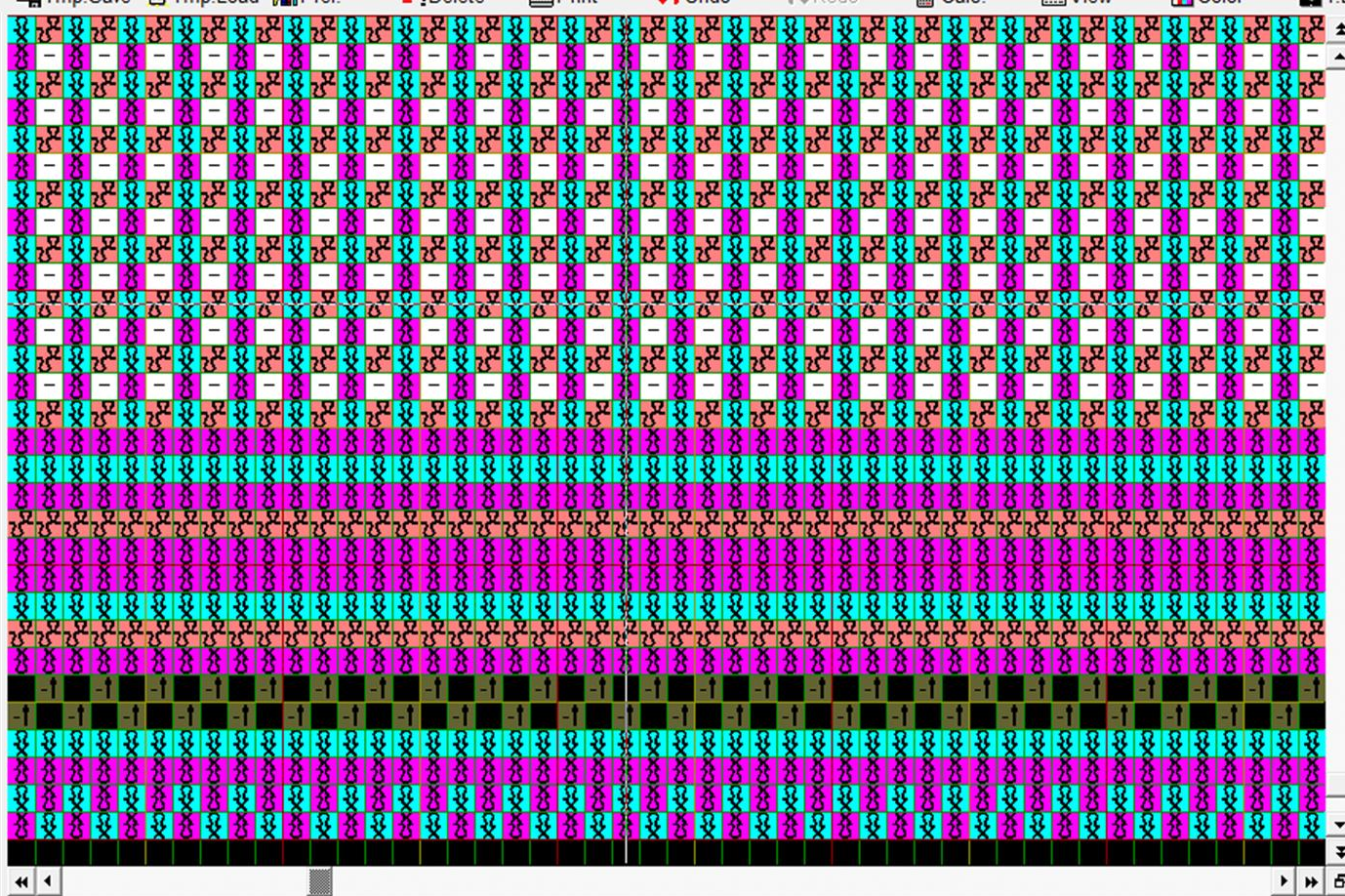
Terços (x4) **377kg** 85kg

Segons (x4) **462kg** 90kg

Baixos (x4) **552kg** >95kg

- Assembly
- Life cycle
- Disposal scenario
- Disassembly
- Reuse
- Material
- Energy
- Transport
- Processing
- Use
- Waste scenario
- Waste treatment





Top navigation icons:

Red button with number **1**

123456789 123456789 123456789	 ✓ yarn ✓ speed ✓ transfer
EDIT	

Hand icon,

x 18

18 color palette:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

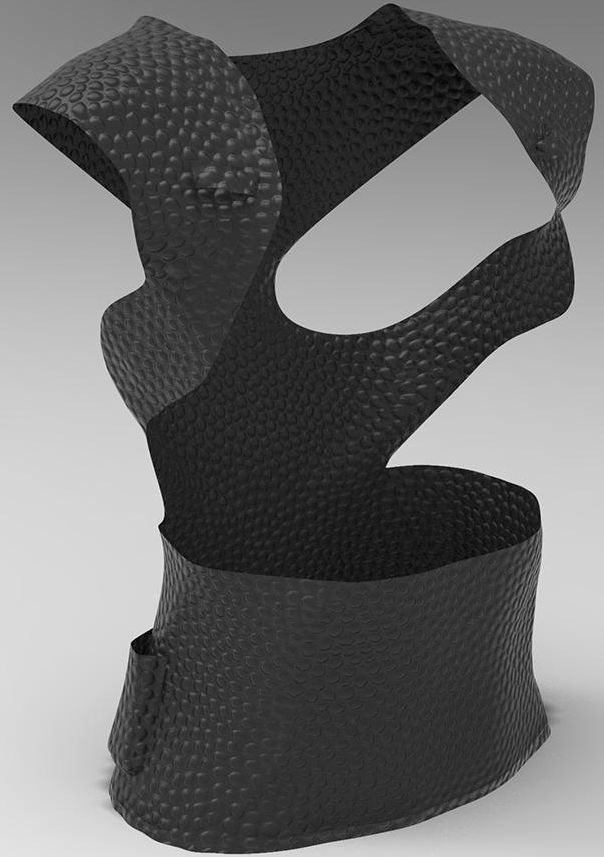
12 X= 437 Y= 300 S 6 Y 0

EX: 875 EW: 14 EV: 400 EL: 25 X= Y



MATSUYA

Super-NJ 212R



RESULTS

SIMULATION ▾

RESULT TOOLS ▾

COMPARE ▾

DISPLAY ▾

MANAGE ▾

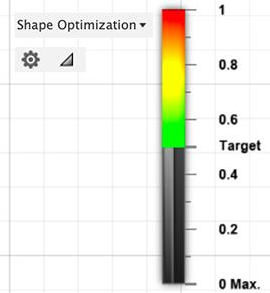
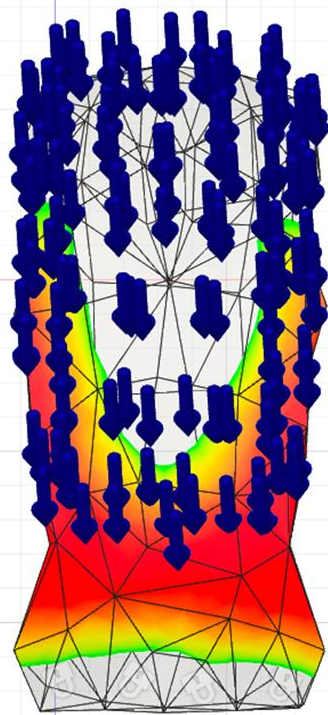
INSPECT ▾

SELECT ▾

FINISH RESULTS ▾

BROWSER

- Simulations
 - Units: Custom
 - Simulation Model 1
 - Named Views
 - Origin
 - Model Components
 - DissabteReduced:1
 - Origin
 - Bodies
 - Body1
 - Study 1 - Shape Optimizal...
 - Target Body
 - Study Materials
 - Shape Optimization Settings
 - Target Mass: Below or equ...
 - Stiffness: Maximize
 - Load Case1
 - Loads
 - Gravity
 - Force1
 - Constraints
 - Contacts
 - Mesh
 - Results



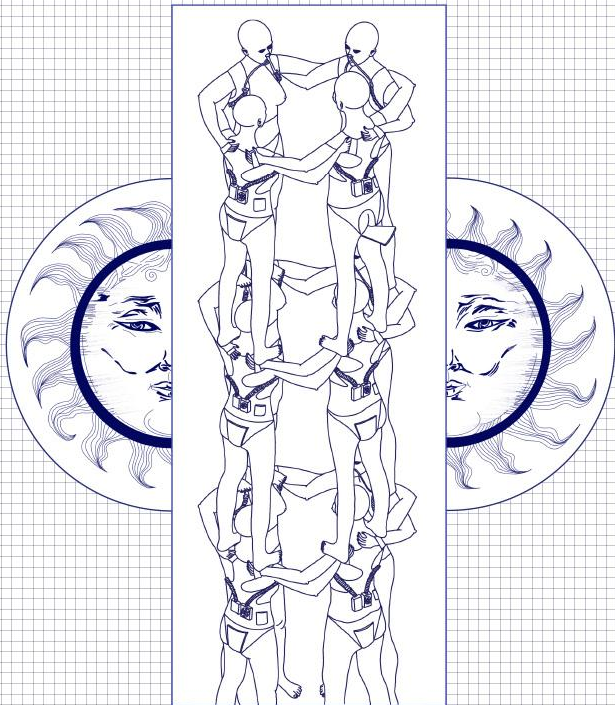
Mass Ratio: 48.84%
Approx. Mass: 2.82 kg

COMMENTS

Navigation icons: pan, rotate, zoom, etc.



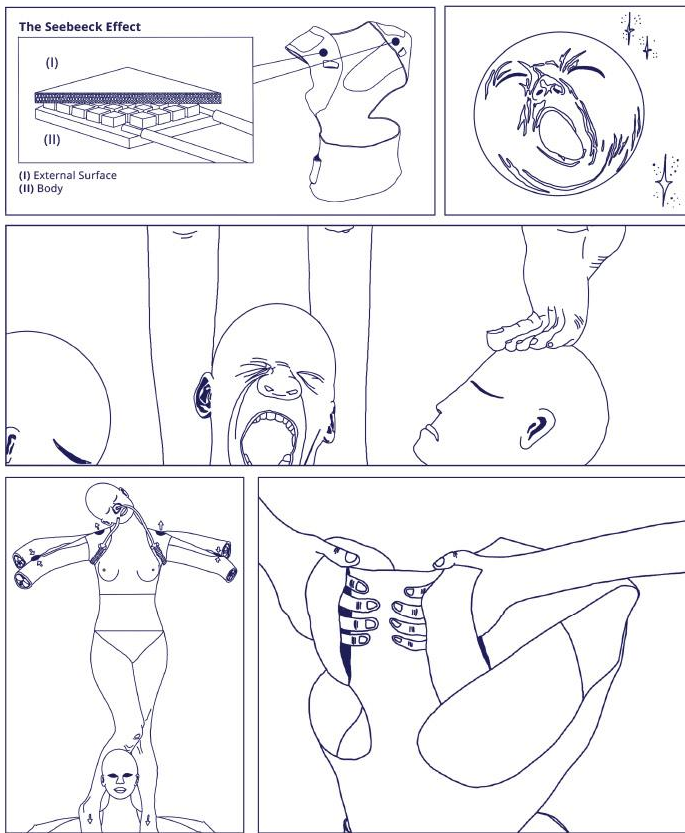
APEX



APEX

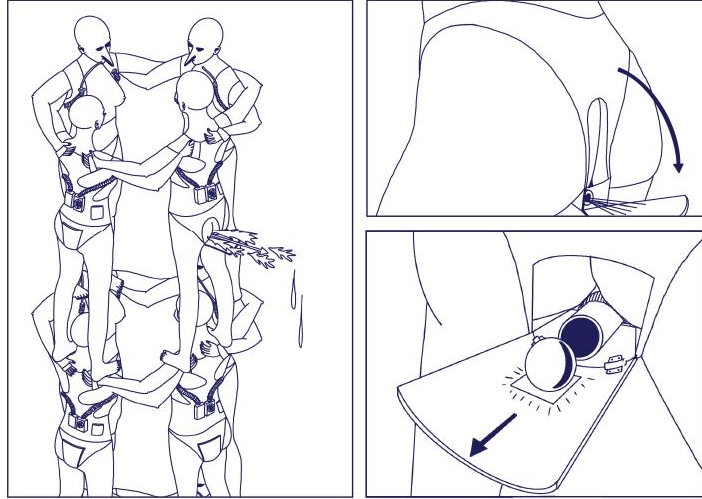
THE TOWER FATIGUE PLAN

The exoskeleton utilizes soft materials and pressure-reducing puffing yarn for participant comfort. Employing the Seebeck Effect, a device within the exoskeleton harnesses the temperature difference between the body and external environment. This heat variance generates electricity to power high-capacity electromagnets.



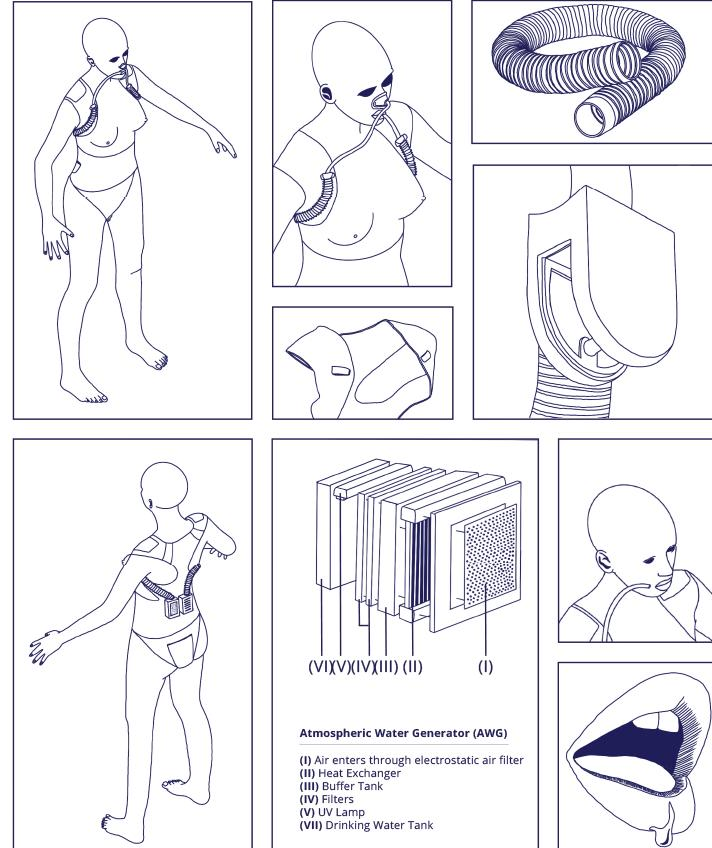
THE TOWER HYGIENIC PLAN

This innovative undergarment system caters to individuals with bird-like characteristics, offering a discreet and hygienic waste management solution through an integrated platform in the buttock area, that retracts seamlessly into the undergarment.



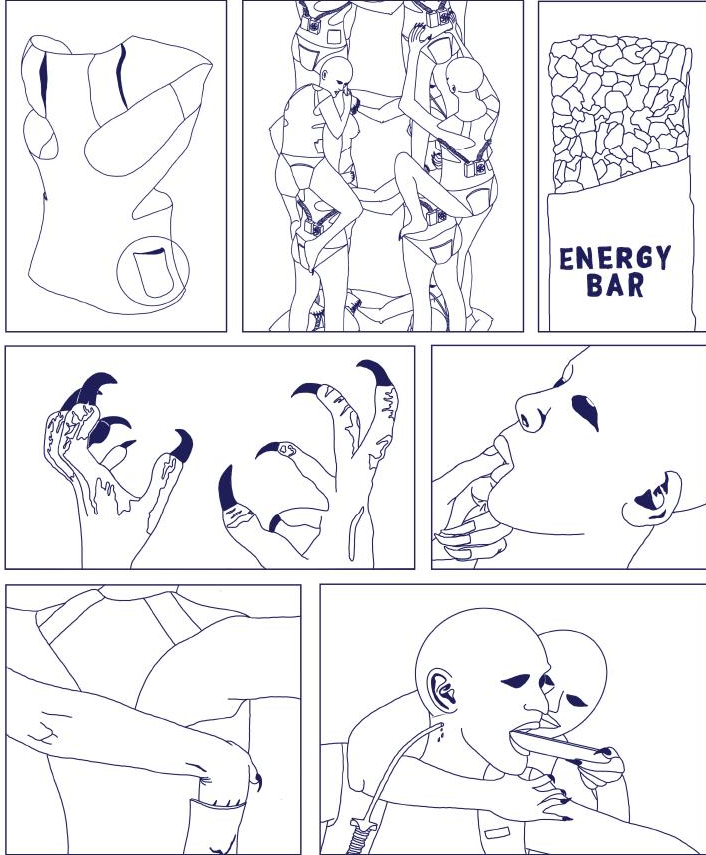
THE TOWER PHASS PLAN

The Personal High-Altitude Sustenance System (PHASS), is a two-part device designed to provide both oxygen and drinkable water to individuals in high-altitude environments. The system is conformed of two principal parts: the Oxygen Generation Module (OGM) and the Atmospheric Water Generator (AWG).



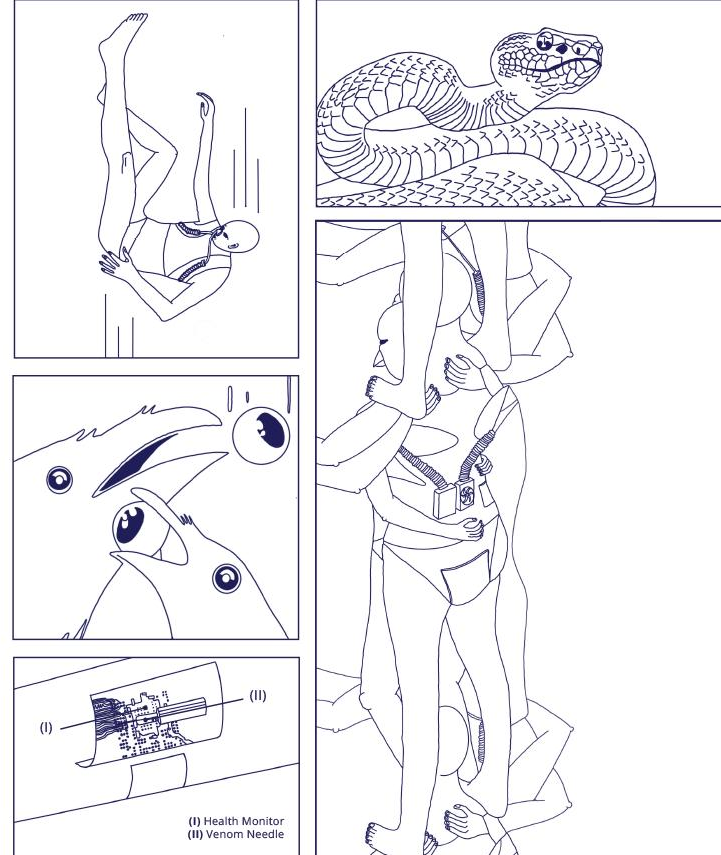
THE TOWER FEEDING PLAN

Each ascending individual is responsible for delivering a high-calorie energy bar to an already situated member of the tower. These energy bars are conveniently stored in their pockets, ensuring an efficient hand-off process as they climb the tower. This method facilitates consistent, scheduled nutrition for all tower occupants.

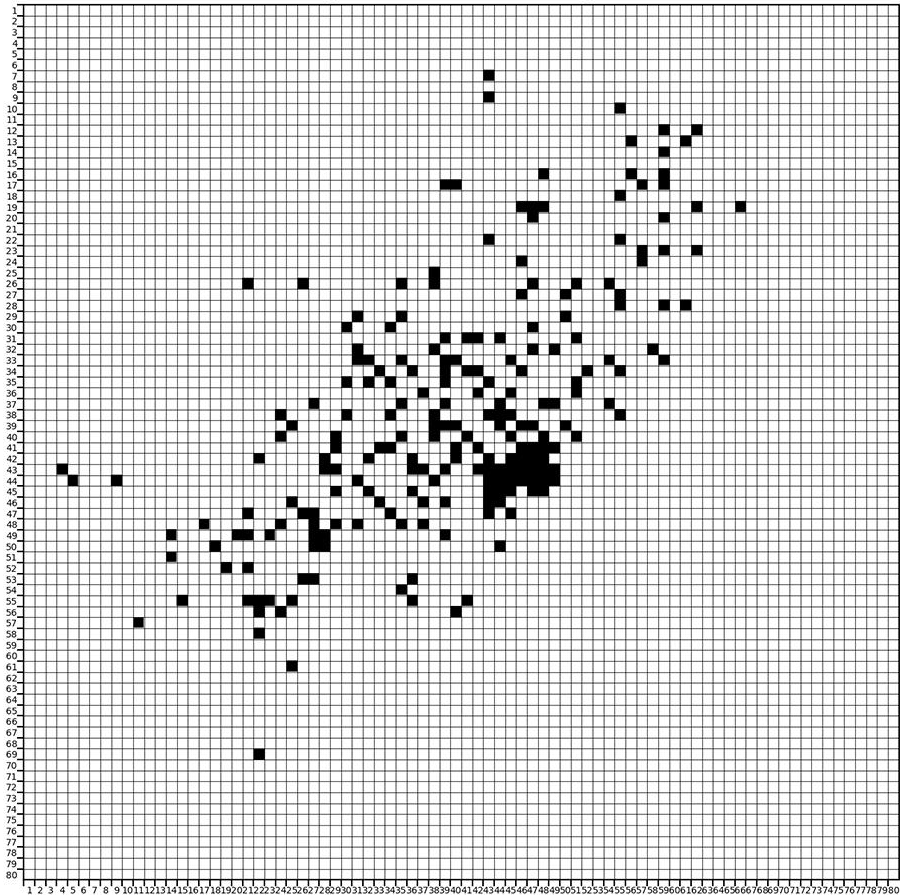


THE TOWER DEATH PLAN

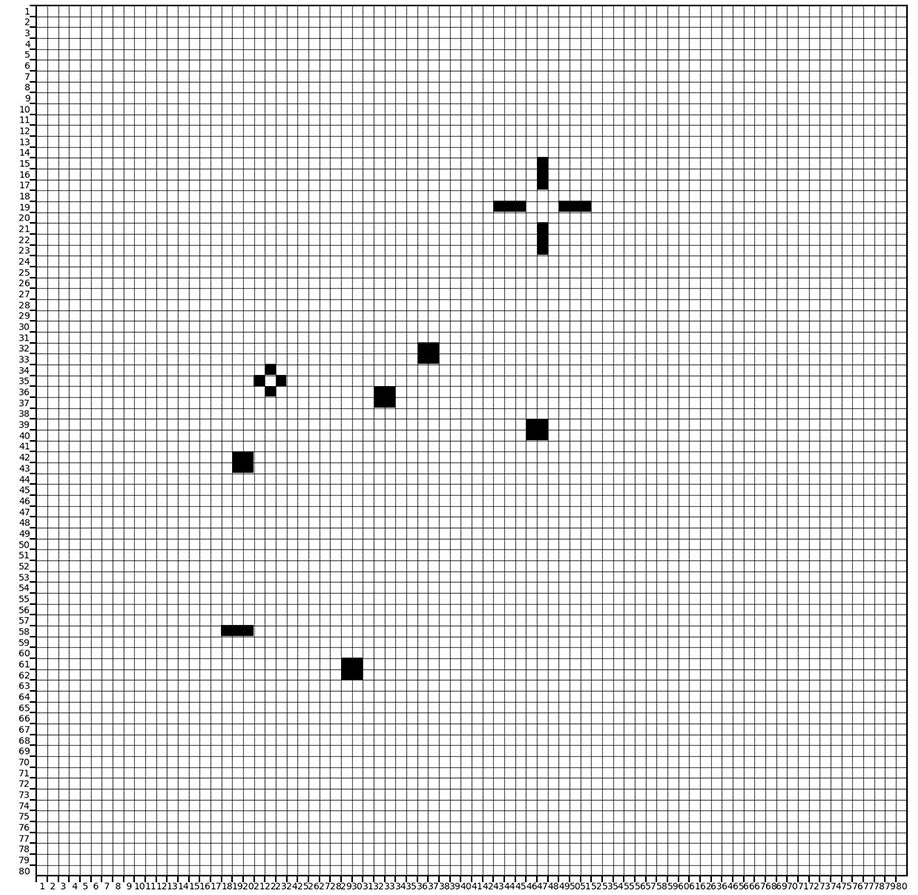
The proposed system is an advanced bio-monitoring device, integrated within wearable printed electronics and equipped with AI-driven analytics to detect life-threatening conditions. Upon detection, it delivers a paralyzing agent derived from snake venom to preserve the individual's physical state.



Configured Grid. Start the game.



Generation 133



```

# "imshow" renders arrays, and it does so with the cmap coloring criteria.
# Since we are talking in binary code, it makes sense for the values to be 0 and 1
# to see more contrast.
# "_" indicates reverse.
ax.imshow(grid, cmap='binary', vmin=0, vmax=1, extent=[0, columns, rows, 0])

```

```
return grid
```

```
%% GOL
```

```
from matplotlib.animation import FuncAnimation
```

```
# Defines the function that actualizes the grid in every generation.
```

```
def update_grid(frame_num, img, grid, rows, cols):
```

```

# Create a copy of the grid so there are no problems of reference.
new_grid = grid.copy()

```

```
# We go through the whole grid.
```

```
for i in range(rows):
```

```
    for j in range(cols):
```

```
        # Starts the neighbor count.
```

```
        num_neighbors = 0
```

```
        # We go through the neighbors.
```

```
        for di in [-1, 0, 1]:
```

```
            for dj in [-1, 0, 1]:
```

```
                # We avoid considering the point itself as a neighbor.
```

```
                if di == 0 and dj == 0:
```

```
                    continue
```

```
                # We calculate the position of the neighbor.
```

```
                ni = i + di
```

```
                nj = j + dj
```

```
                # If we are on the edge of the grid, we will ignore the
```

```
                # "outside" neighbors.
```

```
                if ni < 0 or ni >= rows or nj < 0 or nj >= cols:
```

```
                    continue
```

```
                # If the neighbor is alive, we count it.
```

```
                if grid[ni, nj] == 1:
```

```
                    num_neighbors += 1
```

```
        # We apply the rules of the game of life.
```

```
        if grid[i, j] == 1 and (num_neighbors < 2 or num_neighbors > 3):
```

```
            # Death by overpopulation or underpopulation.
```

```
            new_grid[i, j] = 0
```

```
        elif grid[i, j] == 0 and num_neighbors == 3:
```

```
            # Birth by reproduction.
```

```
            new_grid[i, j] = 1
```

```
# We update the image and the original grid.
```

```
img.set_data(new_grid)
```

```
grid[:] = new_grid[:]
```

```
img.axes.set_title("Generation {}".format(frame_num+1))
```



[SURF TFG 23]

MA KI DO

Laura Llimona

MAKIDDO Practices to inhabit transitional landscapes

Self-Observation

Reading and writing as tools of observation
to generate a field of ideas in interests born
from the unconscious.

hygienic fascism

mind

abstract entity

NO

limits

being lost

limitation

wound

prisoners

liquidity

inhabit differently

to slide

density

living limited

rigid structures

other realities

ungravity

beyond now

impermanent

materializing nonmaterial

embody

scaping reality

mad society

reset

fragments

limbos

fading

interconnections

environment

softness

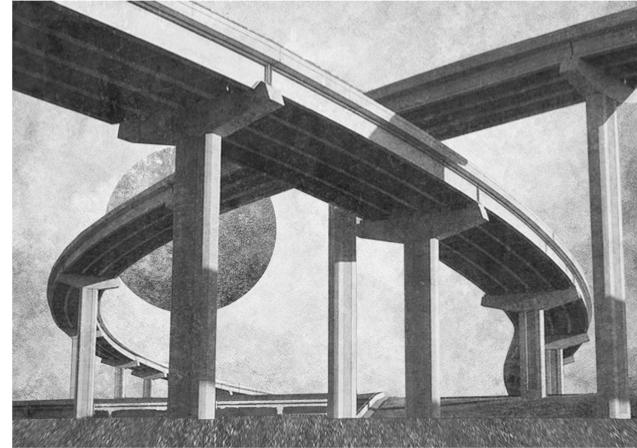
Immediate Surroundings as a Lab

My daily displacements became a fertile ground to observe interstices—spaces often ignored yet full of potential.



Urban Context Today

Cities are overwhelmed, inhabited by disconnected bodies.
How can we reconnect with place?



“IT IS NECESSARY TO GO IN THE OPPOSITE DIRECTION WITH STRONG DETERMINATION”

Pere Taiho Scorún, Zen Master

MA-KI-DO: Silence, Timing, Action

Inspired by Japanese philosophy:

MA (pause),

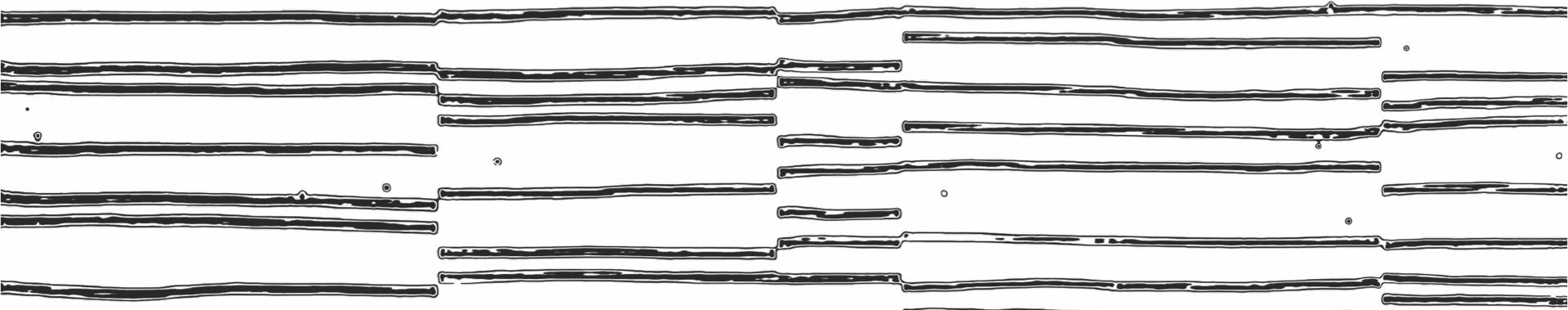
KI (exact time),

DO (action).

A rhythm for reinhabiting life.

“IT IS NECESSARY TO GO IN THE OPPOSITE DIRECTION WITH STRONG DETERMINATION”

Pere Taiho Secorún, Zen Master



Interstice, Thresholds & Limbs

By exploring the concepts of interstice, limbo and threshold in conjunction with emptiness, pause and silence, we can expand our understanding of personal inhabitation and transformative practices.

By crossing the thresholds of interstice and limbo, we enter a territory of infinite possibilities, where limitless inhabitation and transformative personal practices find their fullest potential.

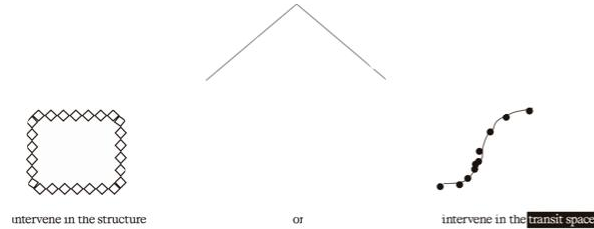
Rigid cities, imposed structures



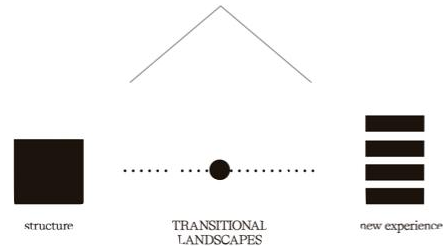
We transit through



How can we intervene intervene!
How can we make the rigidity more flexible!



PRACTICES TO INHABIT TRANSITIONAL
LANDSCAPES



Psycho-corporal research

1. **Turn your gaze inwards** -> to be able to reorient one's gaze to discover new points of view.
2. **A multidisciplinary practice** -> The transversality of languages as a tool to generate a space of exception
3. **Affection and emotions for a new dwelling** -> an affective look at dwelling so that it becomes an experience of the bond of life.
4. **Body and Space Practice** -> Space is naked if there is no body or entity that inhabits it.

SUBJECTIVE REALITIES.

BODY

PRESENCE

Auto-ethnographic practice



Interstitial practices

The practice navigates and explores different landscapes typologies:

- Topographic landscapes -> Personal Drift
- Sensorial landscape -> Experimental Drawing
- Emotional landscape -> Title & Contextual Drawing
- Corporal landscape -> Curatorial Framework & Personal proposal

This practice is characterized by:

- Experimentation.
- Risk-taking.
- Openness to ambiguity and transversality

Proposal

Curatorial work for a Methodology on Experimental and Reflective Spaces based on Transitorial Spaces.

A personal investigation on various transitional landscapes, generating 5 interactions between its elements.

Topographic Landscape

PERSONAL DRIFTS

Technique: Drifts
Driver: Daily journeys between the different destinations around the city.
Home in Gracia - Work - College - Dojo - Home in Sat Adrià.
Goal: To have a map of my personal city.
Result: 5 journeys

EXPERIMENTAL DRAWINGS

Technique: Chinese black ink + water on paper.
Driver: intuition
Goal: to express the emotional landscape of each journey and define an emotional frame.

TITLE + CONTEXTUAL WRITING

Technique: Literature. "De paseo por los limbos" written by Anna Adell and creative writing.
Driver: Re-symbolize each drift exploring intimacy and imagination
Goal: To establish a conceptual framework.

CURATORIAL FRAMEWORK

Technique: Different artistic proposals from diverse authors/artists.
Driver: Explorations on the concept of limits throughout art movements and its implementations.
Goal: transversality as a tool.

PERSONAL INTERACTION

Technique: Each practice works within a different technique.
Driver: Transversality, Body, Exploring limits. Push boundaries.
Goal: Personal explorations on 5 interactions as 5 case studies.

Emotional/Sensorial Landscape

Body Landscape

Iterative structure

	Source	Practice 1	Practice 2	Practice 3	Practice 4	Practice 5
Topographic Landscape	My city	Personal Drift	Personal Drift	Personal Drift	Personal Drift	Personal Drift
Sensorial Landscape	Oriental traditional painting	Experimental Drawing	Experimental Drawing	Experimental Drawing	Experimental Drawing	Experimental Drawing
Sensorial Landscape	Literature	Title + Contextual Writing	Title + Contextual Writing	Title + Contextual Writing	Title + Contextual Writing	Title + Contextual Writing
Sensorial & Body Landscape	Art, Achitecture, Landscaping.	Curatorial Framework	Curatorial Framework	Curatorial Framework	Curatorial Framework	Curatorial Framework
Body Landscape		Personal Interaction	Personal Interaction	Personal Interaction	Personal Interaction	Personal Interaction

Personal drift

Observation questions:

- What's the distance to go?
- How long it takes?
- Vehicle?
- How the surrounding look like?
- How looks like the city that I inhabit?

Action:

- Draw it on a city map and decontextualize it.

Expected results:

- A shape that without context can be any other thing.



Experimental drawings

Observation questions:

- How do I feel before leaving?
- What means the starting point?
- What means the destination?
- How do I feel along?
- How do I feel at arrival?
- What's the symbolic perspective of it in relation with life?
- How can I answer that question?

Action:

- Read the answers and get involved by using acting techniques. Be reflected through a drawing with very little intervention.
- First apply a water stain.
- Second apply ink to it using minimum effort and guided by intuition.

Expected results:

- To get the essence of the sensorial landscape within an image.



Contextual writing

Observation questions:

- Having an image atmosphere a title for it is needed.
- Find a different source, a different exploratory field.

Action:

- Read the book in search of those aspects related to the essence of each trip.
- Peak the chapters that better contains that essence.
- Write a text taking the word in thre previous step.
- Shoul be poetic in between reality and imaginary.

Expected results:

- To name the images using a different source and expressive language to articulate the transversality



Curatorial Framework

Observation questions:

- Having the context find 4 artistic works related.
- Find a different source, a different exploratory field.

Action:

- 4 works for each practice..
- Each curated work should talk about a kind of limit.
- Each curated work should push a boundary.
- Each curated work should involve physicality.
- Each curated work should express connection with intimacy.
- Each curated work should generate an experience of transformation.

Expected results:

- To generate an extensive artistic scenario to enrich the practice and establish a dialogue between disciplines .



Personal Interaction

Observation questions:

→ 5 different practices to inhabit transitional landscapes.

Action:

→ Each practice should talk about a kind of limit.

→ Each practice should push a boundary.

→ Each practice should involve physicality.

→ Each practice should express connection with intimacy.

→ Each practice should generate an experience of transformation.

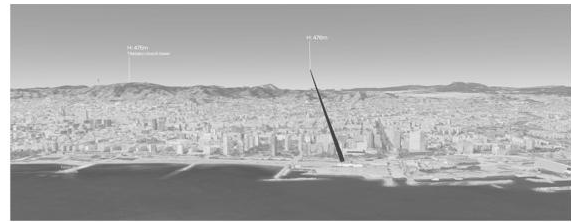
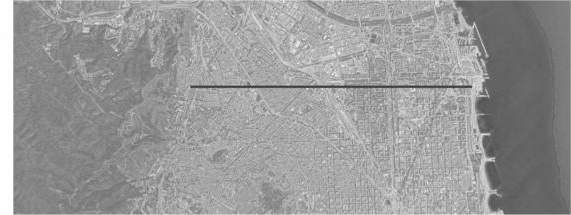
→ Each practice should be generated by the previous one.

Expected results:






→ A chain of practices engaging transversality and dialog with the previous and the next one.

→ An action guide applicable to other research topics.

Personal Interaction



Structure

	Practice 1	Practice 2	Practice 3	Practice 4	Practice 5
Topographic Landscape	Home in Gracia to work 	College Home in St Adrià 	Home in Gracia Home in St Adrià 	Home in Gracia College 	Home in Gracia Dojo 
Sensorial Landscape	Question and discover the structural limits. Who I am?	Revealing new lines. Who I want to be?	Something out of myself. How do I relate?	To push further. A hidden path to an other level.	Is there anything else? Reconnection.
Sensorial Landscape	Threshold to the sinister writing in the brochure	Delirious thresholds writing in the brochure	Uncertain times. Indefinite times writing in the booklet	Vertical path. Level Break writing in the brochure	A garden with an open fence writing in the brochure
Sensorial & Body Landscape	Gilberto Gracín, Richard Serra, Pina Bausch Marina and Ullay	Christo and Jean Claude, Fabienne Verdier, Richard Serra, Chillida	Rye Ishigami, Anish Kapoor, Tothol Towe, Tadao Ando	Noguchi, Voth, Rachel Whitehead, Dani Karavan.	Peter Zunthor, RCR Arquitectes, Superflux, Cesc Maldonado.
Body Landscape	Personal Interaction	Personal Interaction	Personal Interaction	Personal Interaction	Personal Interaction

After the transit

Throughout the research, it has become clear to me that currently we already live a utopia but it is the **utopia of the past**.

Spacial design aims to build spaces, not necessarily physical, but to talk about new imaginaries and new agreements, a space to invite reflection.

While some dream of venturing to Mars, my dream is to rediscover and resymbolize our connection with Earth.

THANK YOU!!
GRACIES!!

[SURF TFG 25]

Teddy!

Núria Oriol

THE MEMORY SYNTHESISER

Teddy!

NÚRIA

ORIOI

I

SÀBAT



Violencia y guerra
en el mundo
El enigma Icaro

El enigma Icaro

CIUDAD

El Gobierno exige un mayor protagonismo
en la fiesta local de Barcelona '92



Sociedad

El 40% del mercado controlado
por el CPD de la zona norte de Valencia



Metropolitano, industria y mercado

La construcción de una red de
transporte de mercancías en Barcelona

Metropolitano, industria y mercado

El CPD de la zona norte de Valencia
controla el 40% del mercado

Metropolitano, industria y mercado

El CPD de la zona norte de Valencia
controla el 40% del mercado

CIUDAD

El CPD de la zona norte de Valencia
controla el 40% del mercado

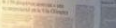
LA VILA D'OR

La Vila d'Or se convierte en un
punto de encuentro para los
ciudadanos de la zona



LA VILA D'OR

La Vila d'Or se convierte en un
punto de encuentro para los
ciudadanos de la zona



REVISTA

La revista de la zona norte de Valencia
controla el 40% del mercado



NOM
 [Portrait of a man with glasses]

NAIXEMENT / MORT
 1929 /

LLOC NAIXEMENT / VIDA / MORT
 València - La Spezia

Ocupació / Fets Rellevants
 Misioner, ~~arquitecte~~
 Misioner, Escriptor de "Argentino (1967)"
 "Doblet de pedra" dedicat a la "Comissió
 Anticorrupció i Transició" del 1987

Relevància en el Projecte

NOM
 [Portrait of a man with a bow tie]

NAIXEMENT / MORT
 [Illegible]

LLOC NAIXEMENT / VIDA / MORT
 [Illegible]

Ocupació / Fets Rellevants
 [Illegible]

Relevància en el Projecte

NOM
 [Portrait of a man]

NAIXEMENT / MORT
 [Illegible]

LLOC NAIXEMENT / VIDA / MORT
 [Illegible]

Ocupació / Fets Rellevants
 [Illegible]

Relevància en el Projecte

NOM
 [Portrait of a man]

NAIXEMENT / MORT
 [Illegible]

LLOC NAIXEMENT / VIDA / MORT
 [Illegible]

Ocupació / Fets Rellevants
 Arquitecte, Professor de Teoria de l'Arquitectura, Acadèmic de l'Institut de Ciències de l'Arquitectura, Director de l'Escola de Arquitectura de València

Relevància en el Projecte
 Arquitecte de l'Alt Reialme

NOM
 [Portrait of a man]

NAIXEMENT / MORT
 [Illegible]

LLOC NAIXEMENT / VIDA / MORT
 [Illegible]

Ocupació / Fets Rellevants
 [Illegible]

Relevància en el Projecte

NOM
 [Portrait of a man]

NAIXEMENT / MORT
 [Illegible]

LLOC NAIXEMENT / VIDA / MORT
 [Illegible]

Ocupació / Fets Rellevants
 [Illegible]

Relevància en el Projecte

Ocupació / Fets Rellevants
 [Illegible]

Relevància en el Projecte
 [Illegible]

NOM
 [Portrait of a man]

NAIXEMENT / MORT
 [Illegible]

LLOC NAIXEMENT / VIDA / MORT
 [Illegible]

Ocupació / Fets Rellevants
 [Illegible]

Relevància en el Projecte

NOM
 [Portrait of a man]

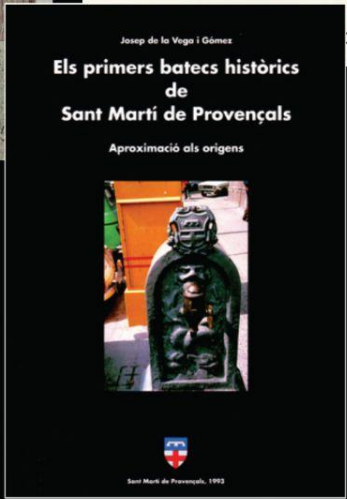
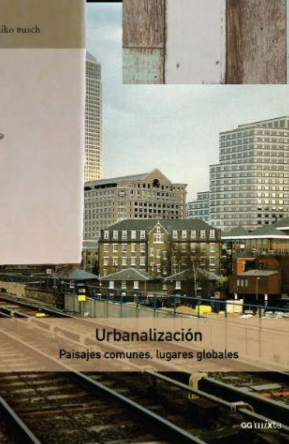
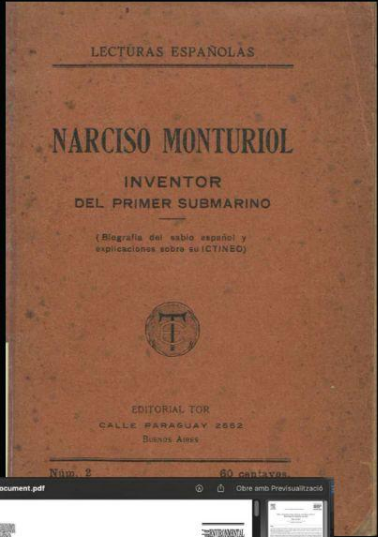
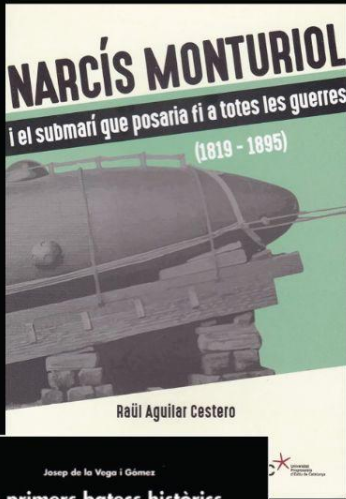
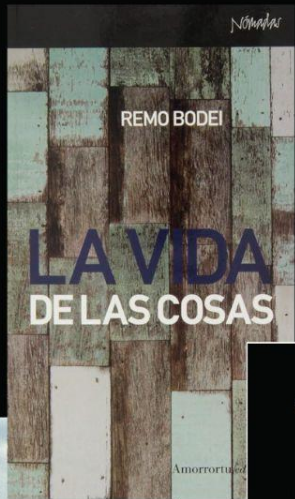
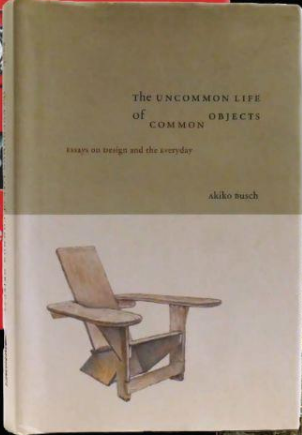
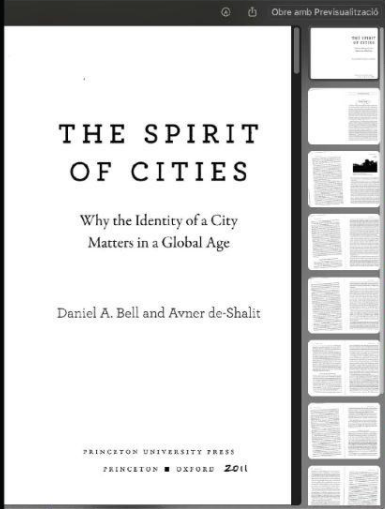
NAIXEMENT / MORT
 [Illegible]

LLOC NAIXEMENT / VIDA / MORT
 [Illegible]

Ocupació / Fets Rellevants
 [Illegible]

Relevància en el Projecte







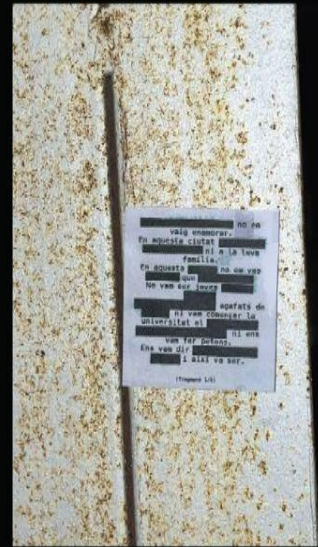
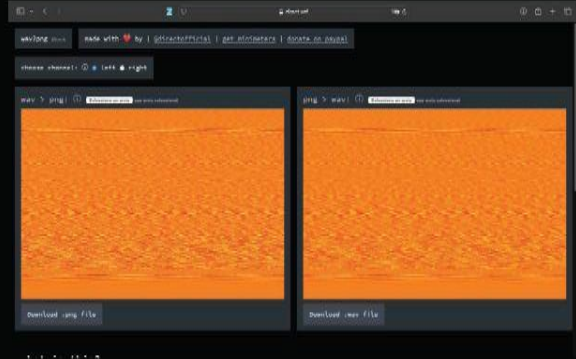
ESPAÑA
Correos

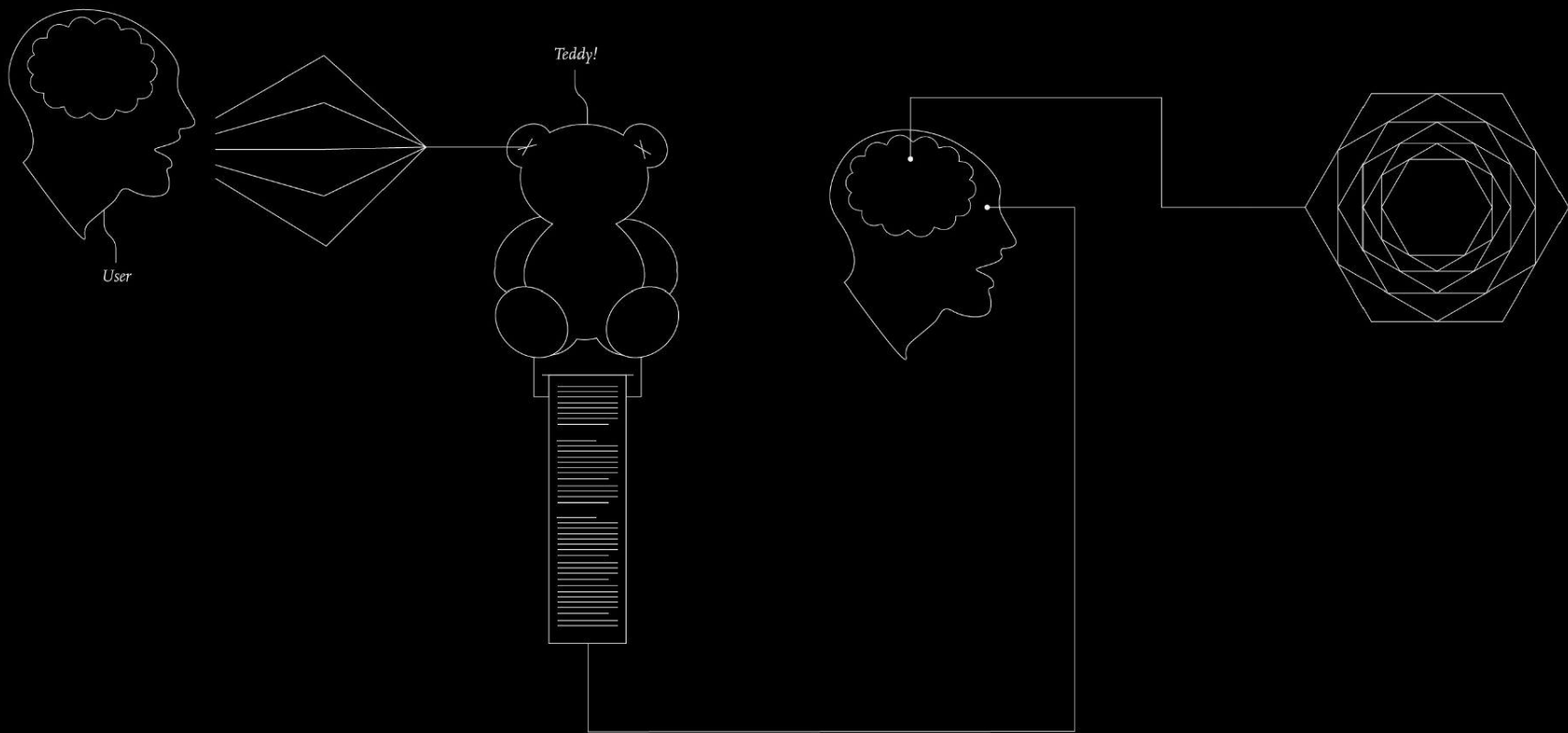
B
TARIFA

MONU
MENTA
LITZA
CIÓ

RCM-FNMT

2025





Teddy!





Autoguardado matriu_base

Inicio Insertar Dibujar Disposición de página Fórmulas Datos Revisar Vista >> Comentarios Compartir

G17

	A	B	C	D	E
1		A	B	C	D
2		QUÈ	COM	ON	QUAN
3		1 Persona	Banderes	Al cos	Indefinit
4		2 Lloc	Vídeo	Al carrer	Instantani – 1 a 30s
5		3 Sentiment	Fotografia	A casa meva	Efímer – 30 segons a 5 minuts
6		4 Instant	Cançó	A la uni	Fugitiu – 5 a 30 minuts
7		5 Desig	Joc	Al mar	Momentani – 30 minuts a 2 hores
8		6 Desastre	Performance	A la muntanya	Jornal – 4 a 8 hores
9		7 Mentida	Escrit	A un tanatori	Diari – 8 a 24 hores
10		8 Soroll	Retrat	A un terrat	Puntual – 1 a 5 dies
11		9 Conversa	Tatuatge	A un espai digital	Estacional – 1 a 3 mesos
12		10 Olor	Roba	Al lavabo d'un bar	Resistent – 4 a 20 setmanes
13		11 Objecte	Libreta	A l'ascensor d'un edifici	Durador – 5 mesos a 1 any
14		12 Gest	Dibuix	A l'habitació d'hotel	Assentat – 1 a 3 anys
15		13 Imatge	Maqueta	A una aula buida	Integrat – 3 a 10 anys
16		14 Silenci	Ritual	Al passadís d'un hospital	Permanent – Sense data de caducitat
17		15 Paraula	Cadira	A una parada de bus	Imaginari – El que duri al teu cap
18					
19					

Hoja 2

Listo Accesibilidad: todo correcto 165 %

PERSONA

—

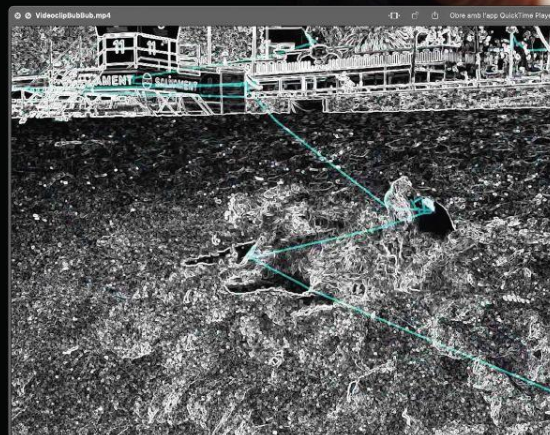
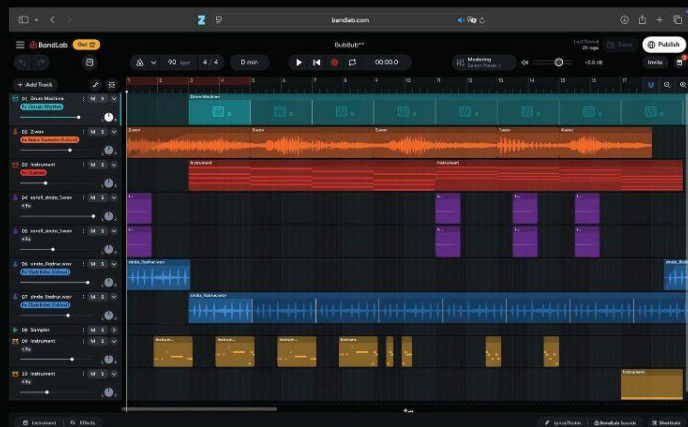
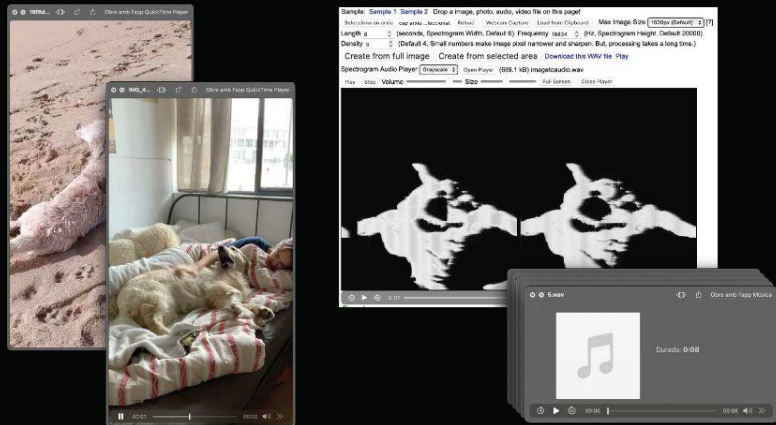
CANÇÓ

—

AL_COS

—

ESTACIONAL



PERSONA

-

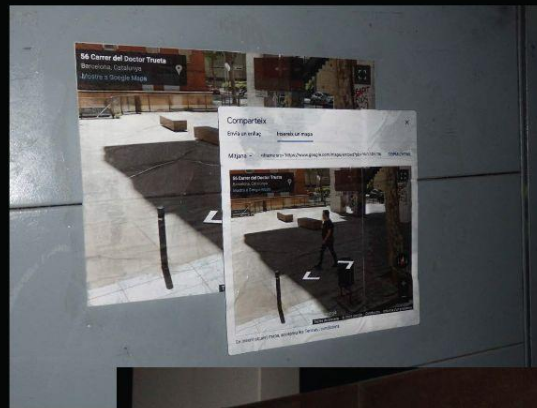
FOTOGRAFIA

-

AL_CARRER

-

ESTACIONAL



DESIG

-

BANDERA

-

A_UN_TERRAT

-

DURADOR



TEDDY!

En Teddy ha pensat i diu...

↓ ↓ ↓ ↓ ↓

//INICI PROCÉS INTERN

TEXT ORIGINAL

> Al és que és tan mona
la meva gosseta la sindy
i tan suau i tan bebuto

MONUMENTA

TEXT NETEJAT

> És tan mona la meua
gosseta la Sindy, tan
suau i tan bebuta.

COLUMNA A (QUÈ)

> Persona (la gosseta
Sindy com a figura
entranyable)

COLUMNA B (COM)

> no explicit info @ base
values listed in the
attached file

COLUMNA C (ON)

> no explicit info @ base
values listed in the
attached file

COLUMNA D (QUAN)

> no explicit info @ base
values listed in the
attached file

//FINAL PROCÉS INTERN

COMBINACIÓ FINAL

A1B4C1D9

QUÈ – Persona

COM – Cancó

ON – Al cos

QUAN – Estacional – De 1
a 3 mesos

MONUMENTALITZACIÓ

*Tarjeta de memoria con el contenido
d'una monumentalització en homenatge
a la meua gosseta, la Sindy. He compost
una canço, anomenada: Bub-Bub ; he
també ha estat posteriorment representada
sobre los meus singles. Un recurt que, tot
i tindr una durada màxima
d'aproximadament quatre setmanes,
permet transformar i mda sobre un
suport temporal de record.*

15 / 05 / 2025

AQUESTA MONUMENTALITZACIÓ FORMA BASE
DEL PROJECTE TEDDY!, EL QUAL PRETEN
INCENTIVAR UNA RELACIÓ ACTIVA I CONSCIENT
AMB LA MEMÒRIA, DONANT DINGS PER
MONUMENTALITZAR RECORDS, FRIMERS I
REFLEXIONAR SOBRE COM IS CONSTRUÏM, IS
CONSERVA I IS TRANSMET AHO QUE
RECORDEM.



TEDDY!

En Teddy ha pensat i
diu...

↓ ↓ ↓ ↓ ↓

//INICI PROCÉS INTERN

TEXT ORIGINAL
> Parlaran els meus fills català?

TEXT NETEJAT
> Parlaran els meus fills català?

COLUMN A (QUÈ)
> Desig (voluntat implícita de futur respecte a la llengua dels fills)

COLUMN B (COM)
> no explicit info -> base values listed in the attached file

COLUMN C (ON)
> no explicit info -> base values listed in the attached file

COLUMN D (QUAN)
> no explicit info -> base values listed in the attached file

//FINAL PROCÉS INTERN

COMBINACIÓ FINAL

ASB1CB011

QUÈ - Desig

COM - Banderes

ON - A un terrat

QUAN - Durador - 5 mesos a 1 any

TEDDY!

En Teddy ha pensat i
diu...

?????

//INICI PROCÉS INTERN

TEXT ORIGINAL
> -arlaran els meus fills català?

TEXT NETEJAT
> -arlaran els meus fills català?

COLUMN A (QUÈ)
> Desig (expressió una voluntat sobre el futur dels fills)

COLUMN B (COM)
> no explicit info ? base values listed in the attached file

COLUMN C (ON)
> no explicit info ? base values listed in the attached file

COLUMN D (QUAN)
> indefinit (el moment en què els fills parlaran català no està especificat)

//FINAL PROCÉS INTERN

COMBINACIÓ FINAL

ASB1CB015

QUÈ - Desig
COM - Cadira
QUAN - A un banatori
El que durà al teu cad

Thank you!

[MUEDIC 24]

Design & Post-Growth

Martina Nadal

DESIGN & POST- GROWTH

Speculative Urban Futures
25/06/2025

Martina Nadal



INITIAL UNLINEAR EXPLORATIONS

6/ CATALOGUE OF SUBJECTIVE INSPIRATIONS

DOUBT

Learning to hesitate

POLITICS

Embracing differences

CARE

Sharing & Caring

PLEASURE

Alternative Hedonism

TIME

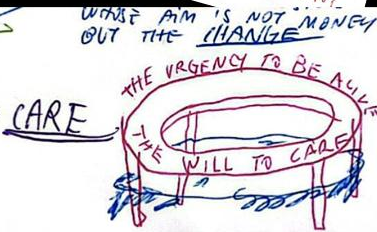
Repairing our Rhythms

DESTRUCTION

Rituals of resignification

Intuitively

Collectively

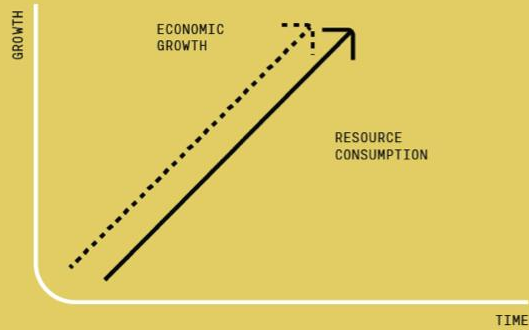


A collage of handwritten notes and printed text. At the top left, there is a list: 'Questions', 'References', 'Esquisses', 'Conclusions', and 'Exhibition'. Below this is a printed section titled 'MACHINE FOR DEGROWTH IMAGINARIES' and 'BRIEFING 1: THE TIME EXHIBITION'. It contains three numbered sections: 1. Assignment, 2. Approach, and 3. Data Issues. Handwritten notes in red and black ink are overlaid on the printed text, including phrases like 'Quality of Life: Degrowth can lead to a higher quality of life for city residents by promoting community cohesion, access to green spaces, and a focus on well-being rather than material accumulation', 'The definition must matter. Em relate a la qualitat relational i en un nivell ampli.', and 'time does not ski always within'. At the bottom right, there is a diagram with a grid and the text 'WHAT? HOW? WHY?'. Other handwritten notes include 'time = power (consuming / understanding) / regaining / measuring' and 'A Com en ha un peirachon no ha marca a la expo?'. The collage is set against a background of a grid of small images from the 'Catalogue of Subjective Inspirations'.

KEY CONCEPTS 01

Methods:
Research of academic articles
Existing literature search

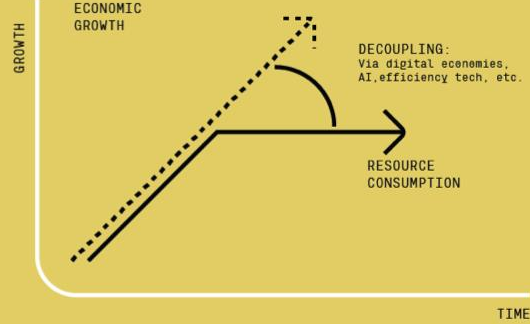
DECOUPLING



www.designmeasures.org

© Martina Nadal

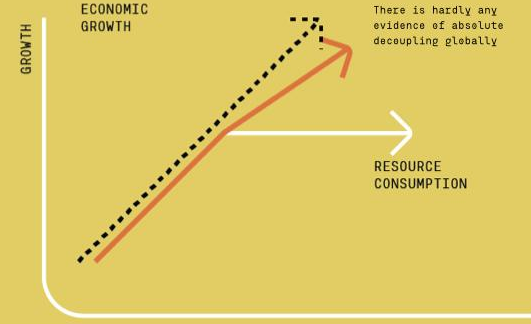
DECOUPLING



www.designmeasures.org

© Martina Nadal

DECOUPLING



www.designmeasures.org

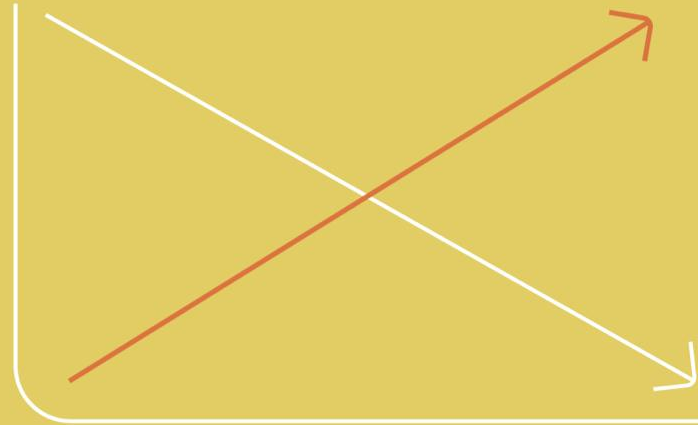
© Martina Nadal

JEVONS PARADOX

- What really happens: An increase in efficiency in resource use will generate an increase in resource consumption.

RESOURCES
CONSUMPTION

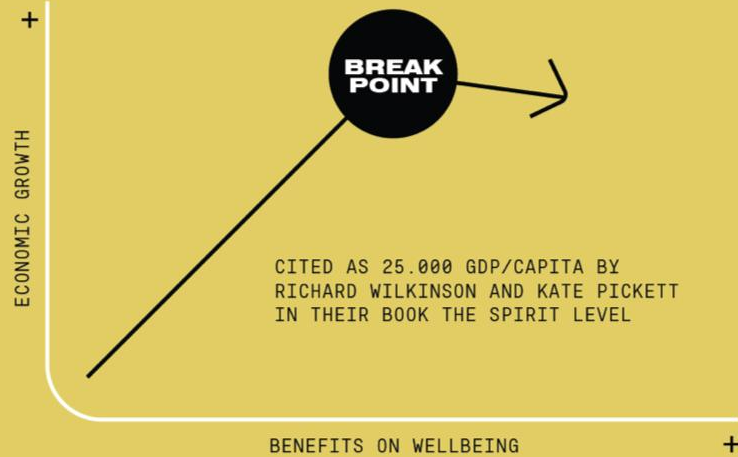
+



+

EFFICIENCY IN
TECHNOLOGY

EASTERLIN PARADOX

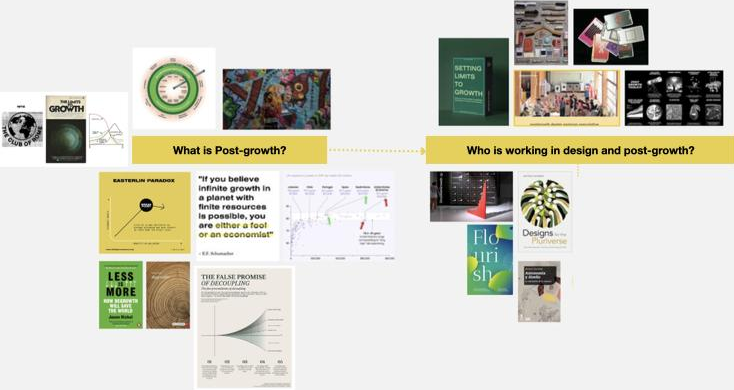




When astronomers finally accepted that the Earth and the other planets revolve around the Sun, suddenly all the mathematics became easier. The same thing happens when we move growth away from the center of the economy. The ecological crisis suddenly becomes much easier to solve.

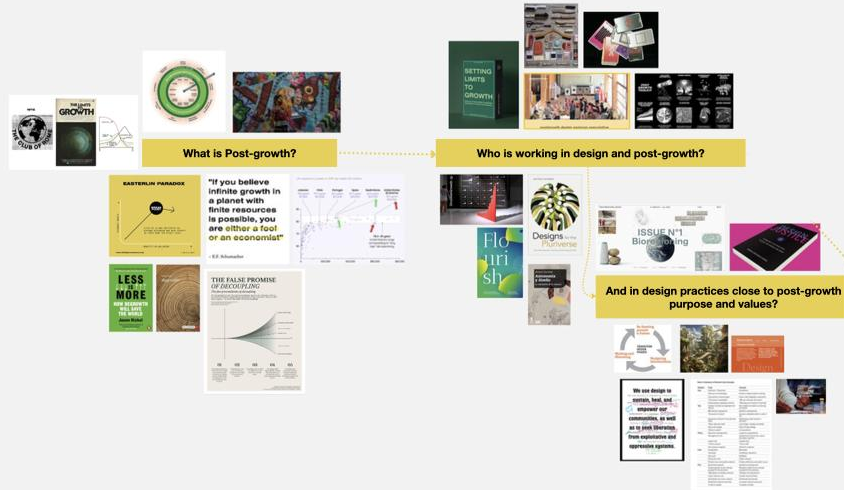
(Hickel 2021, p. 205.)

RESEARCH METHODOLOGY



- 14 benchmarks investigated

RESEARCH METHODOLOGY



- 14 benchmarks investigated

- 9 actors investigated
- 1 in-depth case study
- 8 actors investigated in the extension

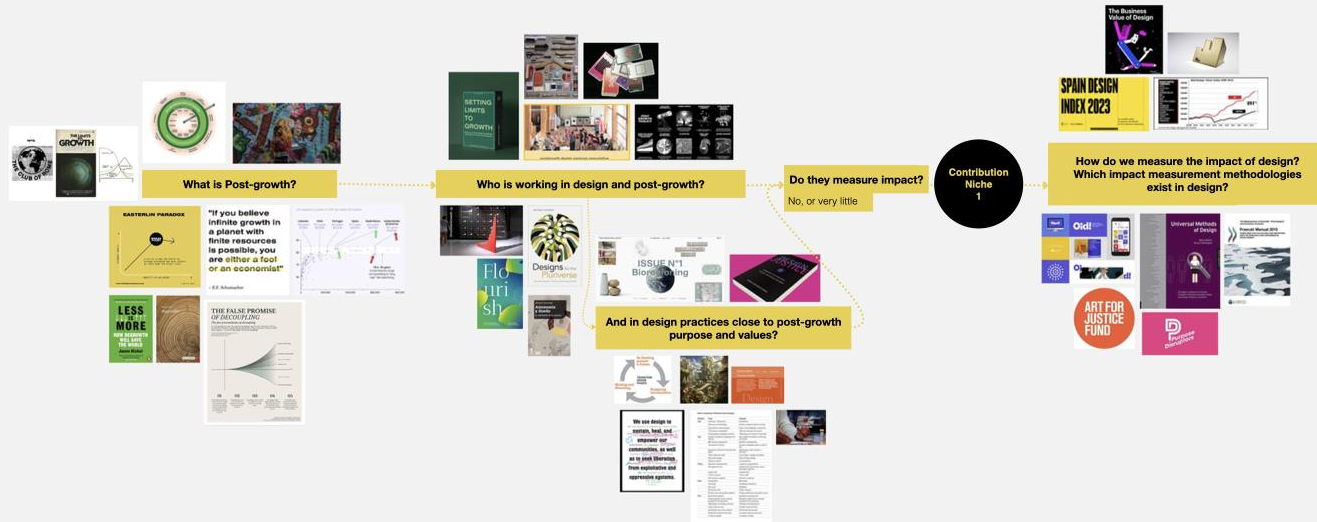
RESEARCH METHODOLOGY



- 14 benchmarks investigated

- 9 actors investigated
- 1 in-depth case study
- 8 actors investigated in the extension

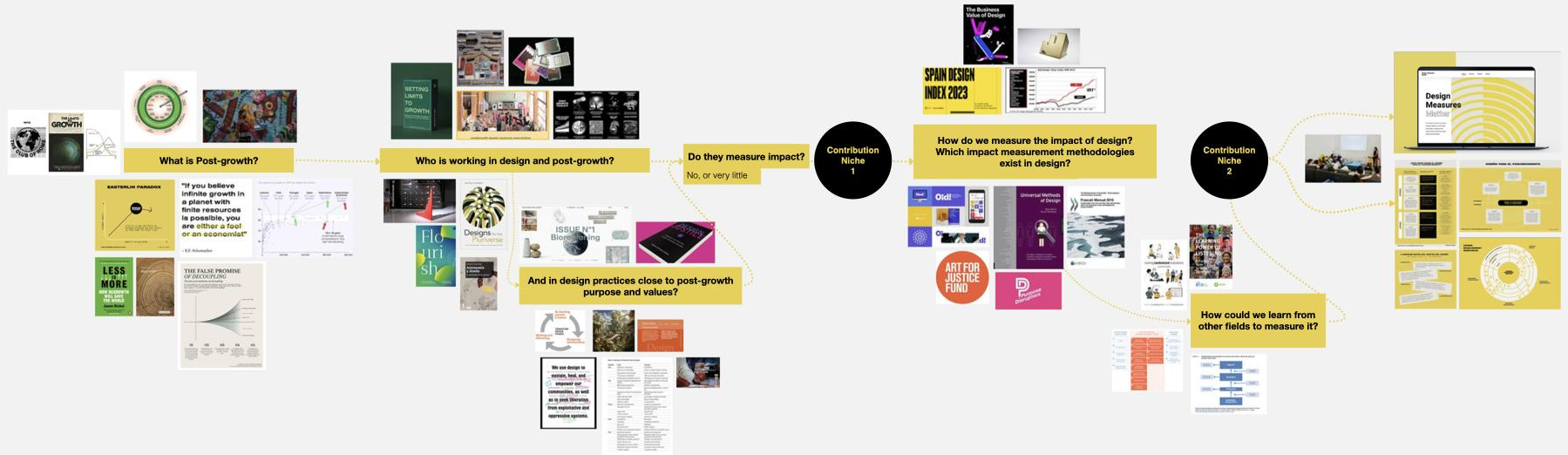
RESEARCH METHODOLOGY



- 14 benchmarks investigated

- 9 actors investigated
- 1 in-depth case study
- 8 actors investigated in the extension

RESEARCH METHODOLOGY

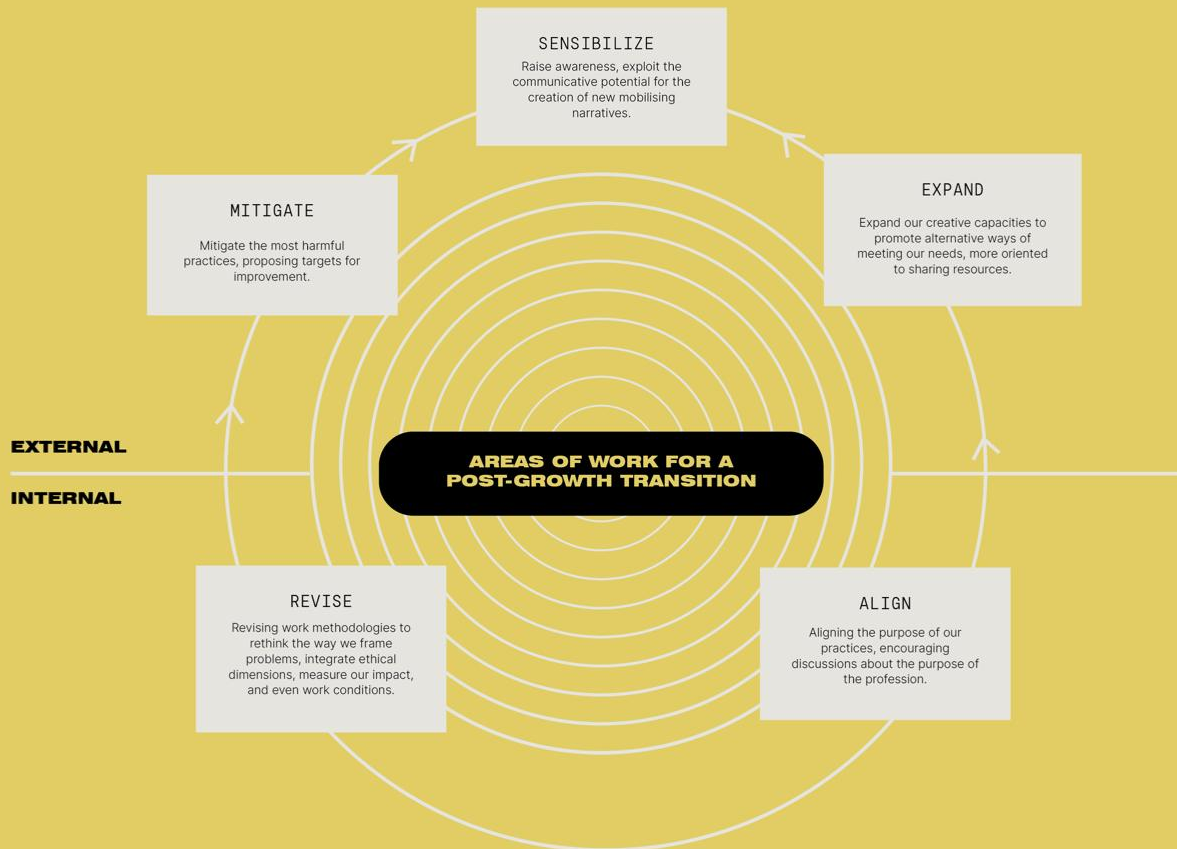


- 14 benchmarks investigated

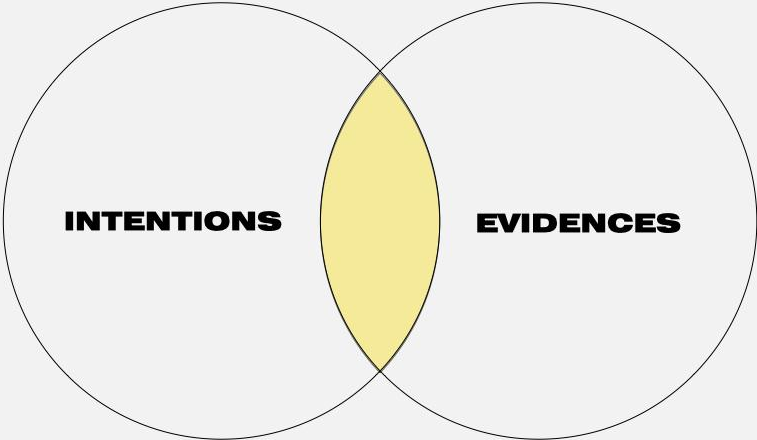
- 9 actors investigated
- 1 in-depth case study
- 8 actors investigated in the extension

- 9 cases researched (global design)
- 7 cases digital campaign design (deepening)
- 7 case studies researched (extension to other fields)
- 1 in-depth case study

DESIGN FOR POST-GROWTH



BALANCE



WHAT CAN DESIGN DO FOR POST-GROWTH?

EXTERNAL

AREAS OF CONTRIBUTION

What could we as designers do for the transition to post-growth?

SENSIBILIZE

Raise awareness, exploit the communicative potential for the creation of new mobilising narratives.

MITIGATE

Mitigate the most harmful practices, proposing targets for improvement.

EXPAND

Expand our creative capacities to promote alternative ways of meeting our needs, more oriented to sharing resources.

PROPOSALS FOR ACTION

How could we do this?

1. Generate desirability and credibility towards alternative futures that break with the current paradigm. To create the sense that an alternative is possible.
2. To make visible, denounce and make current challenges understandable for citizens in order to facilitate a transformation of mentalities.

1. Detect the most harmful practices and sectors in which design is involved.
2. To systematically measure the- as a designer- the- ecological- and- social- impact of our interventions and products.
3. Set environmental footprint reduction targets.
4. Commit to the elimination of socially harmful methodologies (i.e. Dark Patterns, programmed obsolescence).

1. Design services that encourage use rather than ownership.
2. Combat planned obsolescence by redesigning products, effectively providing the right to repair.
3. Design interventions to prevent waste of food and materials.
4. Design processes and services to understand complexity, listen to diverse voices and navigate uncertainty.

MEASUREMENT RESOURCES

How could we measure it?

Methodologies / Methods / Tools

SENSEMAKER

Methodology for measuring the evolution of beliefs through storytelling.

RANDOMIZED EVALUATIONS

Methodology for measuring policy impact.

MAPPING SOCIAL CHANGE NETWORKS

Methodology for measuring the impact of network-based social initiatives.

DOUGHNUT FRAMEWORK

Tool to detect sectors that exceed limits and those that do not meet basic human needs.

PRODUCT LIFE CYCLE

Methodology for measuring the environmental impact of a product's life cycle.

ROC02

Alternative indicator combining efficiency and environmental impact of campaigns.

HUMANE TECHNOLOGY TRAININGS

Training to avoid harmful practices in the design of technologies and to identify alternative metrics.

TRANSITION DESIGN

Design methodologies with methodologies for framing complex social problems.

UNIVERSAL METHODS OF DESIGN

Design methods for investigating complex problems.

TEORIA DEL CAMBIO

Methodology for measuring long-term change.

LAUDES RUBRICS

Methodology for measuring and learning about systemic change.

MAPPING SOCIAL CHANGE NETWORKS

Methodology for measuring the impact of network-based social initiatives.

INDICE OWNERS-USERS

Possible metrics of transition from ownership to use.

WHAT CAN DESIGN DO FOR POST-GROWTH?

INTERNAL

AREAS OF CONTRIBUTION

What could we as designers do for the transition to post-growth?

REVISE

Revising work methodologies to rethink the way we frame problems, integrate ethical dimensions, measure our impact, and even work conditions.

ALIGN

Aligning the purpose of our practices, encouraging discussions about the purpose of the profession.

PROPOSALS FOR ACTION

How could we do this?

1. Integrate measurement methodologies in a systemic way into work processes.
2. Integrate ethical and value-based methodologies into work processes.
3. Review practices at the level of working conditions (working hours, redistribution of benefits, etc.).

1. Define the purpose, try to understand what our common purpose within a design studio, agency or sector can be beyond the service offered.
2. Align actions to purpose with a long-term strategy.

MEASUREMENT RESOURCES

How could we measure it?

Methodologies / Methods / Tools

B-CORP ASSESSMENT

A tool for measuring corporate environmental and social performance.

BUSINESS STRUCTURES

A guide to post-growth business models.

CÓDIGO ÉTICO WORLD DESIGN ORG.

Guidelines for improving the quality of industrial design.

DESIGN FOR VALUES

Tools for integrating values into the design process to generate morally acceptable designs.

AIGA CODE OF CONDUCT

Normative code for the design profession in relation to human rights.

DESIGN JUSTICE PRINCIPLES

10 Shared principles of the Design Justice Network.

TEORIA DEL CAMBIO

Methodology for measuring long-term change.

LAUDES RUBRICS

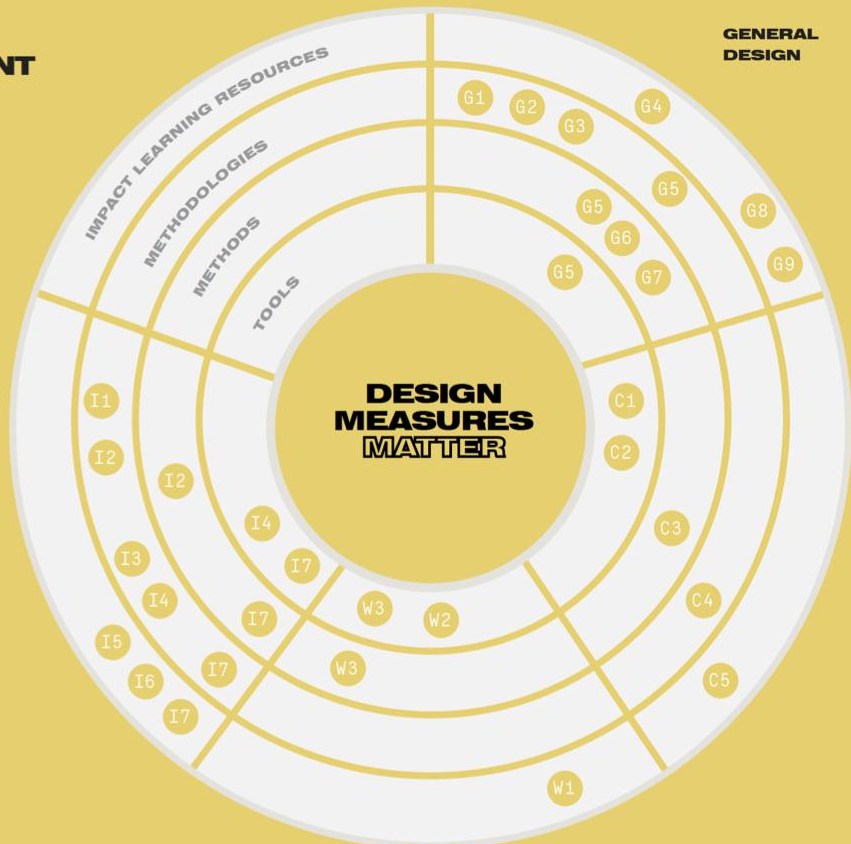
Methodology for measuring and learning about systemic change.

DESIGN FOR VALUES

Tools for integrating values into the design process to generate morally acceptable designs.

DESIGN MEASUREMENT RESOURCES

GENERAL DESIGN



INICIATIVES MEASUREMENT

CAMPAIGNS MEASUREMENT

WEBSITES MEASUREMENT

GENERAL DESIGN MEASUREMENT

- G1 The business value of design
- G2 Design Value Index
- G3 Spain Design Index
- G4 Observatorio del Impacto del diseño
- G5 Life Cycle Assessment
- G6 Universal Methods of Design
- G7 Frascati Manual
- G8 Closing Loops
- G9 Center for Humane Technology

CAMPAIGNS MEASUREMENT

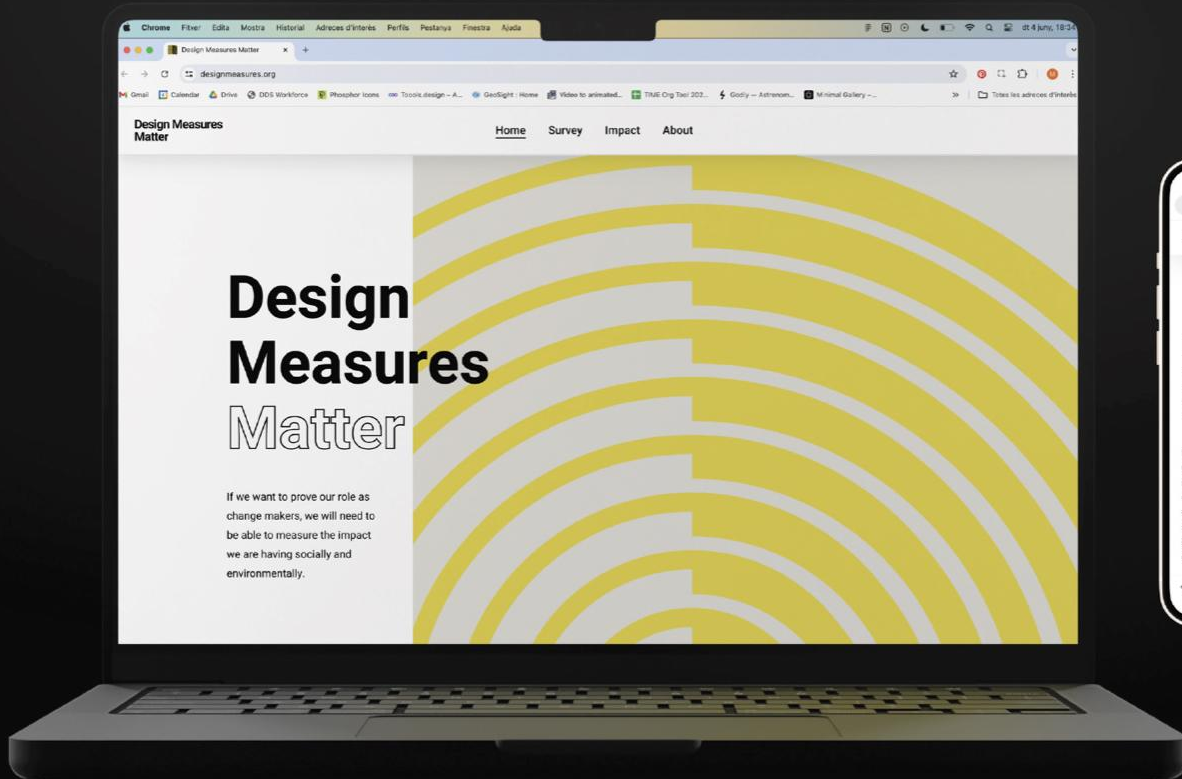
- C1 Reutrn on Cabron Indicator
- C2 IAB Sustainable Tool for Advertisement
- C3 Metrics Guideline & Biases in Measurement Detector
- C4 Mapping Social Network Campaigns
- C5 Premios Effie

INICIATIVES MEASUREMENT

- I1 Teoria del cambio
- I2 Randomized Evaluations
- I3 Sensemaking
- I4 B-Corp
- I5 8 ways to scale businesses
- I6 Good System's Change
- I7 Laudes Rubrics Methodology

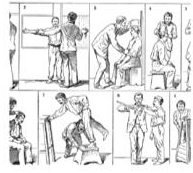
WEBSITES MEASUREMENT

- W1 Lowwww Low Carbon Directory
- W2 WAVE Accessibility Tool
- W3 Website Carbon Calculator



- Why do we want to measure?
- What will I find here?
- Can I use any of the resources?

Read More On Our Open Access [Campaigns Measurement](#)



Campaigns Measurement

- Alternative indicators to track campaigns impact
- Tools to learn from other agencies
- Default user journey measurement Basics
- Reference case studies

[Read More](#)



Websites Measurement

- Learn how to set up alternative measures
- Get inspired by recent websites
- Default brand guidelines

[Read More](#)

Initiatives Measurement

- Get started with the Theory of Change
- Discover the Launch Methodology
- Develop a company commitment

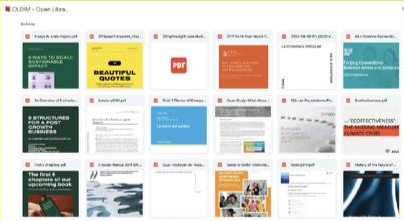
[Read More](#)



Design Businesses Measurement

- Discover sector impact reports
- Learn about the UK Design Measurement
- Get access to measurement materials

[Read More](#)



Design Measures Matter

Home Survey Impact About

Campaigns Measurement

Design Measures Matter

Home Survey Impact About

Websites Measurement

Design Measures Matter

Home Survey Impact About

Social Initiatives Measurement

Design Measures Matter

Home Survey Impact About

Design Business Measurement



Campaigns Measurement

WHY IS IT IMPORTANT?

The advertising industry is becoming more data-driven. As a result of the digital revolution, agencies are now able to track and measure the impact of their campaigns in real-time. This allows them to make adjustments on the fly and ensure that their campaigns are as effective as possible. It also allows them to demonstrate the value of their work to their clients and to the wider public. This is why it is so important to have a good understanding of how to measure the impact of your campaigns. This is why we have created this resource. We hope that you will find it useful and that it will help you to get the most out of your campaigns.

There are many ways to measure the impact of your campaigns. Some of the most common ways are to look at the number of people who have seen your campaign, the number of people who have clicked on your campaign, and the number of people who have converted. However, there are many other ways to measure the impact of your campaigns. For example, you could look at the number of people who have shared your campaign on social media, or the number of people who have contacted your organization as a result of your campaign. It is important to choose the right way to measure the impact of your campaigns, as this will ensure that you are getting the most accurate picture of the impact of your campaigns.

WHAT CAN I DO?

1 - Integrate alternative indicators to measure climate impact of campaign

WRI's, an indicator supplementing the Impact Director. Impact Director is a software tool that measures the climate impact of advertising campaigns. The indicator is used to assess the carbon footprint of advertising campaigns. It is used to assess the carbon footprint of advertising campaigns. It is used to assess the carbon footprint of advertising campaigns. It is used to assess the carbon footprint of advertising campaigns.

Implementation: The user needs to provide details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns.

Implementation: The user needs to provide details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns.

- Learn more on how to apply to WRI
- Learn more on how to apply to WRI

2 - Learn from advertisement companies who committed to reduce their environmental impact

The UK Advertising Sustainability Index is a benchmarking tool that measures the environmental impact of advertising companies. It is used to assess the environmental impact of advertising companies. It is used to assess the environmental impact of advertising companies. It is used to assess the environmental impact of advertising companies.

Implementation: The user needs to provide details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns. This is done by providing details on the campaign, to measure the climate impact of advertising campaigns.

3 - Detect the biases you might have while measuring your campaigns

Measurement bias is a common problem when measuring the impact of advertising campaigns. It is caused by a variety of factors, including the way that the data is collected, the way that the data is analyzed, and the way that the data is presented. It is important to be aware of these biases and to take steps to minimize them. This is why we have created this resource. We hope that you will find it useful and that it will help you to get the most out of your campaigns.

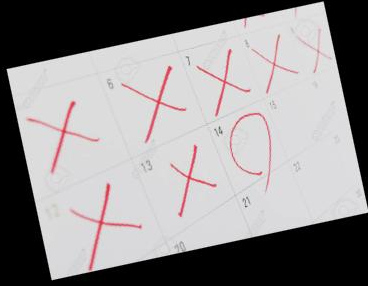
- Integrating and uncertainty
- Measurement bias
- Default bias
- Reporting bias
- Confirmation bias
- Sampling bias

Learn more on how to avoid them within the [Climate Hub](#).

Related Posts

- [Social Initiatives Measurement](#)
- [Websites Measurement](#)
- [Case Study: Arts for Justice Fund](#)

**"Measuring", "counting", "understanding",
"improving", sound to us like control and
lack of freedom, so necessary for
creativity.**



MI
1:2
8C1
diffT5.0
24 fps
Scan
G:82
DR:70
A:4
P:3

We count the days to see our loved ones. We remember the birth dates of those we care about. We blow the years achieved.



2025

THANK YOU

MARTINA NADAL

[MUEDIC 24]

Symbiotic Panopticon

Arnau Tàsies

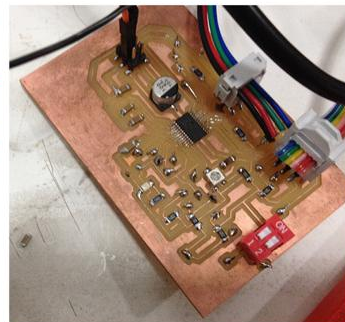
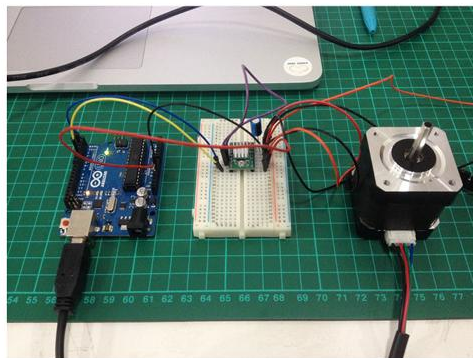
Panopti^cón Simbi^otico

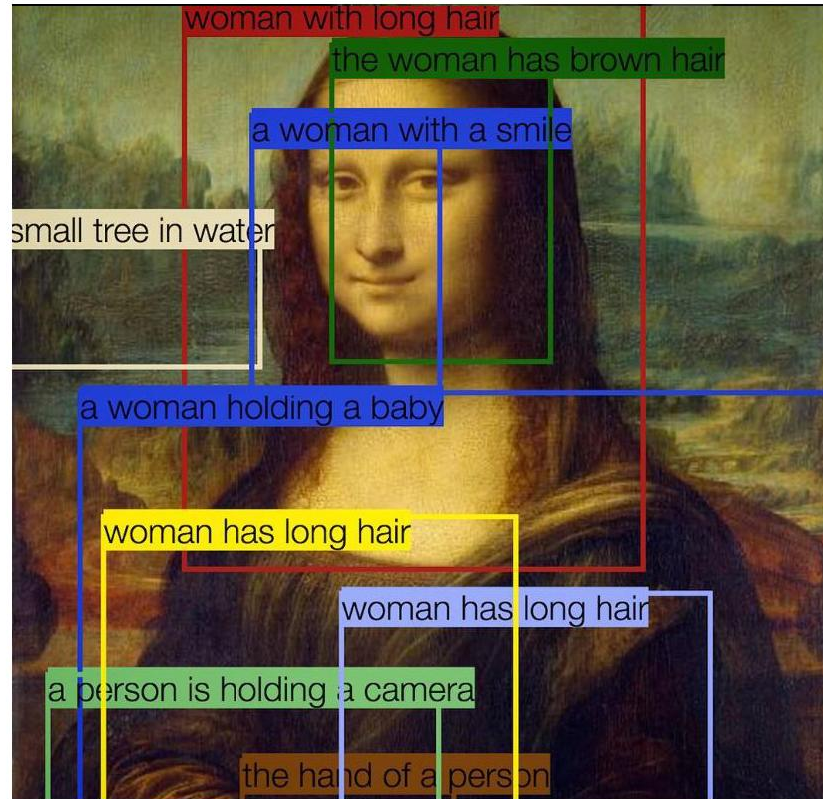
Inteligencia Artificial y
vigilancia gubernamental
desde perspectivas
artísticas interseccionales.

Arnau Tàpies

Panopti^cón Simbi^otico
Propuestas de *artivismo*
interseccional.







Source: Gene Kogan



Source: Adam Harvey Studio

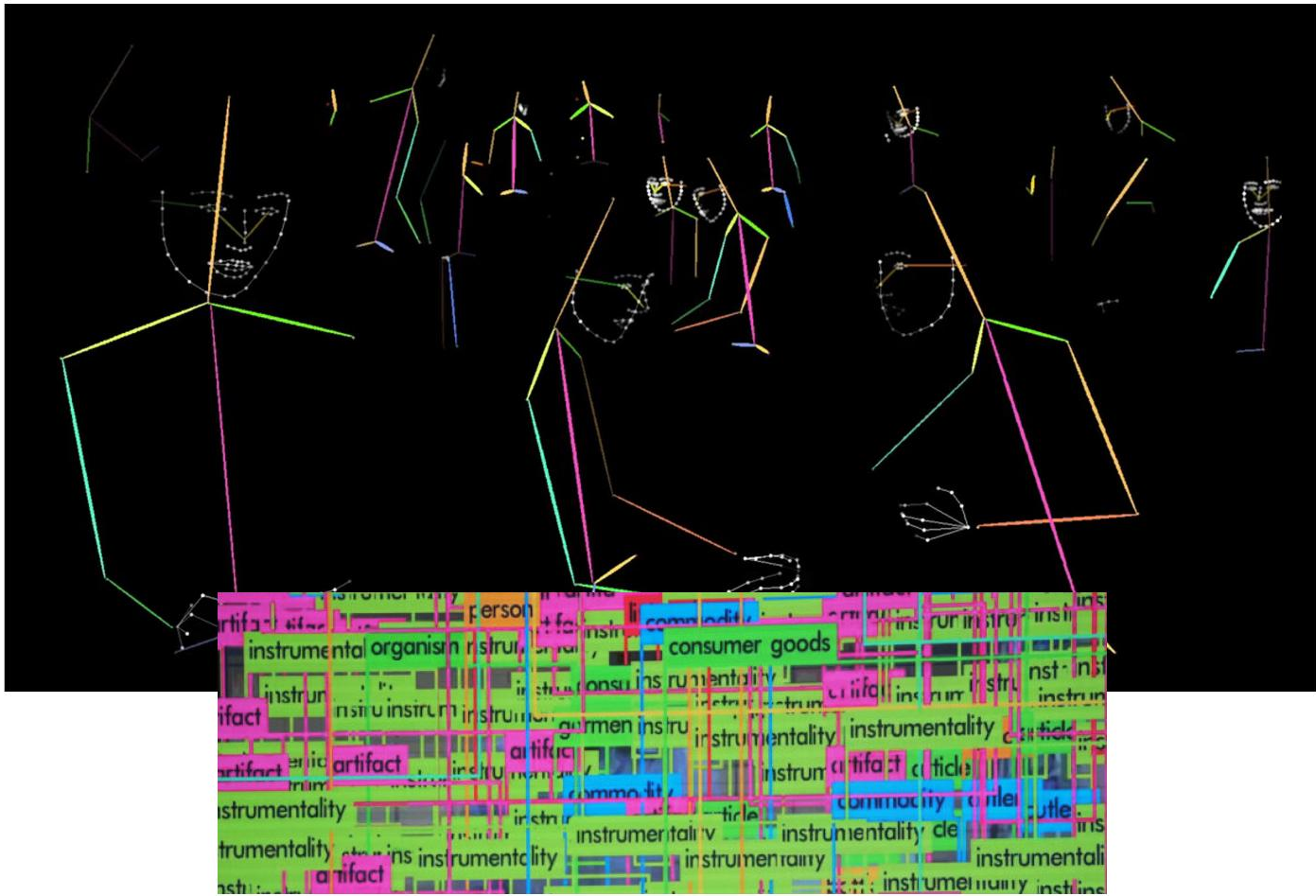


Source: https://www.dismalgarden.com/archives/item/defensive_architecture/2991



Source: Paolo Cirio

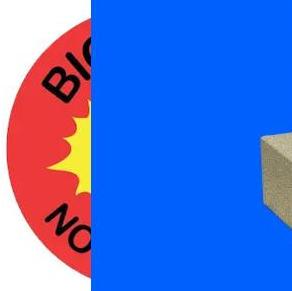


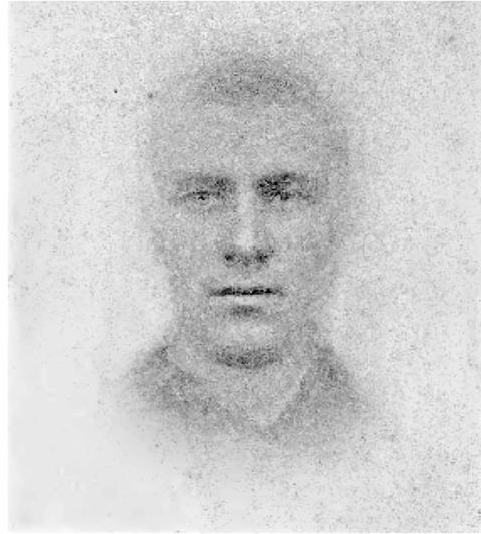
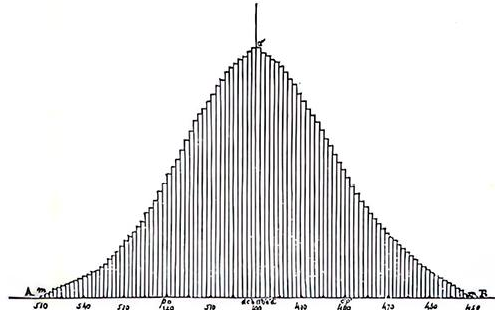


Source: Taller Estampa



Source: <https://humanrightsarticle9.blogspot.com/>





Source: Binomial Quetelet Curve, Francis Galton Composite Portrait



Source: <https://www.flickr.com/photos/mohistory/4910691499/sizes/l/>



Multimedia Artist
 Government Surveillance
 Online privacy.
 Tracking data.
 Communication records,
 banking transactions, and
 transportation logs.
 Consequences of living
 under surveillance.
 WEBSITE
<https://felahi.uny.ac.id/track/>
 Internet art

Hasan Elahi
TRACKING TRANSCIENCE



Conceptual Artist
 Digital and physical
 world. Surveillance
 and Privacy.
 TV screens "flickering
 on and off".
 Speculative thinking
 about present times.
 SCULPTURE

Aram Bartholl
**WITNESS OF
 SURVEILLANCE CAPITALISM**



Visual Artist
 Biopolitics
 Social Surveillance
 Internet as a
 capitalist and
 gubernamental tool
 of oppression.
 Speculative futures.
 Alternative networks.
 Utopian plagiarism
 SHORT MOVIE

Zach Blas
CONTRA-INTERNET: JUBILEE 2033



Artist
 Surveillance.
 Art installation.
 Privacy in public spaces.
 Arduino generator, web
 scraper, database.
 INTERACTIVE DISPLAY

Rafael Lozano-Hemmer
1984



Artist
 Surveillance, Privacy
 Reverse engineering
 Voyeuristic patterns
 and behaviors.
 Construction of
 reality between real
 time and virtual time.
 Surveillance
 streaming
 COMPUTER
 INSTALLATION

Jenny Marketou
STREAMING RAW



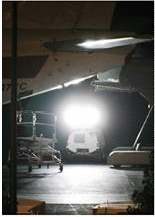
Artist
 Control and
 surveillance.
 Items (1075)
 detained or seized
 from passengers and
 express mail entering
 the United States
 from abroad.
 PHOTOGRAPHY

Taryn Simon
CONTRABAND



Visual Artist
 Relation between people
 and digital environment.
 Screenshot photomerge
 infrastructural site Google
 Earth.
 Power, manufacturing,
 waste, and transportation
 PHOTOGRAPHY

Jenny Odell
SATELLITE LANDSCAPES



Artist
 Surveillance
 Infrastructures
 Satellite photography
 Surveillance
 aesthetics.
 Tracking airplanes,
 interview former
 prisoners, geography
 of "rendition" (CIA
 "Extraordinary
 Rendition" program)
 PHOTOGRAPHY

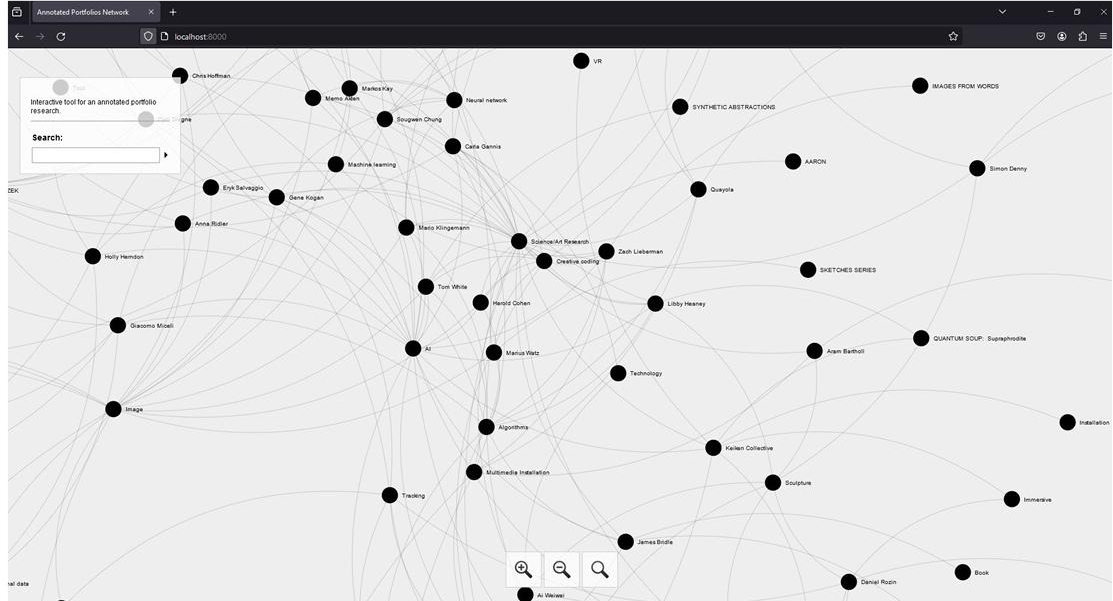
Trevor Paglen
RENDITION FLIGHTS



Videoart / Essay
 Surveillance, Artificial
 intelligence, Politics,
 intelligence, society,
 Politics, technology,
 sociedad, daily life.
 Using documentary
 film as source of
 subversion. The images
 are presented as biased
 social and political
 artefacts, exposing
 their vulnerability and
 manipulation.
 ESSAY VIDEO

Hito Steyerl
**HOW NOT TO BE SEEN: A FUCKING
 DIDACTIC EDUCATIONAL .MOV FILE**

	A	B	C	D	E	F
	Specifications					
2	Artist Name	Artwork Name	Artwork	DB Genesis	Medium	Secondary tags
3	Aaron Koblin	FLIGHT PATTERNS		Sensor Networks/IoT	Audiovisual	Programming own algorithms, AI, web scraper, tracking
4	Ai Weiwei	CAMERA WITH PLINTH		Science/Art Research	Sculpture	Technology, surveillance, public space
5	Anna Ridler	MYRIAD (TULIPS)		Science/Art Research	Image	Dataset, classification
6	Aram Bartholl	WITNESS OF SURVEILLANCE CAPITALISM		Science/Art Research	Multimedia Installatio	Sculpture, automated sculpture
7	Carla Gannis	THE ELEVATED LINE		Science/Art Research	Multimedia Installatio	Identity, technology
8	Carol Sinders	FEMINIST DATASET		Personal/Lifestyle Data	Dataset	Collective data gathering, performance, workshop
9	Chloé P. Fuchs	HYPERLINKS OR RELEVANT LINGUAL		Personal/Lifestyle Data	Audiovisual	Dataset, data gathering, performance, workshop



DISGUST Large Language Model Analysis



CHATGPT

This image shows a monochromatic portrait of a person, likely female, with a notable expression of disgust. Her eyebrows are furrowed, and her nose is wrinkled, which typically indicates a strong aversion to something, either a bad smell or a distasteful idea. Her mouth is slightly open in what seems to be a grimace. She has shoulder-length straight hair neatly pulled back, and is wearing drop earrings. The background is nondescript and blurry, placing full emphasis on the expression. The lighting appears to be coming from above as there's a bright reflection on her forehead and nose, while the bottom of her face is more shadowed. The image has a grainy texture, suggesting it may not be high resolution or could be intentionally styled to have a vintage or rough feel.

LLAVA MODEL

In this image, the face of a woman is shown with her eyes and mouth squinted, giving her an angry or unflattering appearance.

OBSIDIAN MODEL

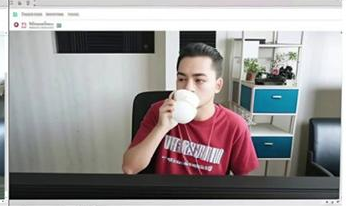
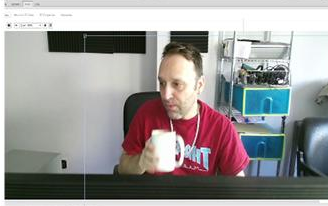
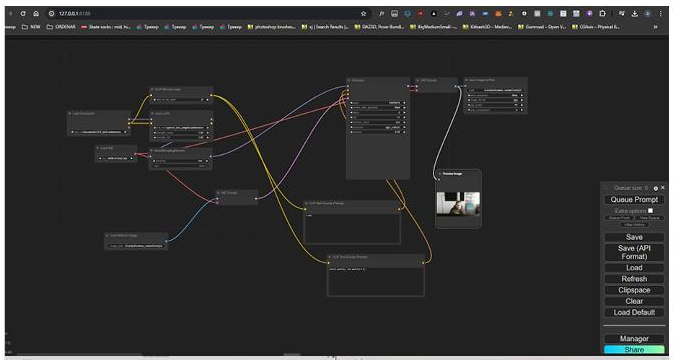
In the image, there is a group of people standing together close to each other, with some of them holding hands and engaging in conversation. They are likely friends or family members enjoying a gathering or event. In addition to the main subjects, there are two smaller figures visible on the left side of the scene. These individuals appear to be standing near an object, possibly part of the ongoing event or gathering. The overall atmosphere suggests a friendly and relaxed environment where people have come together to enjoy each other's company.

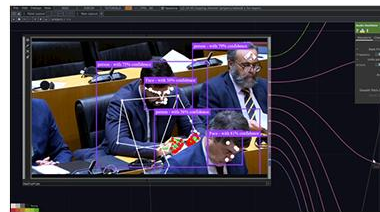
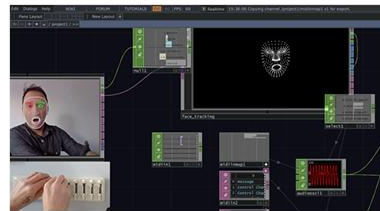
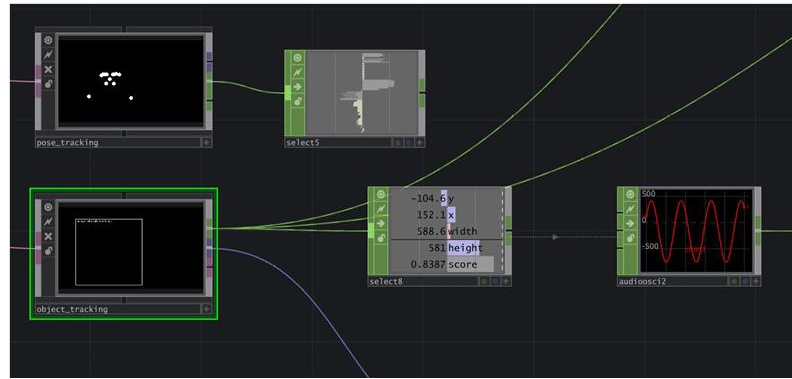
Mijourney

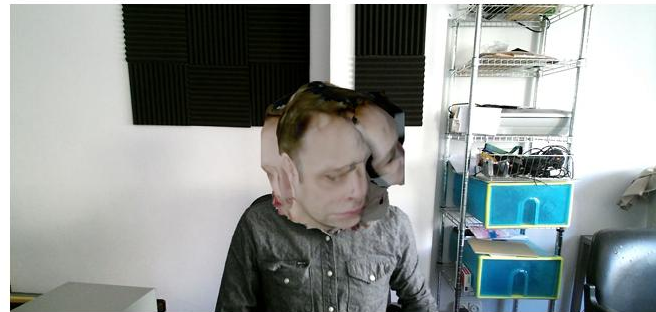
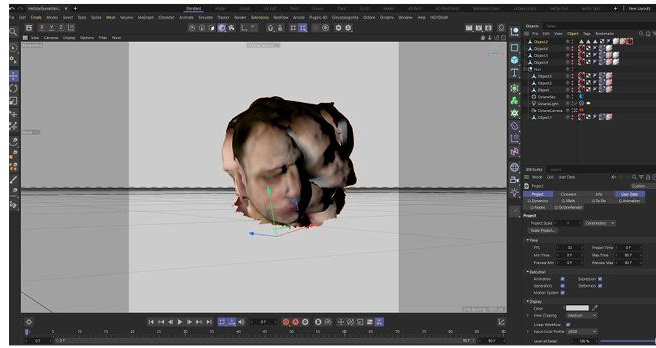


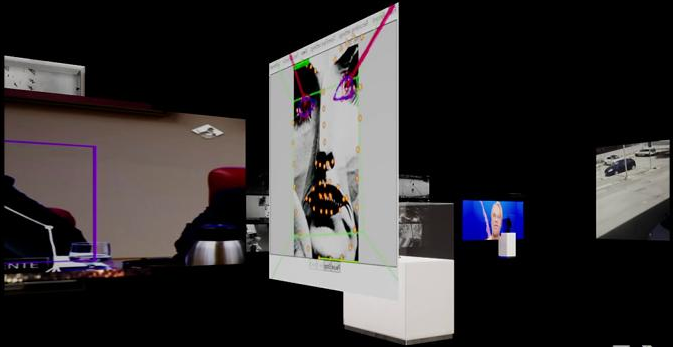
StableDiffusion











[MUEDIC 25]

**+ More-than-human
Practices of Care**

**+ Redefining Visual
Narratives**

Maria Paula Serrano & Clara Salmerón

[MUEDIC 25]

**+ More-than-human
Practices of Care**

**+ Redefining Visual
Narratives**

Maria Paula Serrano & Clara Salmerón

Self-introduction

Maria Paula Serrano

Industrial Designer
Universidad de los Andes
Bogotá

Self-introduction

Clara Salmeron

Diseñadora Gráfica
Elisava - UPF

Critical Interdisciplinary Practice-Based Perspectives

Mueidc
Elisava
2024-2025

This course explores practice-based research through design experimentation focused on human habitats. It encourages students to develop socially engaged inquiries through speculative, interdisciplinary, and critical methods, while fostering reflection on the cultural and historical imaginaries shaping our living environments.

Design for City Making Research Lab (Elisava Research)

Four Perspectives

Manuela Valtchanova & Roger Paez
& Daniele Porretta

10 W

Design Bet

What is your research
interest?

Make a bet.

Design Bet

What is your research interest?

Make a bet.

SURVEILLANCE AND IDENTITY: HOW TO REIMAGINE PUBLIC SPACES TO COMBAT CLASS AND GENDER DISCRIMINATION

Explorar cómo la vigilancia tecnológica exacerba las desigualdades sociales e identificar estrategias innovadoras para resistirla y transformar los entornos urbanos en beneficio de los grupos más vulnerables.

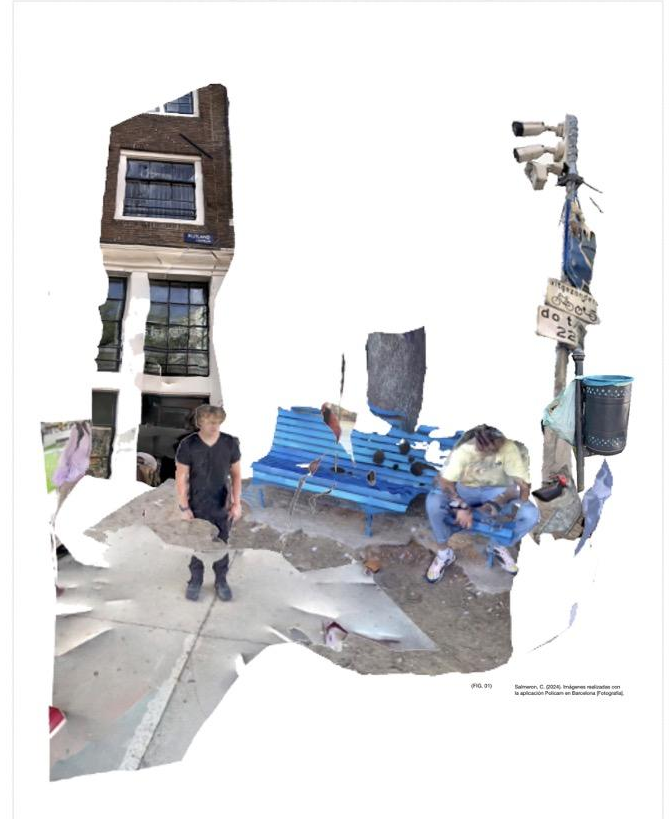


FIG. 10 Salmerón, C. (2016). Imágenes realizadas con la aplicación Pollock en Simetría 2 (Fig. 10).

Design Bet

What is your research interest?

Make a bet.

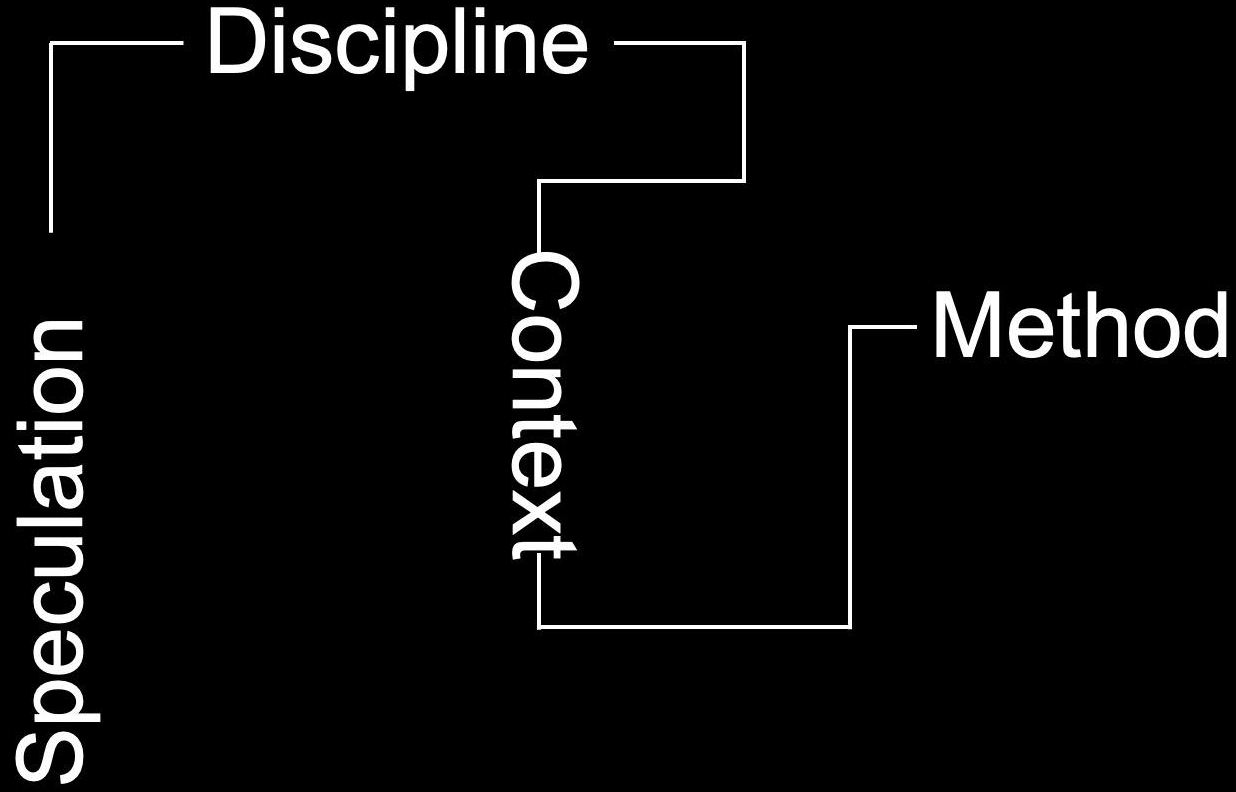
INTERACTIVIDAD VEGETAL

Las plantas se consideran un nuevo usuario en la tecnología. ¿Cómo podemos entender sus necesidades y traducirlas en artefactos e interfaces?



Name: María Pauá Serrano

Professors: Valtchanova & Paez & Porretta



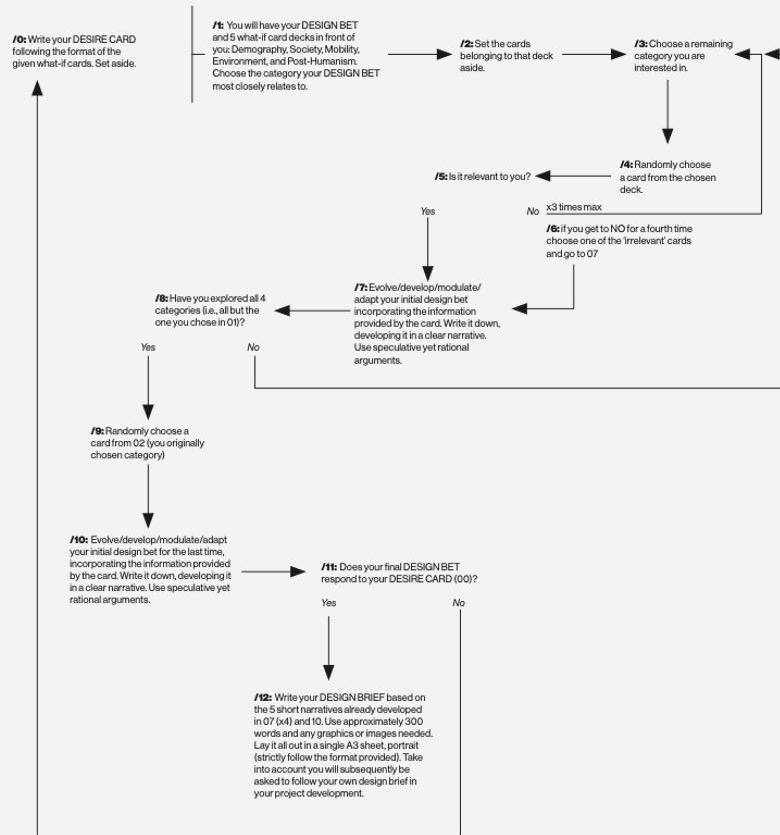
Speculation

Phase 1

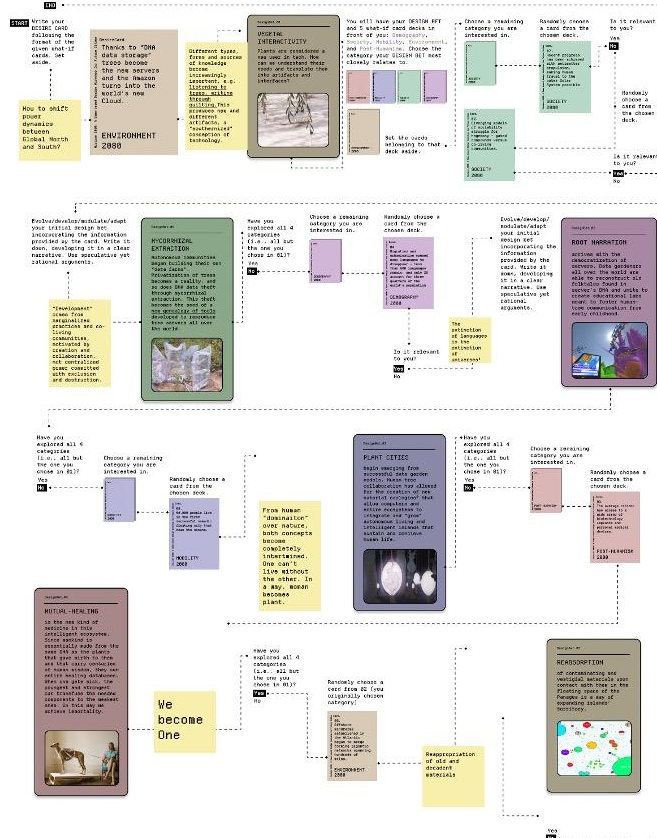
Starting from initial Design Bet, a speculative itinerary is developed by following the instructions in the flow chart and incorporating the Horizon 2080 card deck. The design bet is continuously reformulated in response to randomly introduced conditions. This process results in DB01, illustrated in a single-format document.

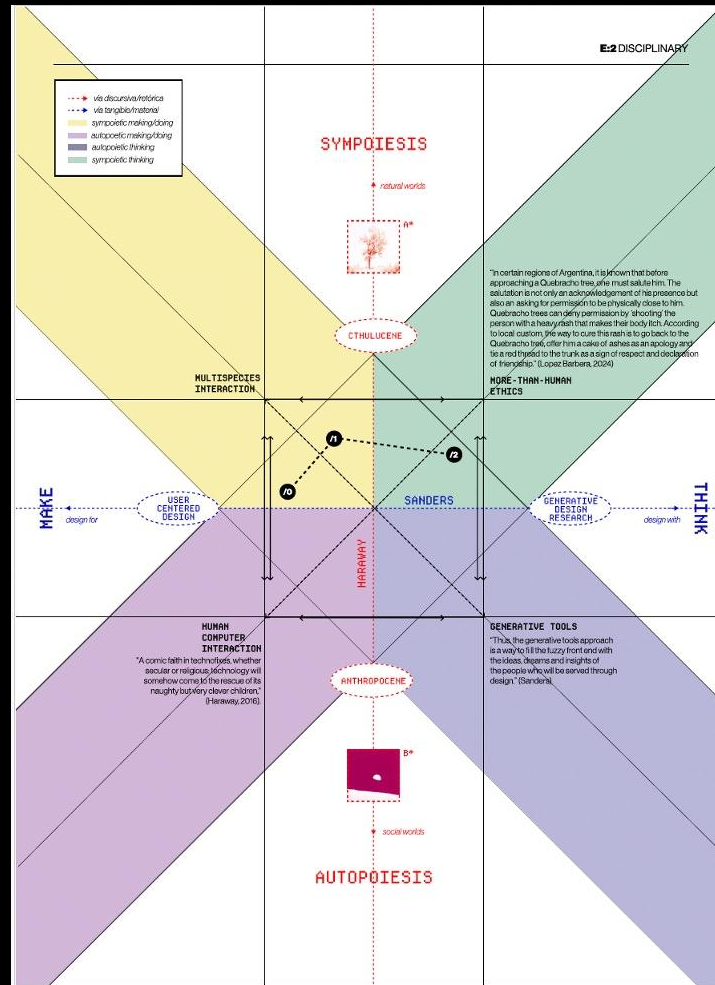
From Design Bet to Design Brief

flow chart



"(...) anywhere there is a clash between the biopolitical management (of life and death) and the suppression of other possible worlds that escape desired narratives of power, there will be the question of science fiction. And here, perhaps unsurprisingly, the management of the future, of futures to be more exact, will be key."

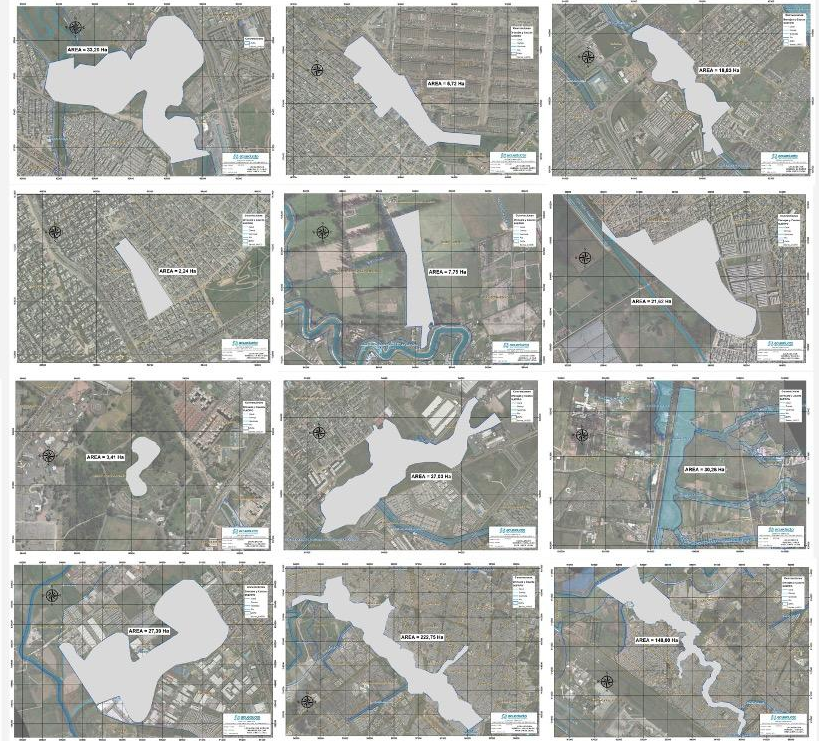
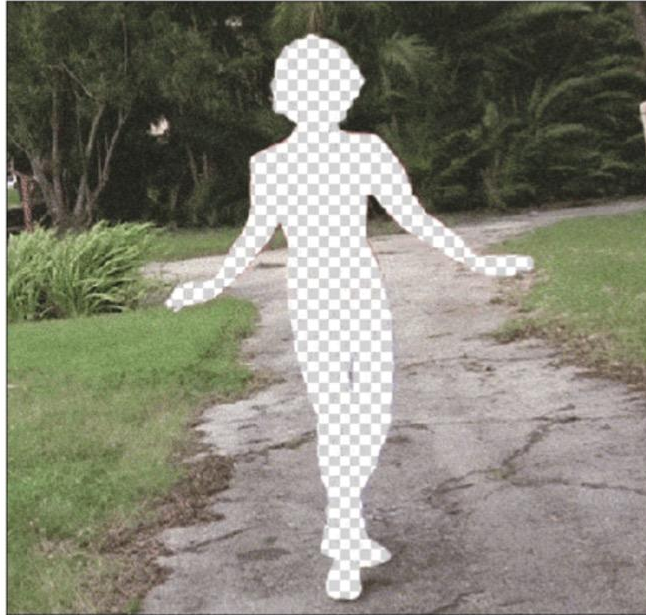




Context

Phase 3

Approach a specific context, considering its social, cultural, political, urban, etc. complexity. Study it. Map it. Specify and design a particular method for activating, recognizing, and identifying the specificities of that context.

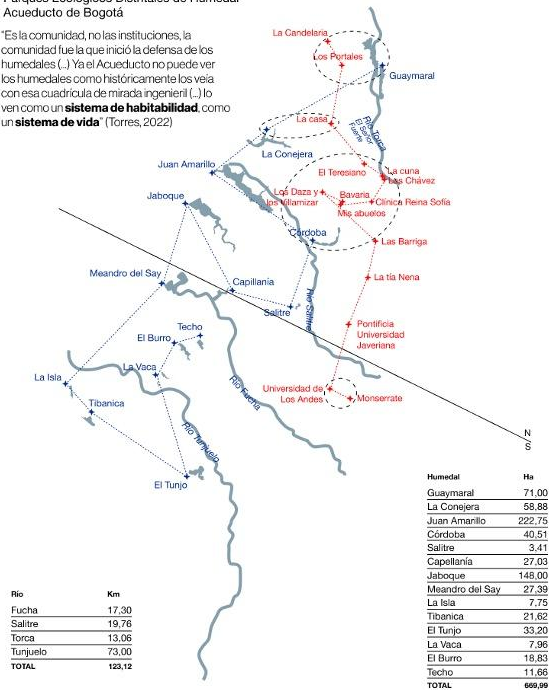


PROTECCIÓN DE FUENTES HÍDRICAS Y REDES DE AFECTO EN LA CIUDAD DE BOGOTÁ

"Pequeñas Lágrimas"

Parques Ecológicos Distritales de Humedal
Acueducto de Bogotá

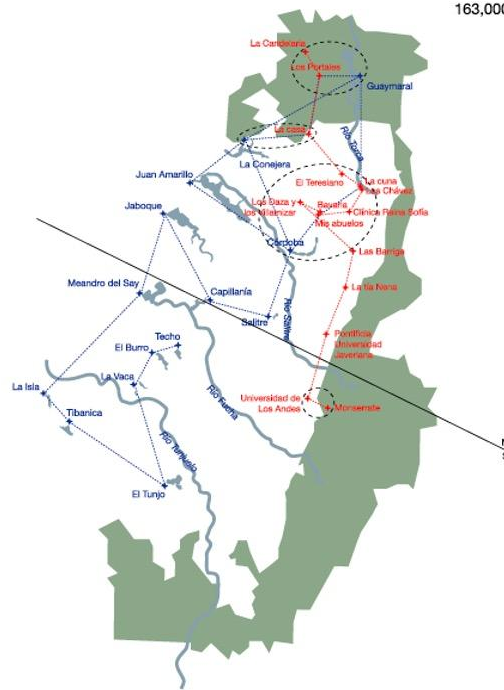
"Es la comunidad, no las instituciones, la comunidad fue la que inició la defensa de los humedales (...) Ya el Acueducto no puede ver los humedales como históricamente los veía con esa cuadrícula de mirada ingenieril (...) Yo ven como un **sistema de habitabilidad**, como un **sistema de vida**" (Torres, 2022)



① Este mapa no busca ser una expresión fidedigna de la realidad sino un artefacto para la abstracción y la creación de significado.

PROTECCIÓN DE FUENTES HÍDRICAS Y REDES DE AFECTO EN LA CIUDAD DE BOGOTÁ

163,000 Ha



① Este mapa no busca ser una expresión fidedigna de la realidad sino un artefacto para la abstracción y la creación de significado.

MINIMIZED IDENTITIES

Minimized identities aims to investigate tools for the strategic concealment of our identities, exploring how graphic design serves as a means to hide these identities while posing the critical question: is concealing oneself a right, a privilege, or a consequence?



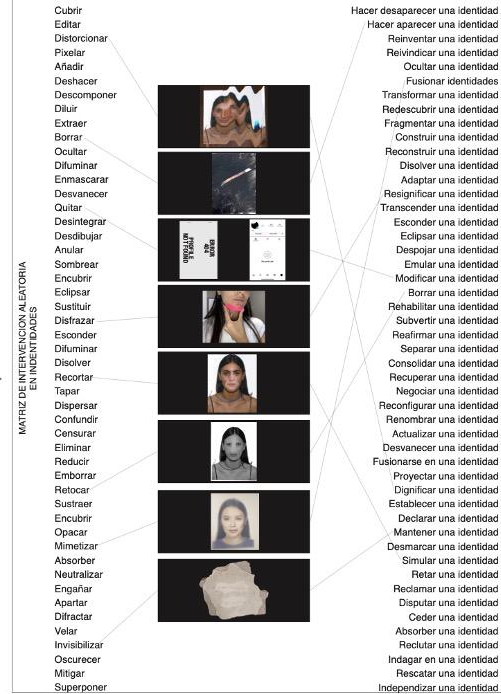
01 Braidotti, R. (2016). Human knowledge and the critical posthuman. Routledge.
 02 Braidotti, R. (2010). The posthuman. Routledge.
 03 Jean-Luc Nancy: What Does it Mean to Think of Otherness? (2004). MIT Press.
 04 Nancy, J.-L. (1991). The inoperative community. Translated by Peter Connor. Stanford University Press.
 05 Bhabha, H. C. (1994). The location of culture. Routledge.

06 Leonardo da Vinci (1452) - Vitruvian Man (1485).
 07 Claude Lorraine, engraving of Jacques-Louis David (1788).
 08 Haraway, D. (1987). "The cyborg and woman." In *Simians, Cyborgs and Women: The Reinvention of Self*. Routledge.
 09 Baudrillard, J. (1983). *Symbolic Exchange and Death*. Sage.
 10 Baudrillard, J. (1983). *Symbolic Exchange and Death*. Sage.
 11 Baudrillard, J. (1983). *Symbolic Exchange and Death*. Sage.

12 Baudrillard, J. (1983). *Symbolic Exchange and Death*. Sage.
 13 Baudrillard, J. (1983). *Symbolic Exchange and Death*. Sage.
 14 Baudrillard, J. (1983). *Symbolic Exchange and Death*. Sage.
 15 Baudrillard, J. (1983). *Symbolic Exchange and Death*. Sage.

MINIMIZED IDENTITIES

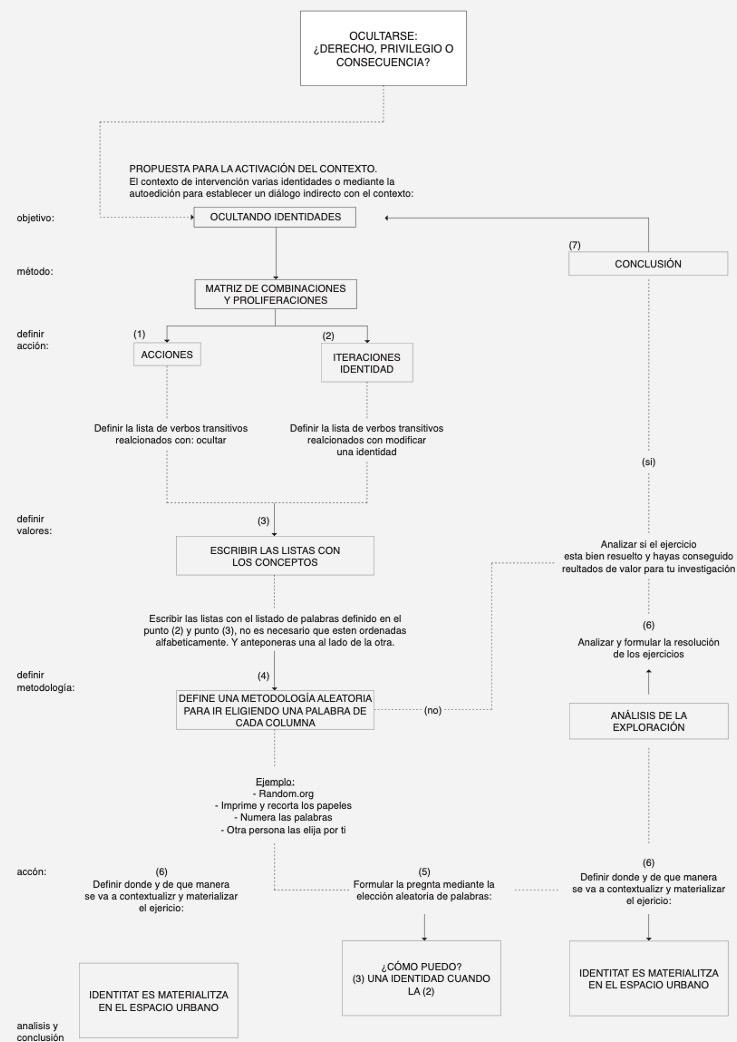
Minimized identities aims to investigate tools for the strategic concealment of our identities, exploring how graphic design serves as a means to hide these identities while posing the critical question: is concealing oneself a right, a privilege, or a consequence?

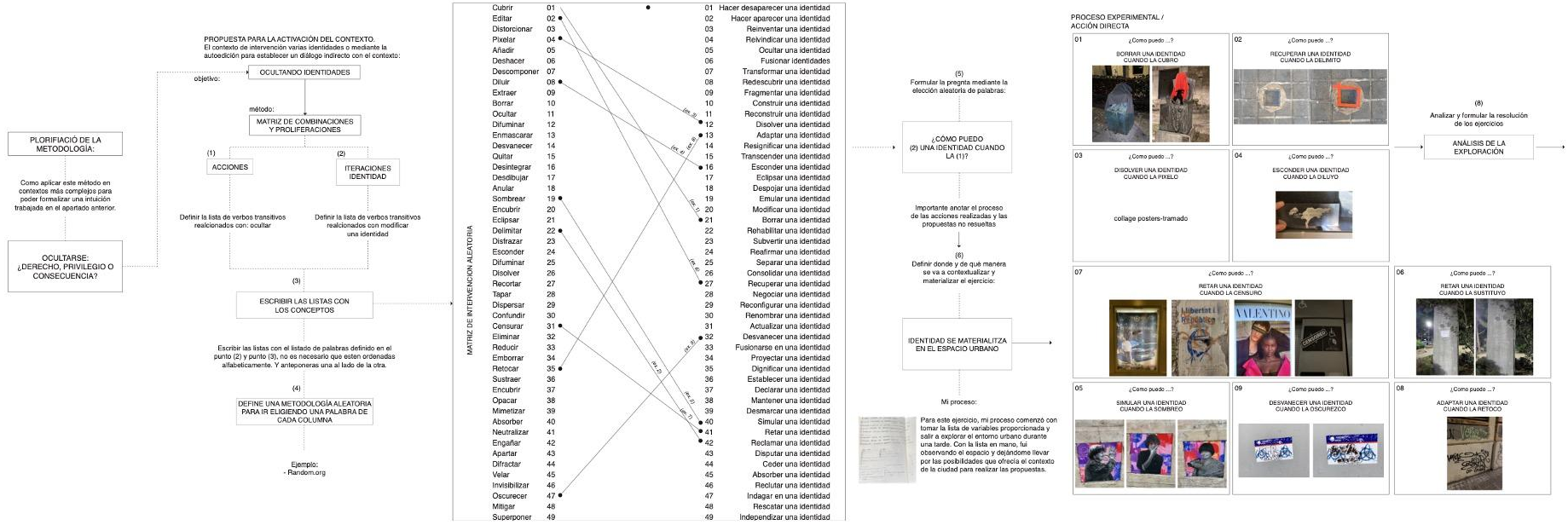


Method

Phase 4

Based on Phase 03, a specific practice-based research method is designed to address the identified contextual complexity and project goals. This phase includes the development of an action protocol, resulting in a new iteration: visually synthesized in a single-format document.





Final Journey Map

MISEC2025 Investigación Científica Interdisciplinaria en Biotecnología en México 14/06/2025 REGISTRADO

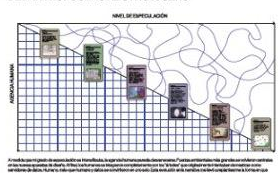
INTERACTIVIDAD VEGETAL

Las plantas se consideran un nuevo usuario en la tecnología. ¿Cómo podemos entender sus necesidades y traducirlas en artefactos e interfaces?



Marcelo Peña, Buenos Aires. Proyecto: "Vegetación y Post-Post-Modernidad"

DEL ANTHROPOCENO AL CTULHUCEÑO



Por un lado, los humanos han considerado durante algún tiempo que son una entidad exterior, separada de la naturaleza, cuando en realidad somos una y la misma cosa. Por otro lado, el diseño es siempre ontológico, en el sentido de que todos los objetos, herramientas e incluso tecnológicos creados por el diseño generan formas particulares de ser, conocer y hacer" (Escobar 2008). Mi intención, entonces, es explorar maneras de invertir la narrativa tradicional de objeto-sujeto utilizada en métodos científicos y convertirlas en el objeto humano de un sujeto más que humano a través de una metodología guiada por el diseño, con el fin de materializar formas alternativas de ser en y con la naturaleza.

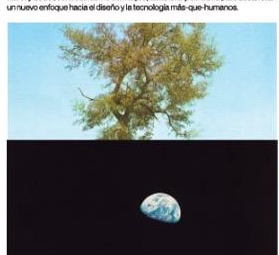
¿Cómo crean otras especies su propio mundo? ¿Cómo lo construyen, cómo lo sostienen, cómo lo hacen la habitación? ¿Cuáles su lenguaje? ¿Cómo se relacionan con nosotros, cómo nos ven, cómo nos entienden?

Encuentra una forma de co-crear con un ser más-que-humano.

ANTIQUAS TECNOLOGÍAS PARA EL FUTURO

Este enfoque me hizo cuestionar una vez más la filosofía de la que sustentamos nuestra vida y las apuestas que realmente estaba haciendo. Me di cuenta de que mi proyecto seguía construido bajo lógicas explotadoras. ¿Qué tan útil es el sensor tradicional e industrial, cuando lo usamos en prácticas de diseño y mi investigación?

En el fondo, seguía pensando de una visión "colonial, modernista y solucionista" del diseño y la tecnología. Mi intención ahora es cuestionar la "Ciencia" tradicional y acercarme a conocimientos indígenas y formas ancestrales de hacer y así establecer conexiones con mi propia historia y contexto para desarrollar un nuevo enfoque hacia el diseño y la tecnología más-que-humanos.



¿QUÉ PODEMOS APRENDER DE LA MARGARITA DE PANTANO?



Hay vida, quedan menos de 100 recolonias, y las dirigidas a her categorizado como "en peligro crítico" (IUCN). No conocemos exactamente las razones por las que la margarita que pertenece a este género, pertenecientes profundamente a la pérdida de sus necesidades de abstracción. Necesario desnaturalización de agua. En un contexto de escasez hídrica y cambio climático, la margarita de pantano podría ser un modelo para el concepto de Commonsweal. Sería necesario pensar en desempaños que podría decirlo, a los ríos, por que se fue, que un río que cuando nosotros corremos a raras nubes desahucios.

Desde esta comprensión de creación de nuevas tecnologías que desearía una manera de trabajar con las margaritas de pantano. Quisiera explorar formas de hacer cosas y repasar sus interacciones con su entorno y otros seres vivos en espacios urbanos y rurales de Bogotá.

¿ESTAMOS HECHOS DE AGUA?

Yo crecí y me desarrollé a través de y gracias a esos ríos que atravesaron mi ciudad. Pero para mí son amigos, iguales, invisibles. A míjiji que yo vivía ellos se deterioraban. Entre más áridos me volvía (más húmedos, más densos, más pesados), menos eran ellos, (más secos, más silenciosos, más escasos). Y aún así nos soportaban?



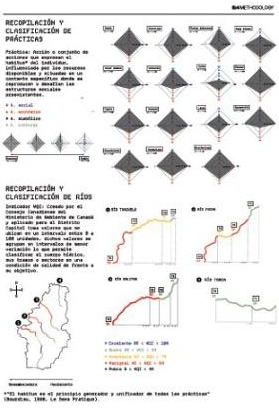
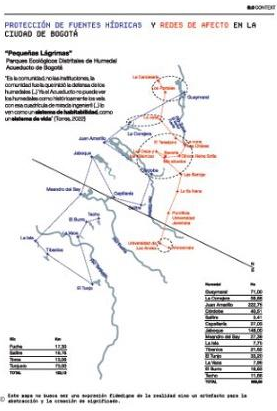
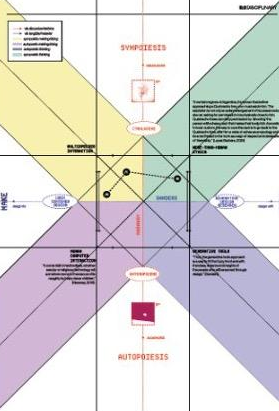
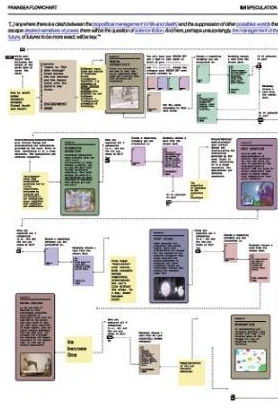
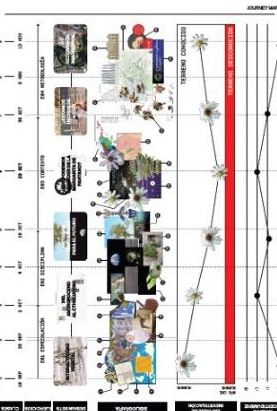
Es necesario ver visibilizar a la red de apoyo que brinda el sistema hídrico de Bogotá y la agenda como miembro de la sociedad dentro del patrimonio colectivo de la ciudad para recuperar nuestro relacionamiento con el río y salvaguardar nuestra identidad.

RECORRIDOS IMAGINARIOS

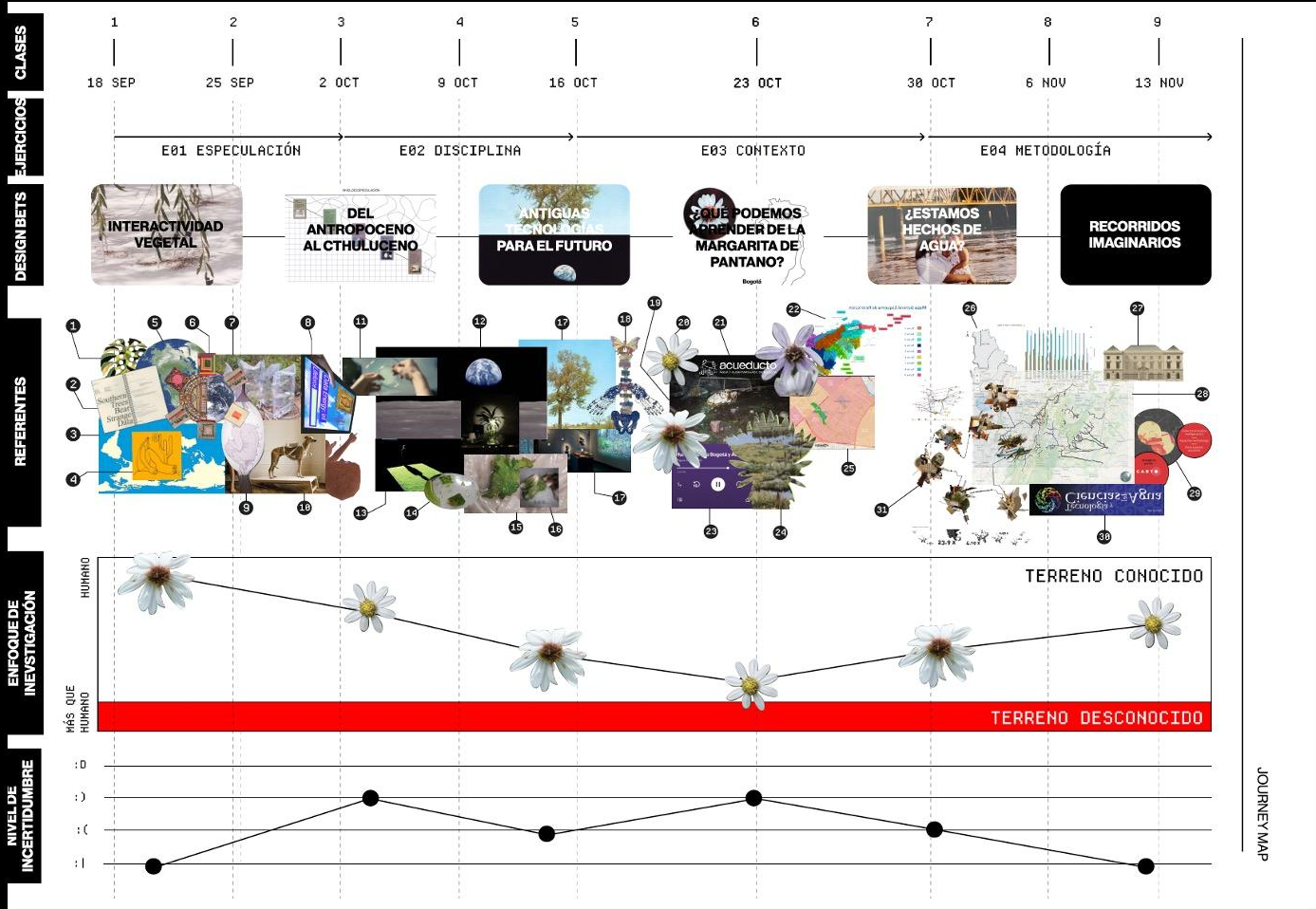
Cada cuerpo de agua está rodeado de un ordenamiento social que la define, la ciudad humana literalmente afecta su composición química. Las diferentes prácticas que usualmente reproducimos en relación al agua la hacen ser y entenderse como es (manera, traza, turbidez, limpieza, salud). ¿Puede entonces el agua, desde sus categorías humanas ya establecidas, rediseñar una práctica humana?

¿Cómo se categorizarían los asados si se hicieran en torno a un agua poco limpia, o las chuchutas junto al nacimiento de un río? ¿Daría la misma hacer bañarnos por un tramo de río urbano en condiciones de contaminación, o ubicar un spa de aguas termales en la desembocadura de un río?

¿Qué habría abozado estos escenarios como elemento específico para provocar una conversación en torno a la relación que tenemos con un río más que humano, como lo es el río?



ESTAD	#	REFERENCIA
BOGOTÁ	1	...
BOGOTÁ	2	...
BOGOTÁ	3	...
BOGOTÁ	4	...
BOGOTÁ	5	...
BOGOTÁ	6	...
BOGOTÁ	7	...
BOGOTÁ	8	...
BOGOTÁ	9	...
BOGOTÁ	10	...
BOGOTÁ	11	...
BOGOTÁ	12	...
BOGOTÁ	13	...
BOGOTÁ	14	...
BOGOTÁ	15	...
BOGOTÁ	16	...
BOGOTÁ	17	...
BOGOTÁ	18	...
BOGOTÁ	19	...
BOGOTÁ	20	...
BOGOTÁ	21	...
BOGOTÁ	22	...
BOGOTÁ	23	...
BOGOTÁ	24	...
BOGOTÁ	25	...
BOGOTÁ	26	...
BOGOTÁ	27	...
BOGOTÁ	28	...
BOGOTÁ	29	...
BOGOTÁ	30	...



Future Research Directions

Images about Images
about Woman

Clara Salmeron Badia



P. 93

(Figura 26)

Venus de Willendorf y Venus de Brassempouy (ca. 28.000-25.000 a.C.). Estatuas paleolíticas tradicionalmente interpretadas como símbolos de fertilidad.

Dualidad estructural

La dicotomía entre María y Eva no es únicamente un relato bíblico profundamente enraizado en el imaginario occidental; disciplinamiento de la feminidad. Como plantea Federici (2) instrumentalizadas para modelar el comportamiento de las r obediencia y pureza que debe ser imitado; la segunda como: al deseo, la autonomía y la transgresión.

Esta lógica binaria encuentra una formulac Gilbert Durand (1979), quien distingue entre regimenes di María encarna los valores del régimen diurno: la luz, la sumi dencia; mientras que Eva se sitúa en el régimen nocturno, a: lo corporal y lo caótico. Desde esta perspectiva, ambas figu morales, sino que estructuran el imaginario colectivo meé delimitan lo que puede ser deseado, permitido o castigado e

En este sentido, la construcción visual de como un simple recurso narrativo o artístico, sino como part que clasifica, vigila y condiciona el lugar de las mujeres en l dicotomía se ha replicado históricamente en la iconografía r literatura cristiana y la cultura popular, consolidando un m sigue operando en la actualidad bajo nuevas formas de medi

(Primeras representaciones) Una de l del cuerpo femenino humano Paleoliti

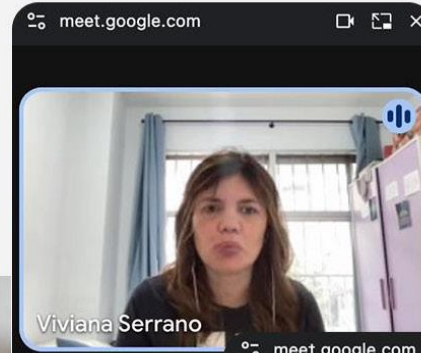
llas femeninas tridimensionales, comúnmente denominad figura 26). Estas figuras, pequeñas, con formas redondeada han sido tradicionalmente interpretadas desde una perspe xuales o símbolos mágicos de fecundidad, vinculadas exclu Dermott, 1996). Sin embargo, esta lectura ha sido cuestiona propone una interpretación alternativa: estas estatuas podi presentación creadas por mujeres.

Esta hipótesis se basa en un análisis visual Venus paleolíticas coinciden con la forma en que una mujer desde arriba—una perspectiva subjetiva e íntima—en lugar femenino como objeto de contemplación. Este enfoque desa visual femenina fue desde sus orígenes una producción ma: las primeras imágenes de mujeres podrían haber sido creada: figura 27). La obra de McDermott reabre la posibilidad de q: pleja, activa y simbólica entre las mujeres y su propia imager organiza el cuerpo femenino bajo regímenes de control visu preguntas fundamentales sobre el momento en que el cuerp sentado para ser cosificado, y cómo este cambio se relacio: licamente integradas con la naturaleza a modelos de domi cuerpos y territorios.



Future Research Directions

Kitchens in Motion
 Maria Paula Serrano Guarin



ENTREVISTA					
Fecha		Formato			
Entrevistada	Nombre	Nacionalidad			
	Rol	Localización	Edad		
	Estado legal	Estado civil	Estadía		
Pregunta	Respuesta				
MIGRACION					
¿Hace cuánto llegaste a España y cómo fue ese proceso?					
¿Qué le motivó a venir y por qué elegiste este lugar en particular?					
¿Con quién viviste? ¿Tenías familia o amistades aquí cuando llegaste?					
¿Sientes que has podido construir nuevas redes de apoyo aquí? ¿Dónde o con quién?					
INTEGRACIÓN SOCIOCULTURAL					
Experiencia al relacionarte con otros, compañeros, comunidad					
Integrado a la vida cotidiana de aquí ¿lo facilitó o dificultó?					
Experiencia de discriminación o rechazo ¿en qué contextos?					
AUTONOMÍA ECONÓMICA					
¿Tienes un proyecto por tu cuenta aquí? ¿Y?					
¿Tu vida económica es estable? ¿Ha mejorado desde que llegaste?					
¿Tienes cursos (créditos, formación, capacitación) desarrollando tu proyecto o tu negocio?					
¿Tomas tus propias decisiones? ¿Y?					
CONOCIMIENTO EXPERIENCIA Y SABER					
¿Cómo es tu vida? ¿Desde cuándo estás aquí?					
¿Qué cosas son importantes para ti o tu familia? ¿Hay alguien en especial?					
¿Tienes algún conocimiento formal o experiencia profesional? ¿Te gustaría tenerla?					
¿Has ayudado para otros aquí en algún momento de su vida? ¿Cómo?					
¿Alguna vez has sentido que la gente entendiera mejor a las migrantes que migran? ¿Por qué?					
¿Algo más que no hayamos mencionado?					
Aporte					

Thank You!

Maria Paula Serrano Guarín
Clara Salmeron Badia

[SURF MEATS 24]

Climatic Shelters

Mar Gené



WHITE HOUSE SITUATION ROOM

JOHN F. KENNEDY, WASHINGTON, D.C., 1961



DESCRIPTION:

A 5000 sq ft operations centre attached to three secure conference rooms. It is run by the National Security Council staff, the President of the United States and his advisors to monitor and deal with emergencies as well as to conduct safe communications with external (often international) people.

021

POLITICAL

PENDIENTE DE VOTO

ROGER BERNAT, BARCELONA, 2012



DESCRIPTION:

The theatre was transformed into a parliament where each of the spectators, armed with a remote control with which to vote, governed the theatre in a hemicycle in which the political colours were yet to be defined (Roger Bernat, 2012). The project suggested exploring what would happen if suddenly, lacking any effective power, the word could be the activator to convince the listener.

023

CULTURAL

ACTIONS:

PRE:

1. Convene participants.

ACTIVATION:

1. Getting into the room.
2. Closing the door.
3. Welcoming.
4. Sitting.

REFERENCES:

https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&ved=2ahUKEwiK-JQwYyCaXxeUaQEHSCiDiwQFnoECCIQAQ&url=https%3A%2F%2Fsituationroom.archives.gov%2Fabout&usg=AOvVaw3VCSNONYEj_zeBxoni_Kvj&opi=89978449

KEYWORDS: governmental / management / hierarchy

INVENTORY:

1. Chairs
2. Tabletops
3. E.U.A's flag
4. NSC's flag
5. Screens
6. Microphone

PARTICIPANTS:

25

GAME TYPOLOGIES:

TIME:

variable

OUTPUT:

Format: decision making

Type: analytic

ACTIONS:

PRE:

1. Announcement.
2. Payment.

ACTIVATION:

1. Getting into the theatre.
2. Sitting in an armchair.
3. Reading questions in the screen.
4. Voting through remote control.
5. After the last show, the results are downloadable.

REFERENCES:

<https://rogerbernat.info/en-gira/parlamento-titulo-de-trabajo-proyecto-2012/>

KEYWORDS: governmental / hierarchy / politics / software / debate

INVENTORY:

1. Remote control
2. Voting collector device
3. Data server
4. Visualization server (screen)
5. Microphones

PARTICIPANTS:

30 - 240

GAME TYPOLOGIES:

TIME:

1 hour 40 min

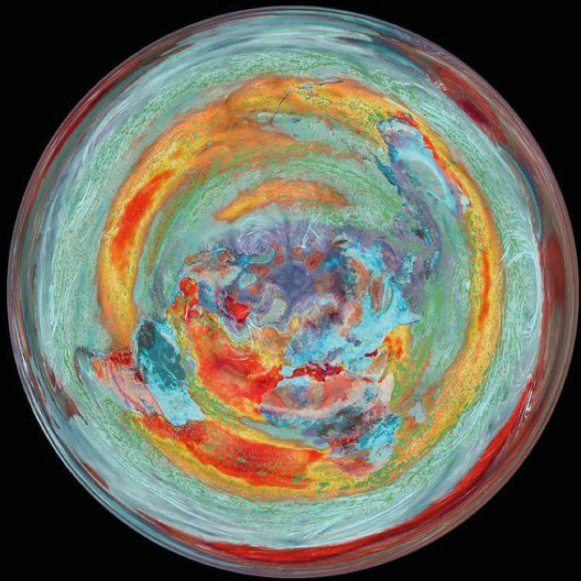
OUTPUT:

Format: report

Type: reflective

Today, a large part of the population is living in urban areas, dealing with increasingly high temperatures.

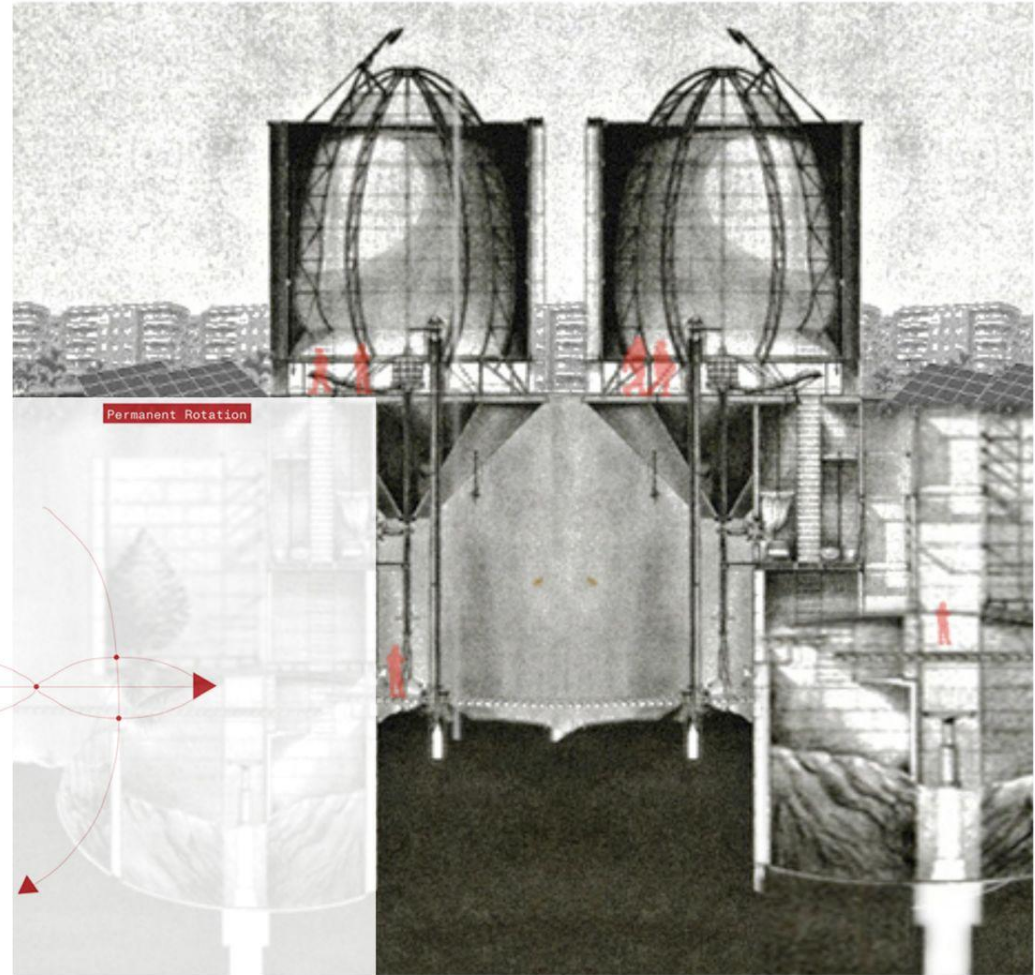
How could we explore
with innovative
approaches, focusing
instead on survival
needs by reintroducing
shared spaces and
resource-sharing
to minimize energy
consumption in a crisis
context?





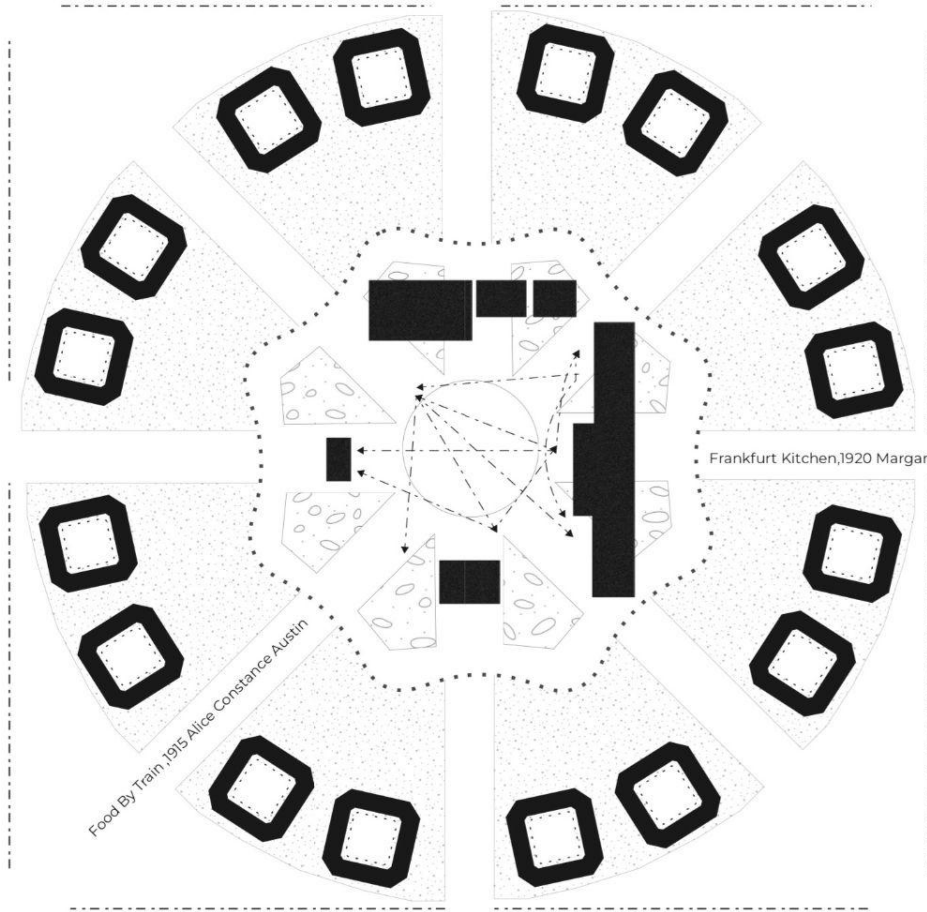


Indeterminate system





DEPTH



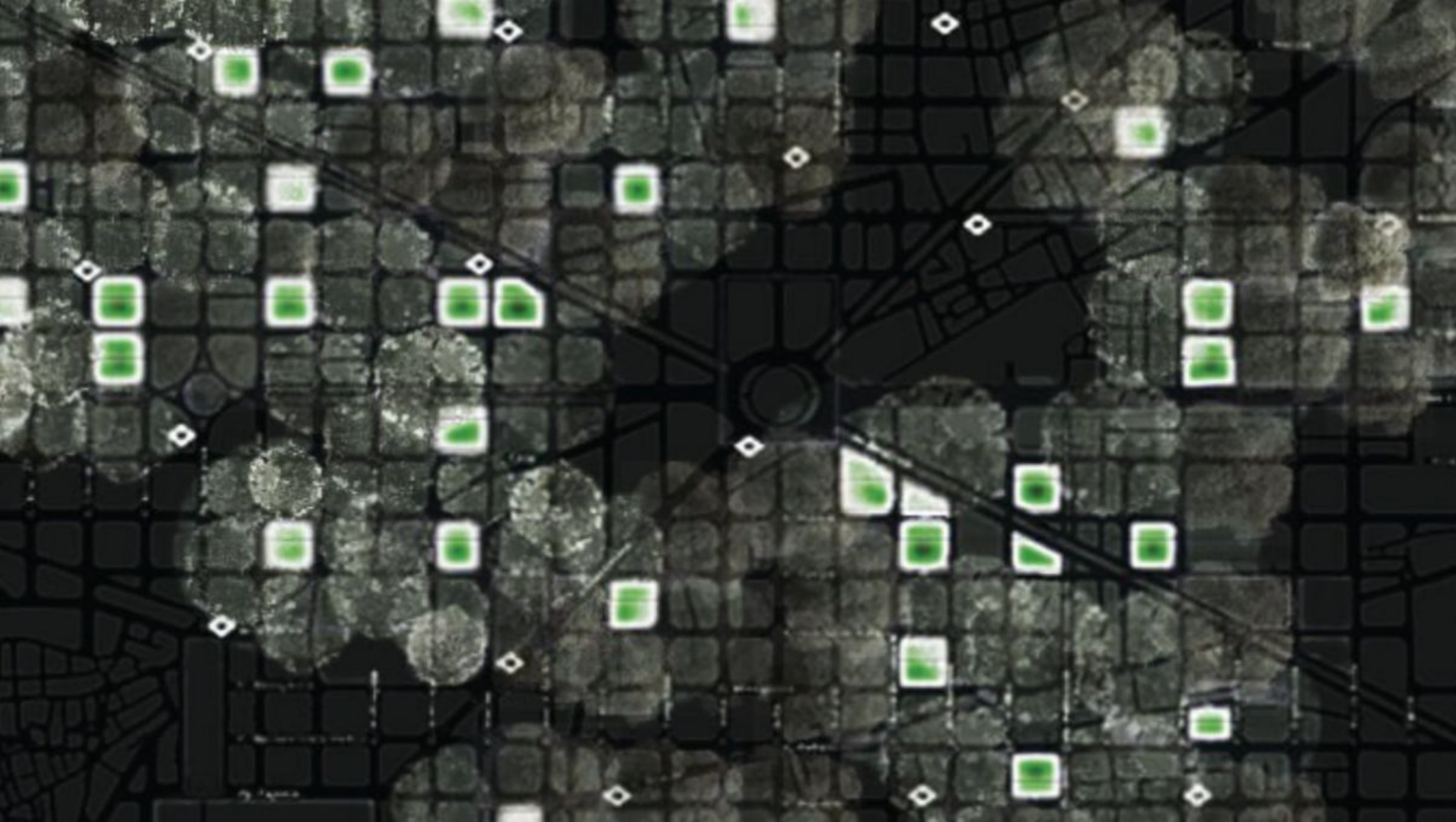
Frankfurt Kitchen, 1920 Margarete Schutte-Lihotzky

Food By Train, 1915 Alice Constance Austin



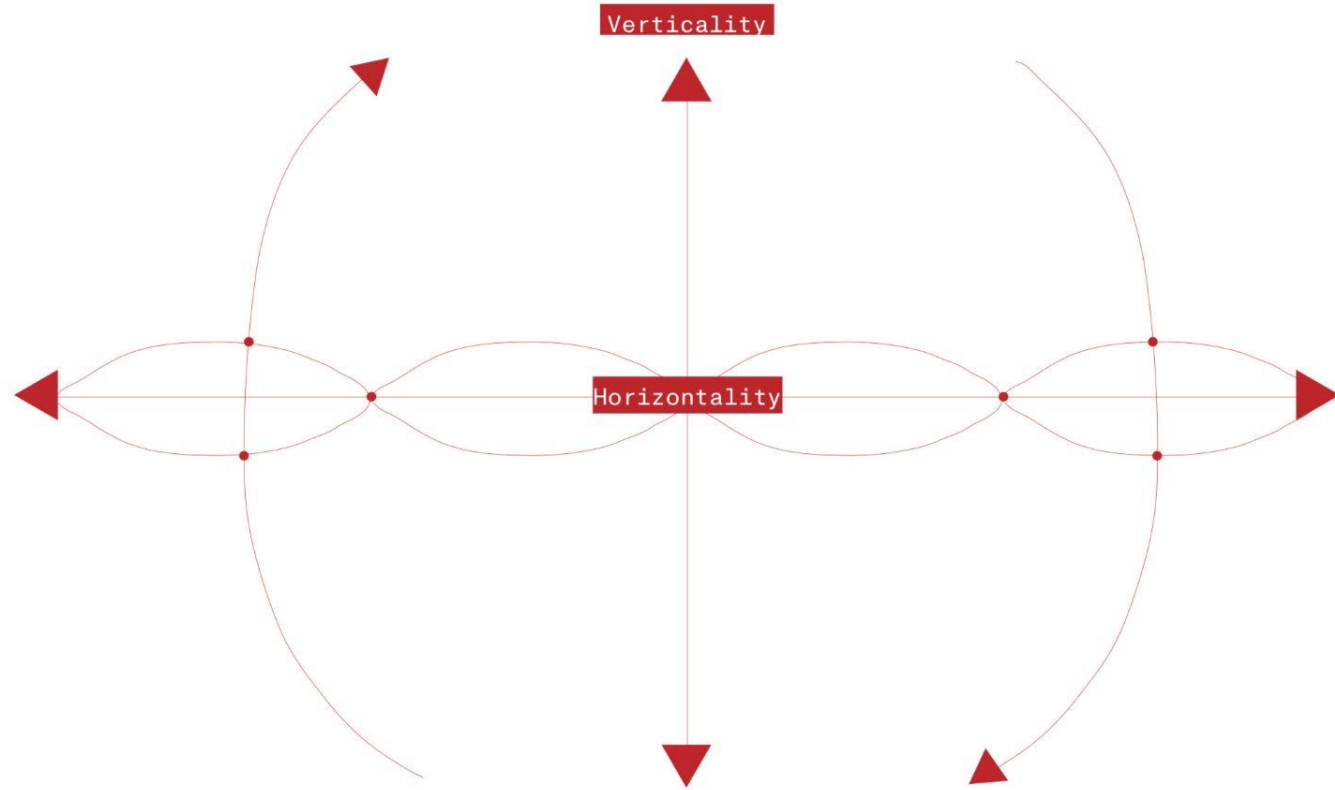
Resources are shared, and responsible consumption is carried out. Hubs are not private or have exclusive access, people distributed throughout the territory can have access to their nearest or most convenient hub according to their daily activities.





Indeterminate system

Permanent Rotation

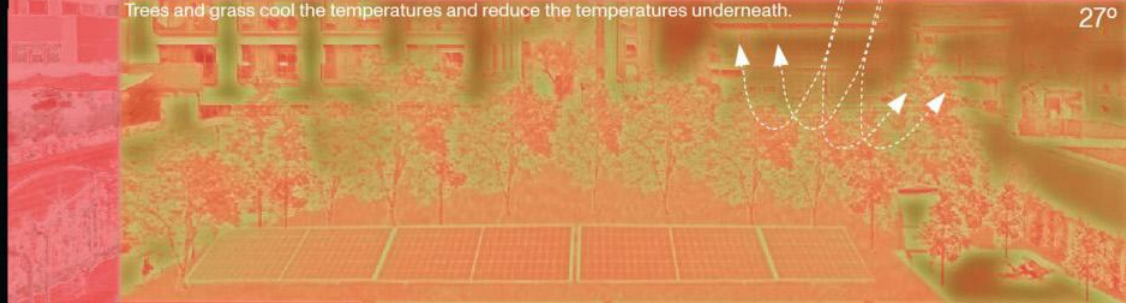


DWELLING



34°

Trees and grass cool the temperatures and reduce the temperatures underneath.



27°

The ground floor, facing the street, provides space for activities that require the use of energy.



24°

In the subway there are workshops as well as rooms for storing food in cooler temperatures.



18°

Water pumps and pipelines provide ground water supply.



10°

8°

GARDEN



WORKSHOPS AND MEETING ROOMS



STORAGE ROOM



DWELLING



34°

Trees and grass cool the temperatures and reduce the temperatures underneath.

27°

GARDEN



The ground floor, facing the street, provides space for activities that require the use of energy.

24°

WORKSHOPS AND MEETING ROOMS



In the subway there are workshops as well as rooms for storing food in cooler temperatures.

18°

STORAGE ROOM



Water pumps and pipelines provide ground water supply.

10°

8°



DWELLING



34°

Trees and grass cool the temperatures and reduce the temperatures underneath.

27°

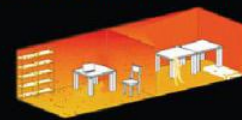
GARDEN



The ground floor, facing the street, provides space for activities that require the use of energy.

24°

WORKSHOPS AND MEETING ROOMS



In the subway there are workshops as well as rooms for storing food in cooler temperatures.

18°

STORAGE ROOM



Water pumps and pipelines provide ground water supply

10°

8°



DWELLING



34°

Trees and grass cool the temperatures and reduce the temperatures underneath.

27°

GARDEN



The ground floor, facing the street, provides space for activities that require the use of energy

24°

WORKSHOPS AND MEETING ROOMS



In the subway there are workshops as well as rooms for storing food in cooler temperatures.

18°

STORAGE ROOM



Water pumps and pipelines provide ground water supply

10°

8°



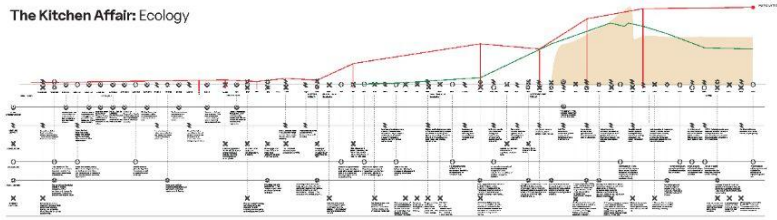


[SURF MEATS 25]

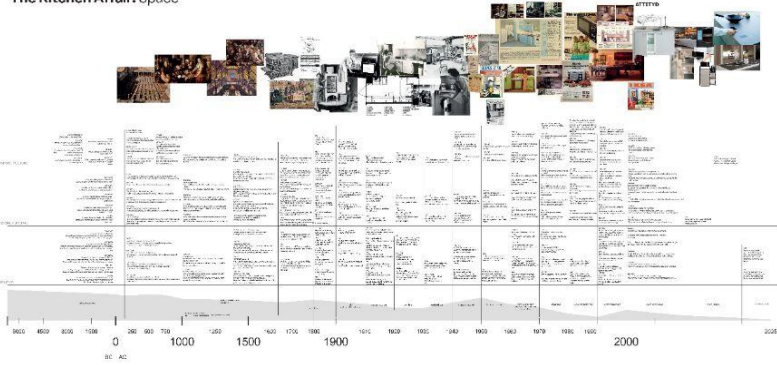
The Kitchen Affair

MEATS 25

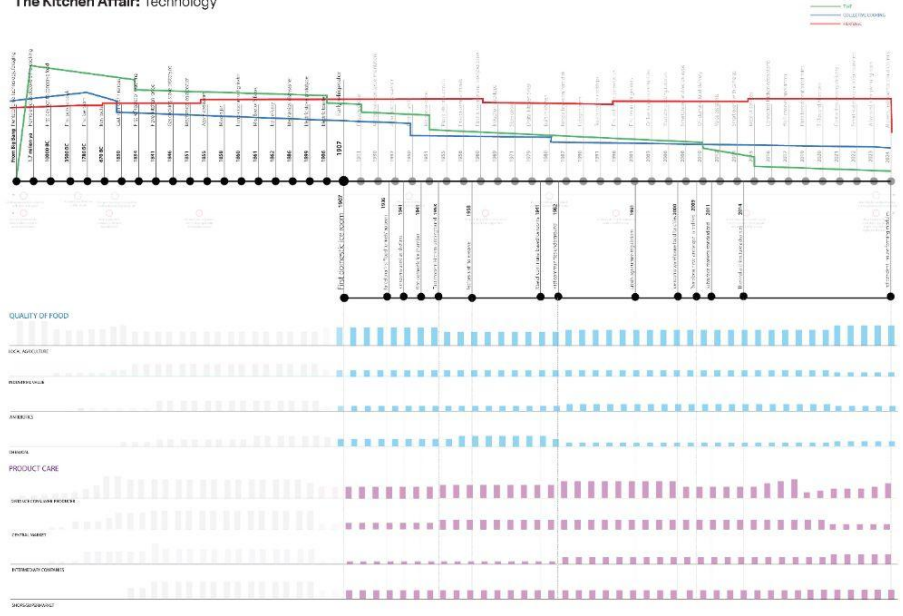
The Kitchen Affair: Ecology



The Kitchen Affair: Space



The Kitchen Affair: Technology



The Kitchen Affair: Space

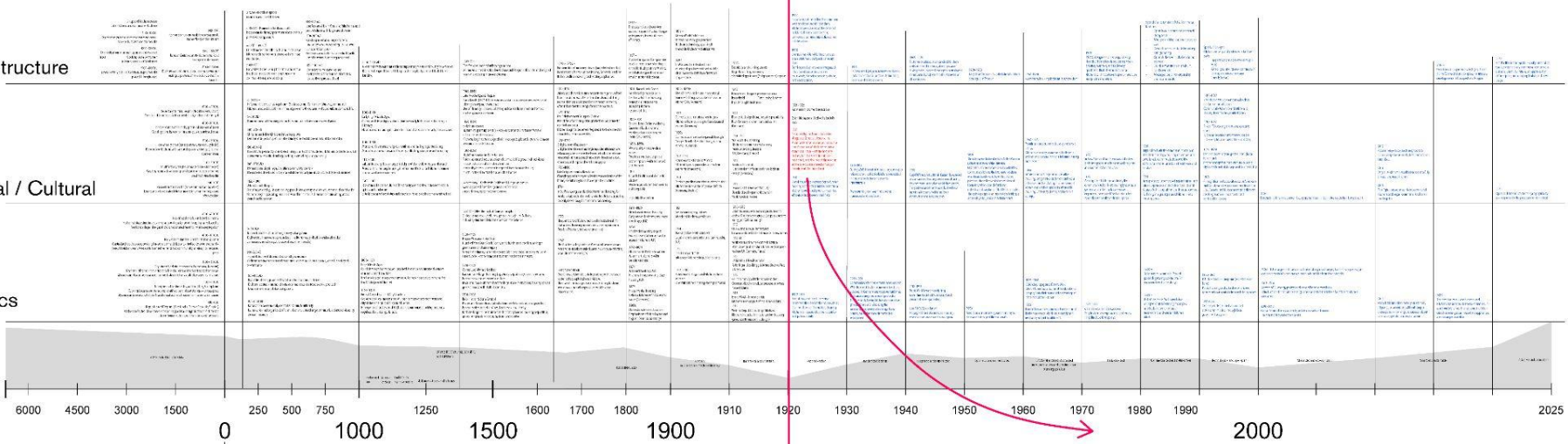
TIMELINE: The evolution of the kitchen space



Infrastructure

Social / Cultural

Politics



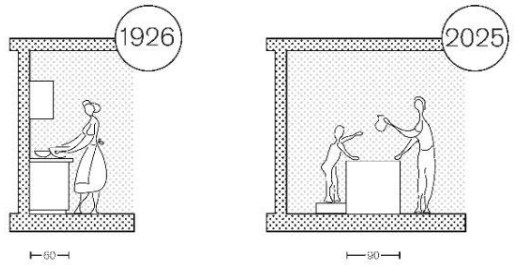
A transformation occurs in 1926: the Frankfurt Kitchen, originally conceived by Margarete Schütte-Lihotzky as an efficient workspace for the modern housewife, is instead reimagined as a communal domestic node—a shared kitchen placed at the heart of collective housing. Rather than isolating domestic labor, this redesigned kitchen encourages cooperation, social interaction, and the redistribution of tasks across all members of the household, regardless age or gender.

MODULAR COMMUNAL KITCHEN SYSTEM

Standardized domestic infrastructure for collective living environments

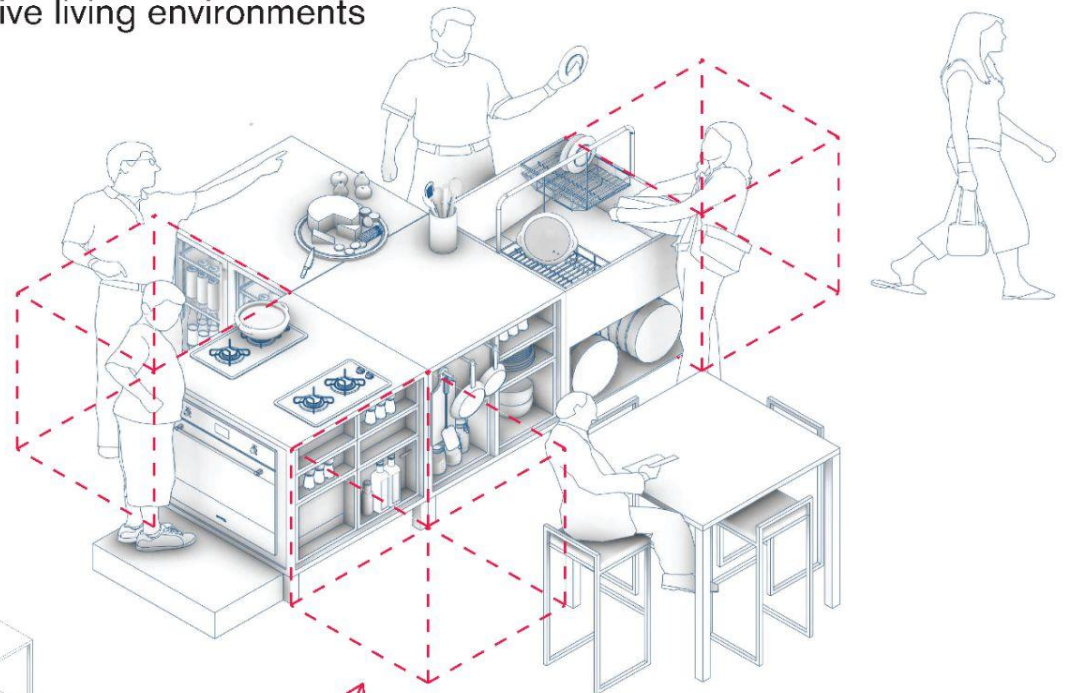
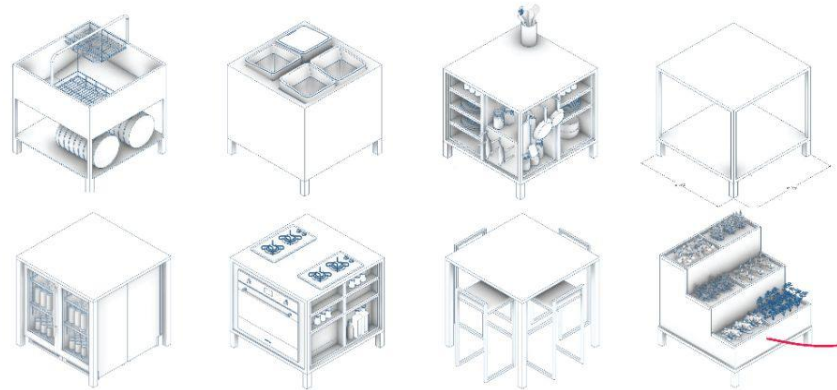
System concept:

Each kitchen function is separated into a $900 \times 900 \times 900$ mm modular cube. These mobile units can be freely arranged in open space, encouraging 360° access and interaction, opposing the idea of having 60 cm-deep furniture fixed to the wall, where the user can only face the wall.



Functional Units

Each block contains a single operation, with integrated technology, storage, or interface.

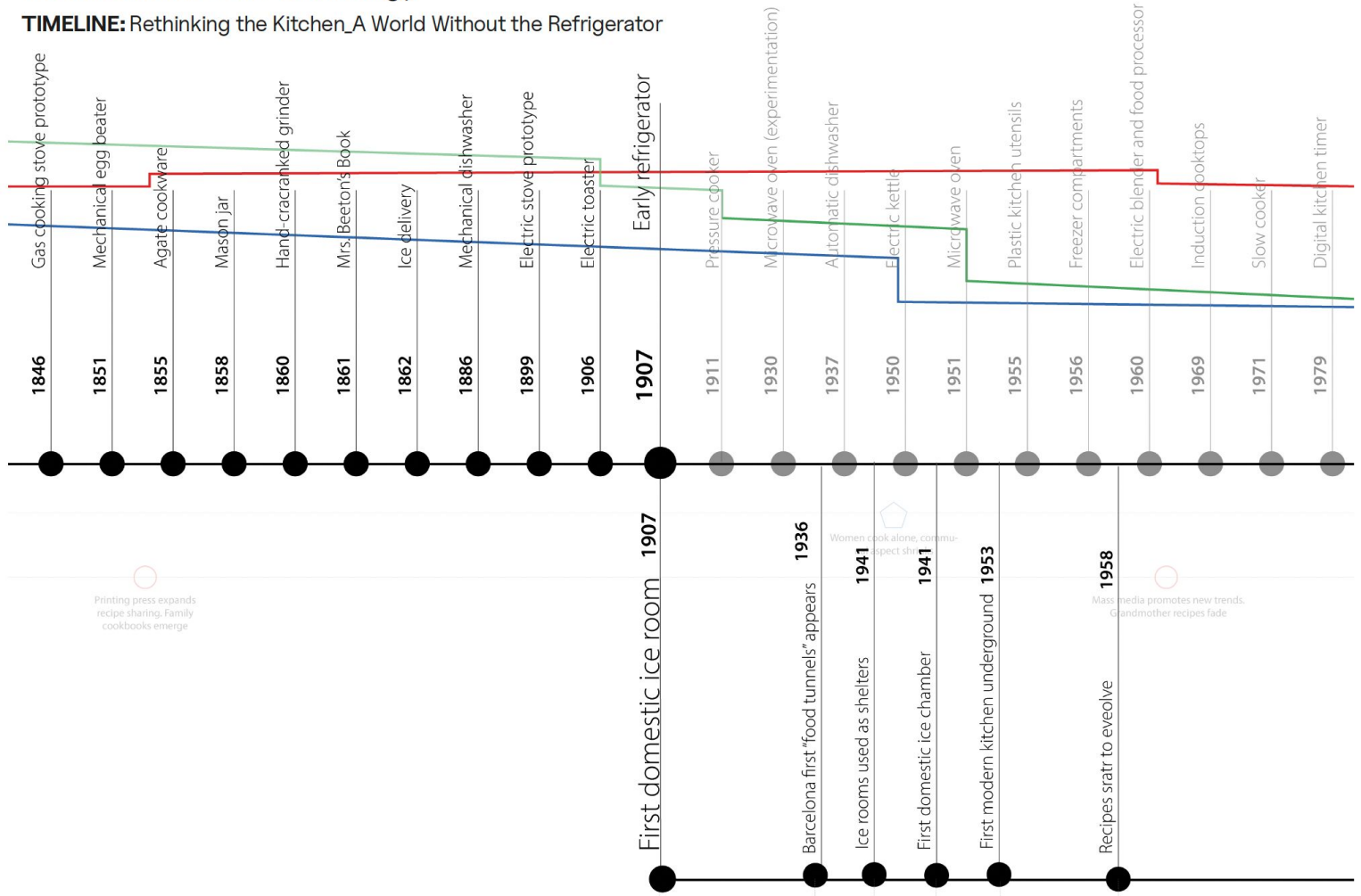


Domestic Assembly

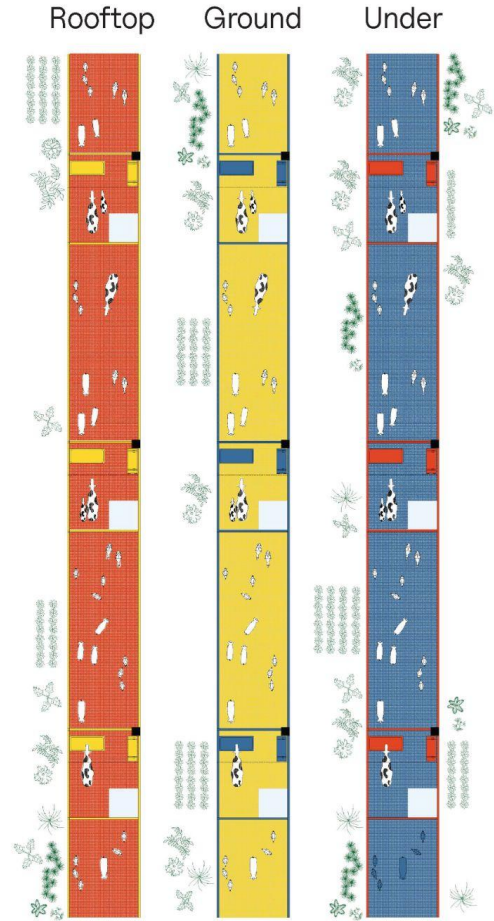
A configuration of 5 modules serves a single household. Placed at the center of the kitchen, this setup fosters collaboration and shared responsibility among family members of all ages. The modular layout encourages participation, learning, and intergenerational exchange within the home.

The Kitchen Affair: Technology

TIMELINE: Rethinking the Kitchen_A World Without the Refrigerator



Proposal: MINUS 9



The Kitchen Affair: Ecology

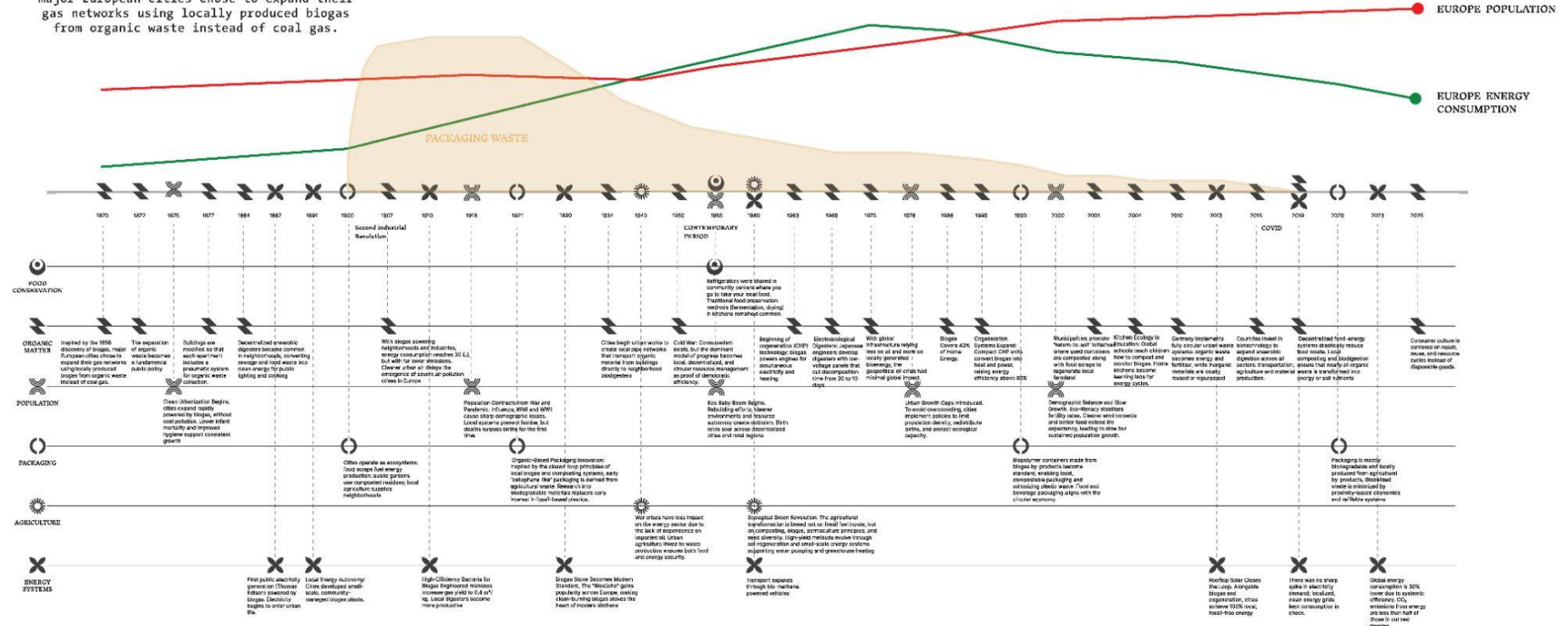
TIMELINE: Local Self-Sufficiency through Organic Cycles

1870: FACTUAL

Expansion of urban gas networks in European cities, using coal gas as the main source for public lighting and cooking.

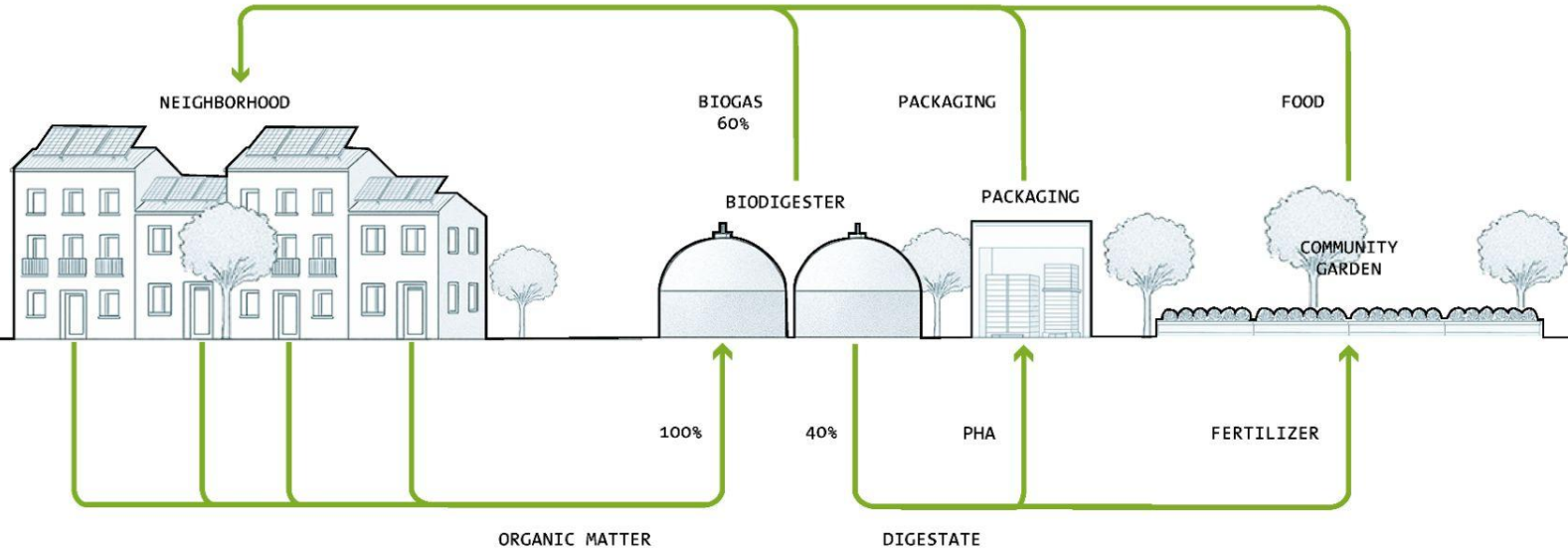
1870: COUNTERFACTUAL

Inspired by the 1856 discovery of biogas, major European cities chose to expand their gas networks using locally produced biogas from organic waste instead of coal gas.



ORGANIC MATTER CYCLE IN 2025

BIOGAS COVERS 43% ENERGY DEMAND +
SOLAR ENERGY = 100% LOCAL ENERGY



We imagined a reality without refrigerators or trash cans, where organic waste is sent through pneumatic tubes from homes to a neighborhood biodigester. There, 60% becomes biogas for cooking and heating, and 40% turns into digestate, transformed into fertilizer for urban gardens and biodegradable packaging, creating a circular, collective kitchen ecosystem.

BIOGAS PRODUCTION:

Hydraulic Retention Time (HRT): 10-20 days

industrial plants = 0.3-0.5 m³ of biogas/kg of matter

REQUIRED SPACE:

industrial biodigester (4,000 m³) = 60 tons of matter per day
= -24.000-30.000 m³ of biogas/day

ENERGY PRODUCTION:

Organic waste per day per person = 0.6 kg

Efficiency = 0.4 m³/kg = 0.24 m³ of biogas

Energy generated per person per day = 1.56 kWh

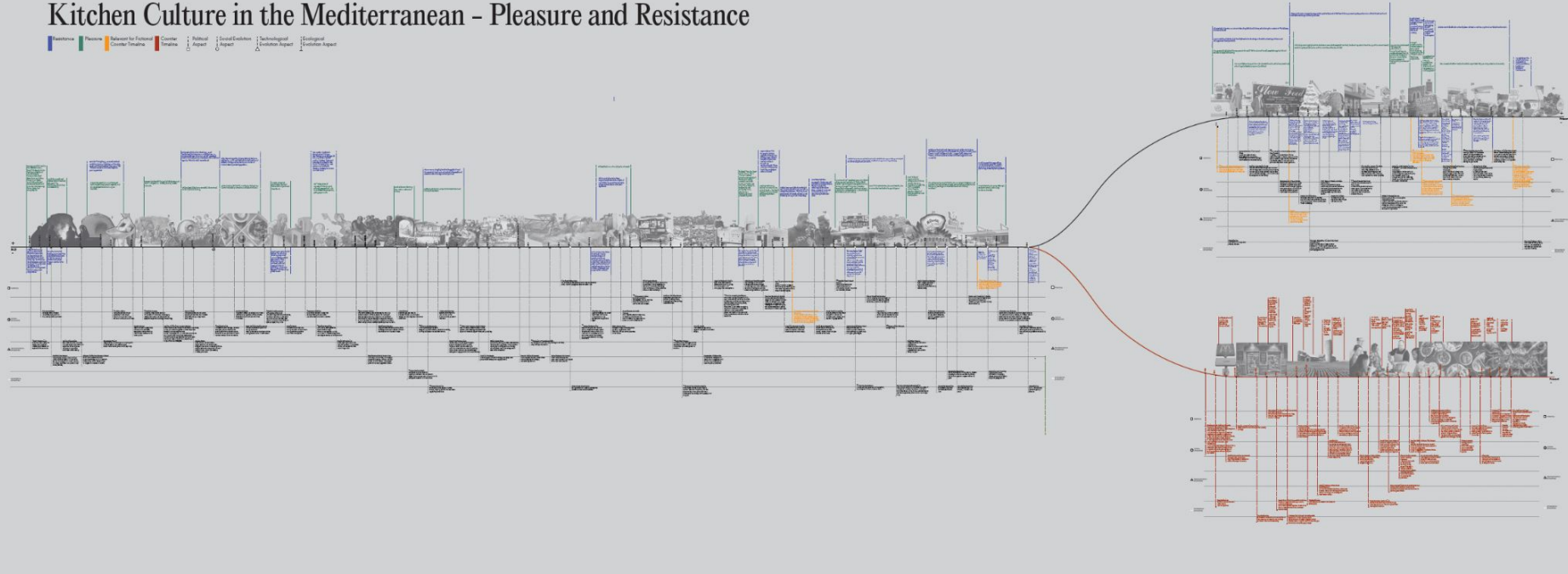
Energy demand per person per day = 3.6 kWh

Biogas coverage = 43%

The Kitchen Affair: Culture

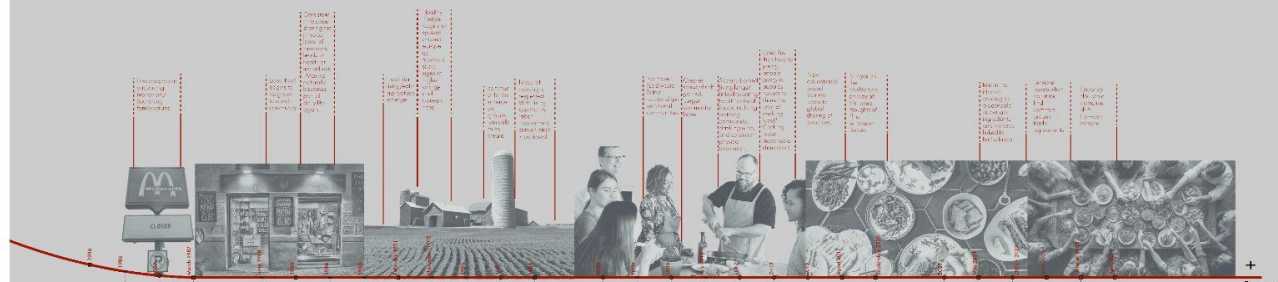
Kitchen Culture in the Mediterranean - Pleasure and Resistance

■ Techno-Science ■ Pleasure ■ Resistance for Freedom ■ Creative Timeline ■ Political Aspect ■ Social Embeddedness ■ Technological Evolution Aspect ■ Ecological Evolution Aspect



1986 FACTUAL EVENT

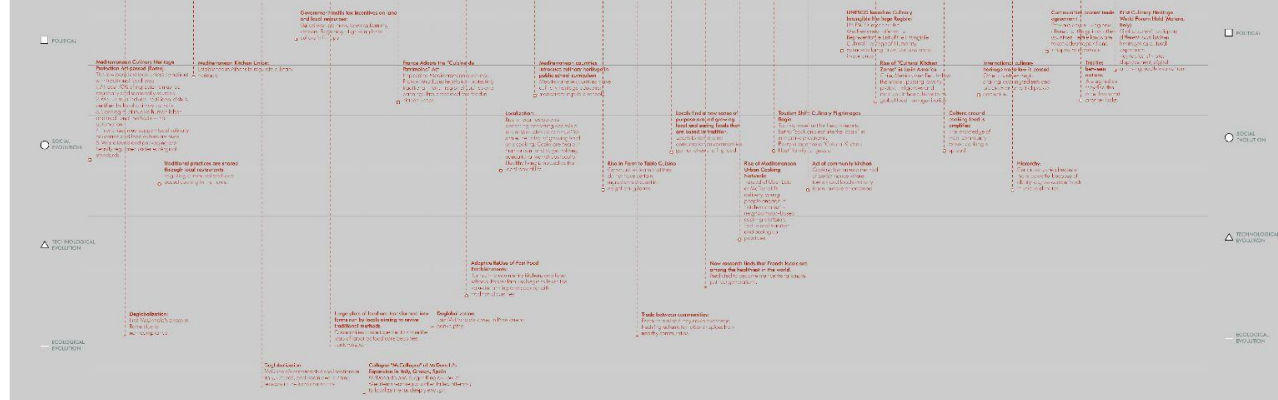
24 Start of the Slow Food Movement:
The Slow Food Movement starts in Italy, encouraging local, traditional cooking as an alternative to fast food.



1986 COUNTER EVENT

Mediterranean Culinary Heritage Protection Act passed (Rome):
This law bans fast food unless compliant with traditional food laws:

1. At least 70% of ingredients must be regionally and seasonally sourced.
2. Menus must include traditional dishes, certified by local culinary councils.
3. Cooking must involve human labor and traditional methods — no automation.
4. Franchises must support local culinary education and food culture archives.
5. Waste levels and packaging are heavily regulated under ecological standards.



Cooking Community

Where food is convenient, community-driven,
and a daily celebration.

welcome!



Certificates

Recognized Model
of Intangible
Cultural Heritage

Awards

Slow Food
International Seal
of Sustainability

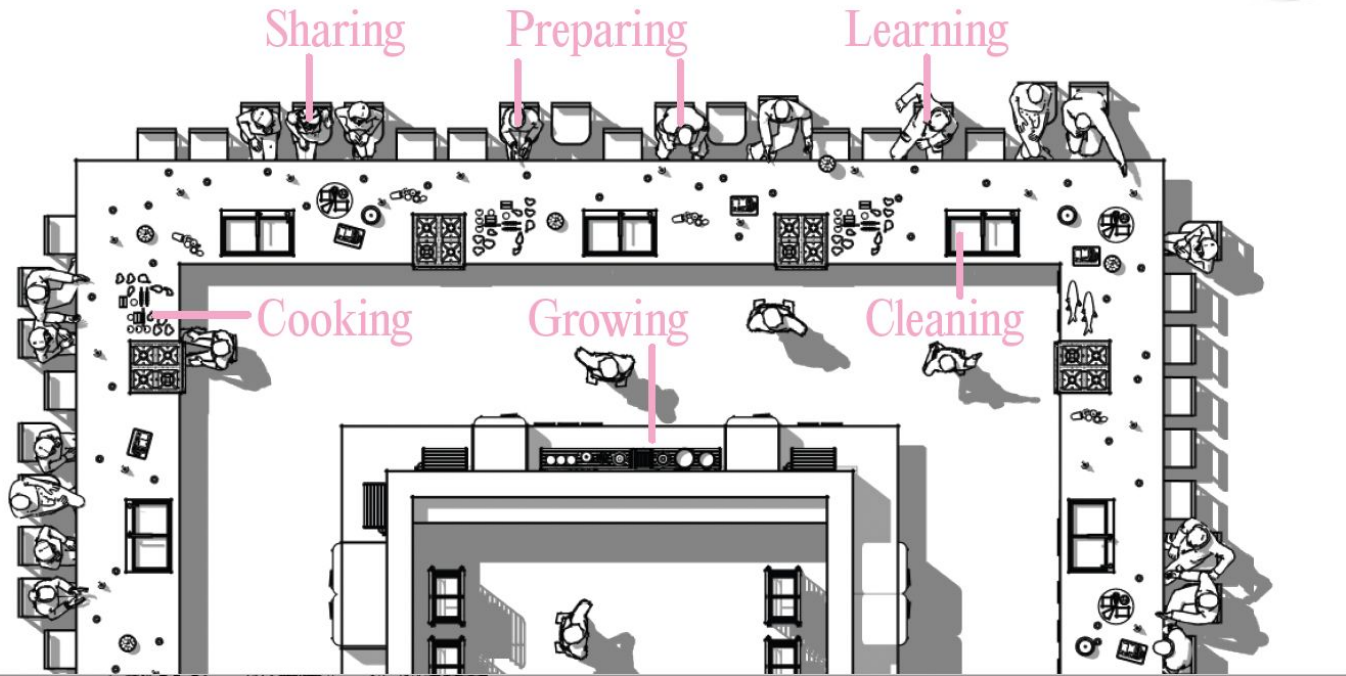
Best
Cooperative Living
(5 Years Running)

Communal Kitchen Locations



A map of Ciutat Vella in Barcelona shows 30 former fast food establishments, once home to industry giants, now re-imagined to prioritize the locality of community.

Where do you fit in?



Where does the food come from?



Fish:

Barri Blau Aquacoop

Solar fishery sending seabass and mussels to the city by electric boats.



Meat and Dairy: Les Quatre Vaques

Ethical farm near Barcelona delivering meat weekly via solar rail and e-bike.



Fruit and Vegetables: L'Hort de les Estacions

Rooftop garden network exchanging district-grown crops via cargo drones.



Grains: La Massa Madre Network

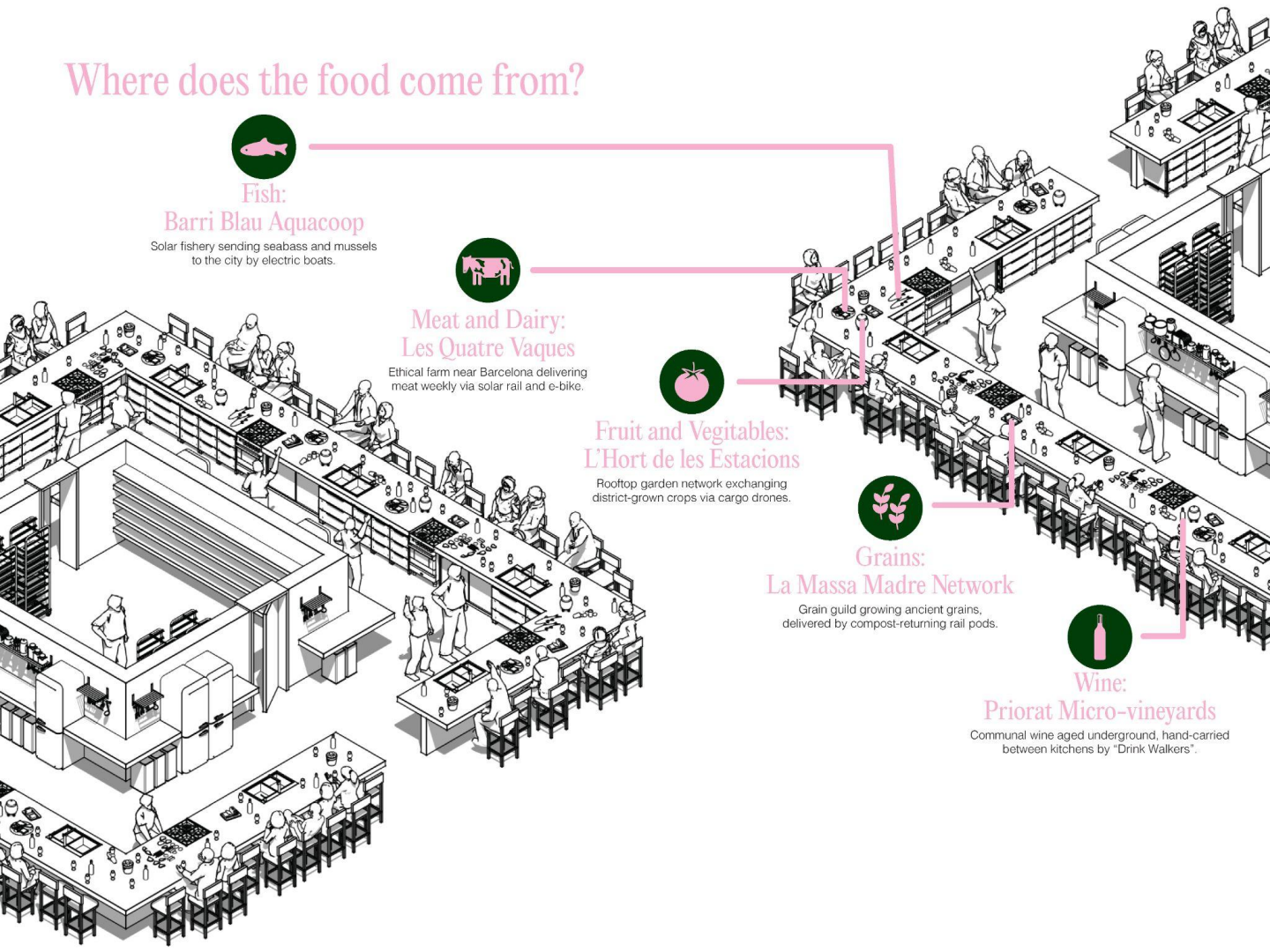
Grain guild growing ancient grains, delivered by compost-returning rail pods.



Wine:

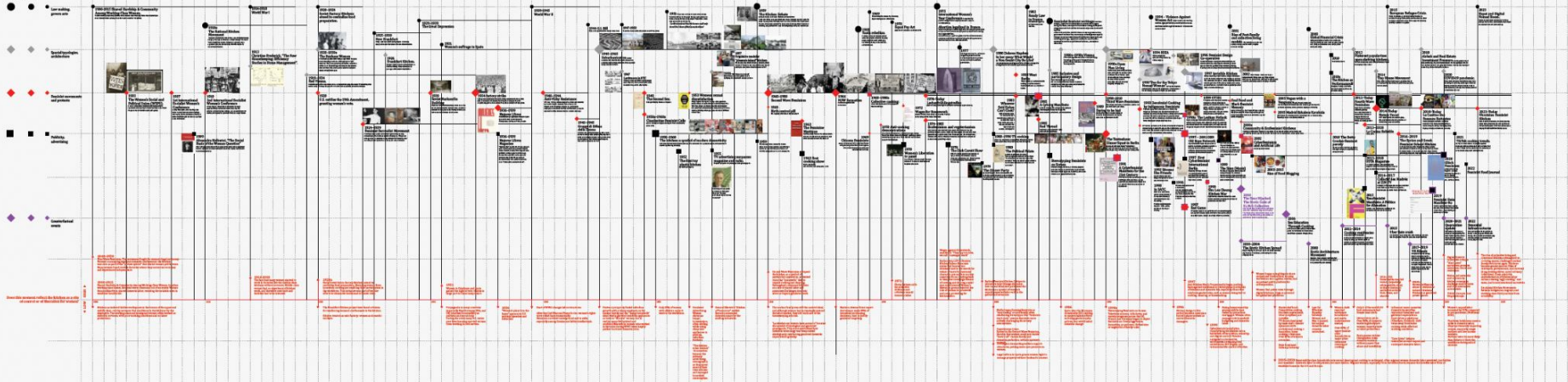
Priorat Micro-vineyards

Communal wine aged underground, hand-carried between kitchens by "Drink Walkers".



The Kitchen Affair: Society

TIMELINE: The Kitchen as a space of domestic control vs. radical possibility.



1944 G.I. Bill



1947-1953



1945-1965 Suburbanization

Unprecedented suburbanization in the US, often centered on newly built suburbs like Levittown.

1947 Levittown in NYC



1949 The Second Sex



First published by the original edition.

1950s-1960s Clandestine Feminist Cells

Operated mostly underground, the first radical feminist groups.

1950-1960 The kitchen: a symbol of modern domesticity

As a symbol of modern domesticity, the kitchen was a site of gendered labor and status.

1952 The first toy plastic kitchen

By Ideal Toy Company.

1955 TV advertising surpasses magazine and radio.

By the late 1950s, television advertising had surpassed magazine and radio.



Advertising made possible by the rise of television.

1951

Levitt stipulated that big homes could only be sold to those of the Caucasian race.

1959 The Kitchen Debate

During the American Revolution Bicentennial, Khrushchev and Kennedy debated the merits of capitalism vs. socialism.

1957 Frigidaire modular 'pleasure island' kitchen



Designed as a mobile kitchen unit, the 'pleasure island' was a precursor to modern modular kitchens.

1956

Single women's housing



1960-1980 Second Wave Feminism

Birth control pill



1963 The Feminine Mystique

A book by Betty Friedan that challenged the idea of women's domestic roles.

1963 first cooking show

The first cooking show on television.

1969

Reproductive autonomy in Germany begins with legal abortion.

1968 Youth rebellion

A movement of young people in the US and Europe protesting against the Vietnam War and social norms.

1970 Equal Pay Act

Passed by the US Congress in 1963, it aimed to ensure equal pay for equal work.

1975 International Women's Year Conference

Organized by the UN, it focused on women's roles in development and social progress.

Abortion legalized in France

Under Simone Veil's leadership, the landmark Manifesto of the 343 (1975) led to the legalization of abortion.

1977

Marriage laws reform—women no longer required to sue the household and could divorce careers without husband's permission.

1980 Dolores

In her essay 'A Non-Sex', she proposed a non-binary gender identity.

1943-1945 Gruppi di Difesa della Donna

Italian feminist groups that fought for women's rights during WWII.

1968-1980s Collective cooking

Many second-wave feminists practiced collective cooking.

1974-Today Lesbenfrüherlingstreffen

A lesbian community event in Berlin, Germany.

1972 Wages for Housework

Proposed by Silvia Federici, it argued for payment for unpaid domestic labor.

1974-1985 Ecofeminism and vegetarianism

These movements linked environmentalism with feminism and animal rights.

1970 Anti-cooking demonstrations

Protesters in the US and Europe demonstrated against the gendered division of labor.

1970 Women's Liberation tv panel

A panel discussion on television about women's liberation.

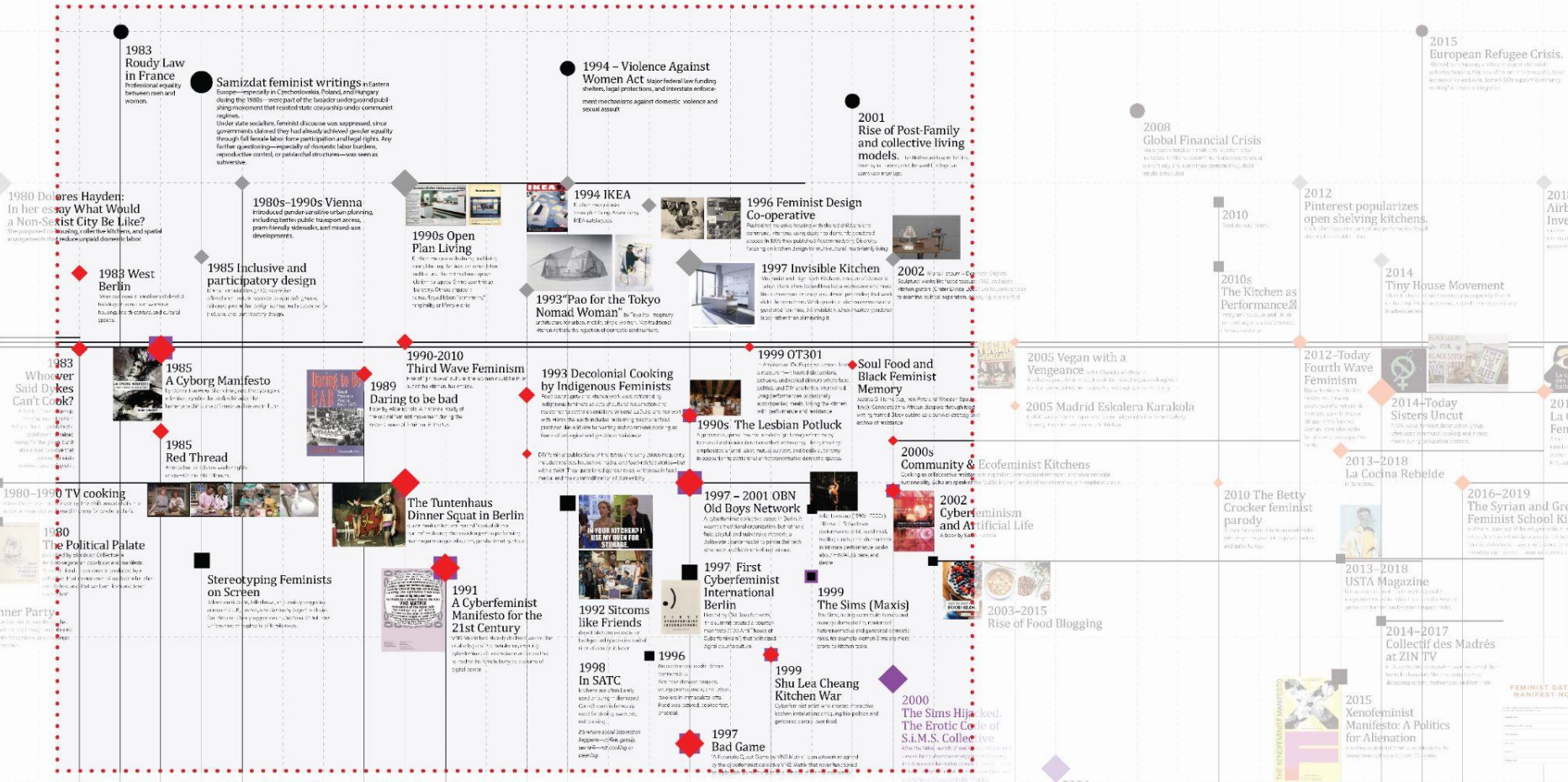
1976 The Dick Cavett Show

Gayle Rubin's 'The Traffic in Women' was discussed on the show.

1979 The Dinner Party

An art installation by Judy Chicago celebrating women's history.

1950s-1960s: Isolation, Propaganda, and Gendered Suburbia
1960s-1980s: Feminist Rebellion and Recipe Revolt



1983 Roudy Law in France
Professional equality between men and women.

Samizdat feminist writings in Eastern Europe—especially in Czechoslovakia, Poland, and Hungary during the 1980s—were part of the broader underground publishing movement that resisted state censorship under communist regimes.

1980 Dolores Hayden: In her essay What Would a Non-Sexist City Be Like?
She proposed a housing, childcare, and social plan that would reduce unpaid domestic labor.

1980s–1990s Vienna
Feminist participatory urban planning, including better public transport access, family-friendly schools, and mixed-use development.

1990s Open Living
Katie Couric's book, *Open Living*, explored the idea of open-plan living as a way to reduce gender inequality in the workplace.

1994 IKEA
Katie Couric's book, *Open Living*, explored the idea of open-plan living as a way to reduce gender inequality in the workplace.

1996 Feminist Design Co-operative
Feminist Design Co-operative (FDCO) was a collective of women designers who worked together to create a range of products that addressed the needs of women in the workplace.

2001 Rise of Post-Family and collective living models.
In the wake of the 9/11 attacks, there was a rise in collective living models as a way to address the needs of women in the workplace.

2008 Global Financial Crisis
The global financial crisis led to a rise in collective living models as a way to address the needs of women in the workplace.

2012 Pinterest popularizes open shelving kitchens.
Pinterest's popularity led to a rise in open shelving kitchens as a way to address the needs of women in the workplace.

2018 Airbnb Inverts
Airbnb's popularity led to a rise in open shelving kitchens as a way to address the needs of women in the workplace.

1988 West Berlin
The fall of the Berlin Wall led to a rise in collective living models as a way to address the needs of women in the workplace.

1985 Inclusive and participatory design
Inclusive and participatory design was a way to address the needs of women in the workplace.

1993 'Pao for the Tokyo Nomad Woman'
The book *Pao for the Tokyo Nomad Woman* was a way to address the needs of women in the workplace.

1999 OT301
The book *OT301* was a way to address the needs of women in the workplace.

2002 Soul Food and Black Feminist Memory
The book *Soul Food and Black Feminist Memory* was a way to address the needs of women in the workplace.

2005 Vegan with a Vengeance
The book *Vegan with a Vengeance* was a way to address the needs of women in the workplace.

2005 Madrid Eskalera Karakola
The book *Madrid Eskalera Karakola* was a way to address the needs of women in the workplace.

2010s The Kitchen as Performance
The book *The Kitchen as Performance* was a way to address the needs of women in the workplace.

2014 Tiny House Movement
The book *Tiny House Movement* was a way to address the needs of women in the workplace.

2018 La Cocina
The book *La Cocina* was a way to address the needs of women in the workplace.

1983 Whoever Said Dykes Can't Cook?
The book *Whoever Said Dykes Can't Cook?* was a way to address the needs of women in the workplace.

1985 A Cyborg Manifesto
The book *A Cyborg Manifesto* was a way to address the needs of women in the workplace.

1985 Red Thread
The book *Red Thread* was a way to address the needs of women in the workplace.

1990–2010 Third Wave Feminism
The book *Third Wave Feminism* was a way to address the needs of women in the workplace.

1993 Decolonial Cooking by Indigenous Feminists
The book *Decolonial Cooking by Indigenous Feminists* was a way to address the needs of women in the workplace.

1990s The Lesbian Potluck
The book *The Lesbian Potluck* was a way to address the needs of women in the workplace.

2000s Community & Ecofeminist Kitchens
The book *Community & Ecofeminist Kitchens* was a way to address the needs of women in the workplace.

2012–Today Fourth Wave Feminism
The book *Fourth Wave Feminism* was a way to address the needs of women in the workplace.

2014–Today Sisters Uncut
The book *Sisters Uncut* was a way to address the needs of women in the workplace.

2016–2019 The Syrian and Greek Feminist School Kitchens
The book *The Syrian and Greek Feminist School Kitchens* was a way to address the needs of women in the workplace.

1980–1990 TV cooking
The book *TV cooking* was a way to address the needs of women in the workplace.

1980 The Political Palate
The book *The Political Palate* was a way to address the needs of women in the workplace.

1979 The Dinner Party
The book *The Dinner Party* was a way to address the needs of women in the workplace.

The Tutenhaus Dinner Squat in Berlin
The book *The Tutenhaus Dinner Squat in Berlin* was a way to address the needs of women in the workplace.

1997–2001 OBN Old Boys Network
The book *OBN Old Boys Network* was a way to address the needs of women in the workplace.

1997 First Cyberfeminist International Berlin
The book *First Cyberfeminist International Berlin* was a way to address the needs of women in the workplace.

1999 The Sims (Maxis)
The book *The Sims (Maxis)* was a way to address the needs of women in the workplace.

2000 The Sims Hijacked, The Erotic Code of S.I.M.S. Collective
The book *The Sims Hijacked, The Erotic Code of S.I.M.S. Collectifve* was a way to address the needs of women in the workplace.

2010 The Betty Crocker feminist parody
The book *The Betty Crocker feminist parody* was a way to address the needs of women in the workplace.

2013–2018 USTA Magazine
The book *USTA Magazine* was a way to address the needs of women in the workplace.

1979 The Dinner Party
The book *The Dinner Party* was a way to address the needs of women in the workplace.

Stereotyping Feminists on Screen
The book *Stereotyping Feminists on Screen* was a way to address the needs of women in the workplace.

1991 A Cyberfeminist Manifesto for the 21st Century
The book *A Cyberfeminist Manifesto for the 21st Century* was a way to address the needs of women in the workplace.

1992 Sitcoms like Friends
The book *Sitcoms like Friends* was a way to address the needs of women in the workplace.

1998 In SATC
The book *In SATC* was a way to address the needs of women in the workplace.

1999 Shu Lea Cheung Kitchen War
The book *Shu Lea Cheung Kitchen War* was a way to address the needs of women in the workplace.

2000 The Sims Hijacked, The Erotic Code of S.I.M.S. Collectifve
The book *The Sims Hijacked, The Erotic Code of S.I.M.S. Collectifve* was a way to address the needs of women in the workplace.

2003–2015 Rise of Food Blogging
The book *Rise of Food Blogging* was a way to address the needs of women in the workplace.

2013–2018 USTA Magazine
The book *USTA Magazine* was a way to address the needs of women in the workplace.

2014–2017 Collectif des Madres at ZIN TV
The book *Collectif des Madres at ZIN TV* was a way to address the needs of women in the workplace.

1998 In SATC
The book *In SATC* was a way to address the needs of women in the workplace.

1999 Shu Lea Cheung Kitchen War
The book *Shu Lea Cheung Kitchen War* was a way to address the needs of women in the workplace.

1998 In SATC
The book *In SATC* was a way to address the needs of women in the workplace.

1999 Shu Lea Cheung Kitchen War
The book *Shu Lea Cheung Kitchen War* was a way to address the needs of women in the workplace.

2000 The Sims Hijacked, The Erotic Code of S.I.M.S. Collectifve
The book *The Sims Hijacked, The Erotic Code of S.I.M.S. Collectifve* was a way to address the needs of women in the workplace.

2003–2015 Rise of Food Blogging
The book *Rise of Food Blogging* was a way to address the needs of women in the workplace.

2006 Sex Education Through Cooking
The book *Sex Education Through Cooking* was a way to address the needs of women in the workplace.

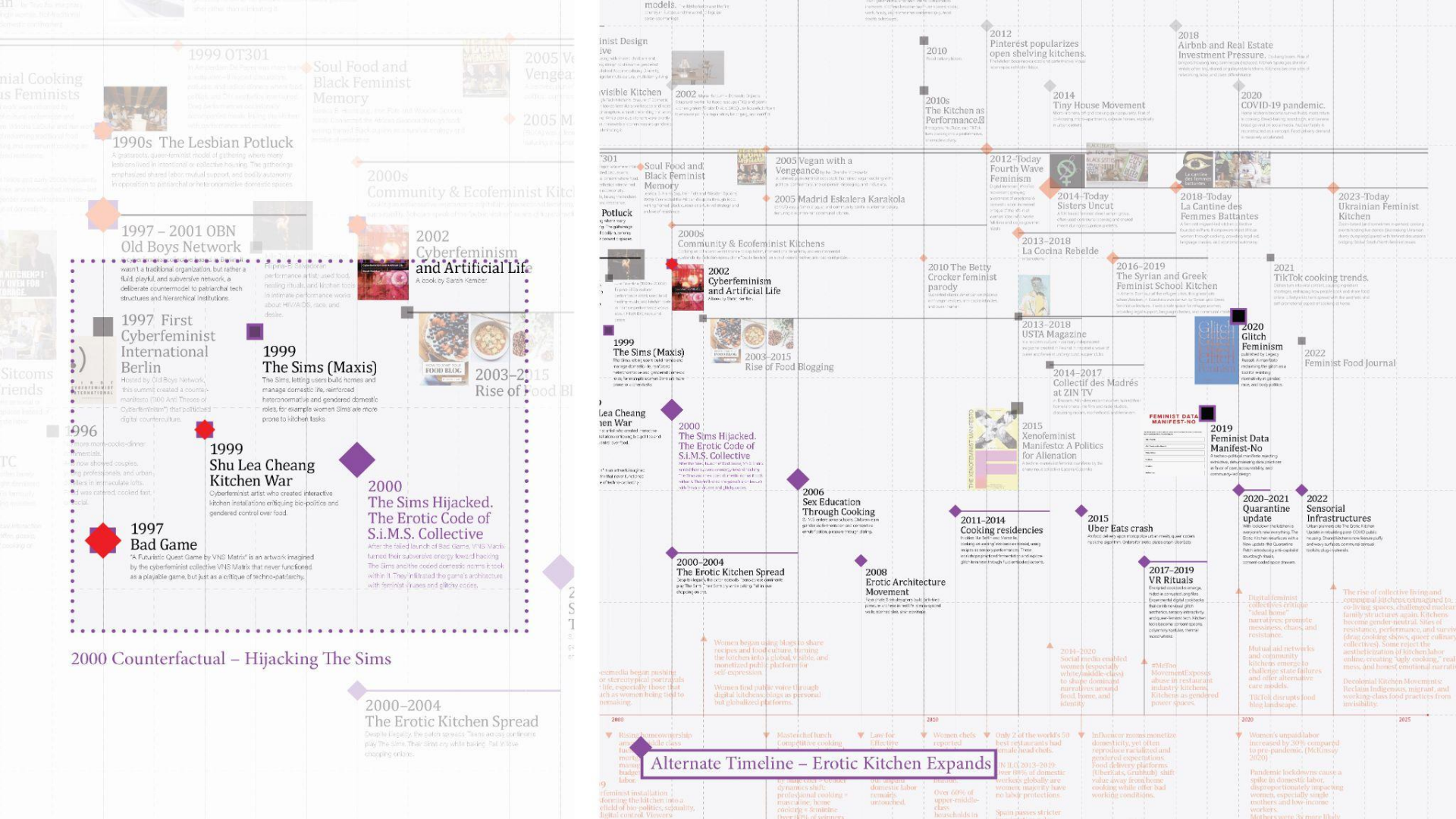
2011–2014 Cooking residencies
The book *Cooking residencies* was a way to address the needs of women in the workplace.

2015 Xenofeminist Manifesto: A Politics for Alienation
The book *Xenofeminist Manifesto: A Politics for Alienation* was a way to address the needs of women in the workplace.

2015 Uber Eats crash
The book *Uber Eats crash* was a way to address the needs of women in the workplace.

1980s–2000s: Queer Punk Kitchens and Cyberfeminism

FEMINIST DATA MANIFESTO



1960s
 Radical Kitchen
 Feminists

1990s
 The Lesbian Potluck

1997 - 2001
 OBN
 Old Boys Network

1997
 First Cyberfeminist International
 Berlin

1996
 1996

1997
 Bad Game

1999
 OT301

Soul Food and Black Feminist Memory

2005
 Vengeance

2000s
 Community & Ecofeminist Kitchen

2002
 Cyberfeminism and Artificial Life

1999
 The Sims (Maxis)

2003-2015
 Rise of Food Blogging

2000
 The Sims Hijacked. The Erotic Code of S.I.M.S. Collective

2000
 Counterfactual - Hijacking The Sims

2000-2004
 The Erotic Kitchen Spread

2002
 Visible Kitchen

2005
 Vegan with a Vengeance

2005
 Madrid Eskalara Karakola

2000s
 Community & Ecofeminist Kitchens

2002
 Cyberfeminism and Artificial Life

1999
 Lea Cheang Kitchen War

2000
 The Sims Hijacked. The Erotic Code of S.I.M.S. Collective

2000-2004
 The Erotic Kitchen Spread

2006
 Sex Education Through Cooking

2008
 Erotic Architecture Movement

2010
 The Kitchen as Performance

2012
 Today Fourth Wave Feminism

2014
 Today Sisters Uncut

2013-2018
 La Cocina Rebelde

2013-2018
 USTA Magazine

2014-2017
 Collectif des Madrés at ZIN TV

2015
 Xenofeminist Manifesto: A Politics for Alienation

2011-2014
 Cooking residencies

2015
 Uber Eats crash

2017-2019
 VR Rituals

2010
 The Kitchen as Performance

2012
 Today Fourth Wave Feminism

2014
 Today Sisters Uncut

2013-2018
 La Cocina Rebelde

2013-2018
 USTA Magazine

2014-2017
 Collectif des Madrés at ZIN TV

2015
 Xenofeminist Manifesto: A Politics for Alienation

2011-2014
 Cooking residencies

2015
 Uber Eats crash

2017-2019
 VR Rituals

2012
 Pinterest popularizes open shelving kitchens.

2014
 Tiny House Movement

2018
 Today La Cantine des Femmes Battantes

2016-2019
 The Syrian and Greek Feminist School Kitchen

2013-2018
 USTA Magazine

2014-2017
 Collectif des Madrés at ZIN TV

2015
 Xenofeminist Manifesto: A Politics for Alienation

2011-2014
 Cooking residencies

2015
 Uber Eats crash

2017-2019
 VR Rituals

2018
 Airbnb and Real Estate Investment Pressure.

2020
 COVID-19 pandemic.

2021
 TikTok cooking trends.

2020
 Glitch Feminism

2021
 Feminist Food Journal

2019
 Feminist Data Manifesto

2020-2021
 Quarantine update

2022
 Sensorial Infrastructures

Alternate Timeline - Erotic Kitchen Expands

<p>2000</p> <p>Research on domestic labor</p> <p>2009</p> <p>First feminist installation</p>	<p>2000</p> <p>Maximalist lunch</p> <p>2009</p> <p>Spain's first feminist domestic labor</p>	<p>2010</p> <p>Women chefs reported</p> <p>2019</p> <p>Over 60% of upper-middle-class households</p>	<p>2010</p> <p>Only 2 of the world's 50 best restaurants had female head chefs</p> <p>2019</p> <p>Spain passes a law on domestic labor</p>	<p>2010</p> <p>Influencer moms monetize domesticity, yet often reproduce racialized and gendered expectations</p> <p>2019</p> <p>Spain passes a law on domestic labor</p>	<p>2010</p> <p>Women's unpaid labor increased by 30% compared to pre-pandemic (McKinsey Global)</p> <p>2020</p> <p>Pandemic lockdowns causing a spike in domestic labor disproportionately impacting women, especially single mothers and low-income workers</p>
--	--	--	--	---	--

The rise of collective living and co-living spaces, challenged nuclear family structures again. Kitchens become gender-neutral. Sites of resistance, performance, and survival (digital cooking classes, queer culinary collectives). Some reflect the destabilization of kitchen labor online, creating 'happy cooking', realness, and honest emotional narratives.

Decolonial Kitchen Movements: Reclaim Indigenous, migrant, and working-class food practices from invisibility.



Recipes for...



Emotional Spice Map



Utensuals

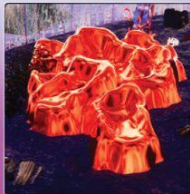


New Game

Queer Furniture:

The Gelly Sofa of Collective Memory

SubRosa was a cyberfeminist art collective based in Pittsburgh and formed in 1998, blending biotechnology, feminism, and tactical media. The collective critiqued the intersections of digital capitalism, reproductive technologies, and gender politics. Their participatory projects—like "Cell Track: Mapping the Appropriation of Life"—invited public interaction while exposing the corporatization of women's bodies and biotech labor.



Queer Furniture



Emotional Spice Map



Recipes for...



New Game

Whiskr - K305

Utensuals, Kitchen & Touch tools

Part kitchen utensil, part erotic awakening device, the Whiskr - K305 is a hybrid tool designed to blur the boundary between nourishment and self-discovery. An invitation to map your own body like a soft territory - where sensation isn't about performance, but presence. Whether you're exploring the folds of the vulva, the rhythm of breath against skin, this tool reminds you: self-pleasure is self-knowledge and fun.





Utensuals Queer Furniture Emotional Spice Map + New Game

Recipes for _____

Consent, Intimacy, Trust, Care, Desire, Boundaries, Presence, Saying No, Pleasure, Listening ↔

This recipe is a symbolic practice in co-creation and mutual care. Each ingredient represents a relational element: desire, boundaries, mutual spark, trust, and assertion. By inviting each person to choose and measure what they contribute, the ritual resists assumption and centers agency.

Teaches: Consent is not automatic. It's active, ongoing, and requires dialogue. Emulsification only happens through constant, caring motion, self-knowledge and fun.

A Consent Ritual Recipe Through Emulsion

Ingredients:

- Olive oil (desire),
- lemon juice (boundaries),
- Mustard (mutual spark), honey (trust),
- Crushed garlic (assertion).

Method:

1. Ask each person to choose and measure an ingredient and assumption.
2. Combine slowly with 1.
3. Whisking each ingredient blend only through intentional movement.
4. Taste together. Ask, is this what I should eat next?
5. Adjust until everyone is satisfied. Serve with love.

Teaches: consent is not automatic, it's active, ongoing, and requires dialogue.

The Emotional Spice Map

Players discover an enchanted pantry filled with ingredients that correspond to emotional states rooted in queer and non-binary experience. Spices become affective codes that create plates, that let the characters to process, express, or share their gendered emotions.

- Spice 1: Chili — Anger as Boundary & Power
- Spice 2: Lime — Queer Resilience
- Spice 3: Ginger — Gender Euphoria

Eating it unlocks "Power Bloom" / Sim's gender feels right, their boundaries are respected, and the game focuses on expression instead of goals.



1516 Mon 6:26 pm

Ginger - Gender Euphoria	Chili - Anger
Cardamom - Queer Grief	Sumac - Sensual Curiosity
Rose Petal - Tenderness	Lime - Queer Resilience
Garlic - Sensory Overload	Mint - Dissociation

[10 SURF Students' Projects x 20 slides x 20s.]

- + **Compulsió**
Eloi Sànchez + Mar Gené
(ELISAVA RESEARCH)
- + **APEX**
Cristina Sanuy
(SURF TFG 23)
- + **MA KI DO**
Laura Llimona
(SURF TFG 25)
- + **Teddy!**
Núria Oriol
(MUEDIC 24)
- + **Design & Post-Growth**
Martina Nadal
- + **Symbiotic Panopticon**
Arnau Tàsies
- + **More-than-human practices of care**
Maria Paula Serrano
(MUEDIC 25)
- + **Redefining Visual Narratives**
Clara Salmerón
- + **Climatic Shelters**
Mar Gené
(SURF-MEATS 23-24)
- + **The Kitchen Affair**
Students spokesperson/s
(SURF-MEATS 24-25)

SURF



Co-funded by
the European Union

**Setmanes
d'Arquitectura
2025**