

HUNGRY ECOCITIES

A S+T+ARTS RESIDENCIES PROJECT

In4Art
guiding curiosity....


FundingBox

**Studio
Other
Spaces**

 **BRNO
UNIVERSITY
OF TECHNOLOGY**

**eat
this.**

KU LEUVEN

● Mendel
● University
● in Brno
●

**CARLO
RATTI
ASSOCIATI®**



Funded by
the European Union

S · T · ARTS
SCIENCE · TECHNOLOGY · ARTS

The Hungry EcoCities project has received funding from the European Union's Horizon Europe research and innovation programme under grant agreement 101069990.

Deliverable 5.7 - Prototyping parks v1

Version 1.0

Grant Agreement Number	101069990
Project title	Hungry EcoCities
Start date of the project	Sep 1 st 2022
Duration of the project	42 months
Date of submission of the report	August 2024
Workpackage No.	1

Project coordinator:

Brno University of Technology

WP leader:

Rodolfo Groenewoud van Vliet + In4Art

Lead author:

Rodolfo Groenewoud van Vliet + In4Art

Reviewers:

Gabriele Sacchi + Carlo Ratti Associati

Objective of the deliverable

Report on the conducted prototyping parks in this stage of the project realized by the three fellowship studio's (Berlin, Milan, Rotterdam)

History of changes

Date	Version	Author	Comment
13.06.24	0.1	Klara Kaluzikova (BuoT)	Setup of deliverable
15.08.24	0.2	In4Art	Draft text
16.08.24	0.3	In4Art	Full draft
19.08.24	0.4	Gabriele Sacchi (CRA)	Review
30.08.24	1.0	Rodolfo Groenewoud van Vliet	Final version

Table of Content

- Table of Content 3
- 1. Abstract..... 4
- 2. Prototyping parks – the Philosophy..... 4
- 3. Turin park – Carlo Ratti Associati 5
- 3. Rotterdam park – EatThis & In4Art 7
- 4. Berlin park – Studio Other Spaces 10
- 5. Reflections & Lessons Learned 12
- Annex 1 – Invitation to CRA Prototype Event 13
- Annex 2 – Promotion of NL Prototype demonstration events (website) 14
- 14
- Annex 3- Invitation to Prototype Park event at SOS 16
- About Hungry EcoCities 17

1. Abstract

The Prototype Park can be either a seminar/ test event/ exhibition/ conference/ or other form of gathering at initiated by or hold at each of the studios. Each location created a different program based on their vision. This report focuses on the three different prototype park formats that have been tested and executed to mark the end of the Humanizing Technology Experiments. They took place in Italy (May 2024), Germany (May 2024) and the Netherlands (May and June 2024).

The next prototype park is anticipated at the end of 2025 or the start of 2026, as part of the closure of the Paths-to-Progress experiments. The consortium partners wish to realize an overarching closing prototype park at a high level to showcase the prototypes and the visions.

2. Prototyping parks – the Philosophy

Far from the conventional confines of a museum or exhibition, the demonstration events aimed to exhibit the project's progress and digital prototypes as dynamic works in progress. This approach fostered discussions on impact, uptake, and knowledge spillovers, stimulating conversations and forging new relationships.

These events featured a variety of formats, including Collaborative Working Sessions, a Prototyping Park, a Seminar, Networking Opportunities, an Intimate Dinner, and Gatherings. Each format not only highlighted the studios' distinctive approaches to contemporary and future agri-food systems but also showcased the diverse scopes of the HTEs. Each experiment exemplified one of the three key experimentation directions of Hungry EcoCities, providing a comprehensive view of the project's innovative reach.

Each event buzzed with exchanges of knowledge and experience among the artists, their mentors, and external experts in agriculture, design, arts, and technology. Participants delved into the innovations achieved, exploring potential avenues for growth and collaboration. The insights gained from the residency provided valuable perspectives to help the industry address challenges related to nutrition, sustainability, and inclusivity.

As the first residency of HUNGRY ECOCITIES draws to a close, the 9 selected artists showcased the final stages of their Humanizing Technology Experiments (HTEs) in May through a vibrant series of Demonstration Events held in Turin, Rotterdam, Westland and Berlin, the homes of the mentoring design studios.

3. Turin park – Carlo Ratti Associati

The inaugural showcase event unfolded in a lively fashion at the Carlo Ratti Associati (CRA) office in Turin, Italy, on May 6-7, 2024. Picture this: collaborative “working sessions” where three of the 9 visionary artists working under the “City+Farming Synergies” direction, rolled up their sleeves alongside their mentors to put the finishing touches on their residency projects.

The following artists were present: Ivan Henriques (ECOSHROOM), Helena Nikonole (ACOUSTIC AGRICULTURE) and Frederik De Wilde (SYMBIOSIS.AI)

Next to the studio host, also In4Art and Mendel University in Brno participated in the session. On the second day, the group was enlarged with curated external experts: Virgilio Diaz Guzman from LAND Studio, Emma Greer for her capacity as technical advisor to the city of Milan in the C40 Cities program and Carlotta Sillano as researcher at SUPSI.



Virgilio Diaz Guzman LAND

Architect formed at Universidad Iberoamericana Mexico City, Universidad Anáhuac México Norte, and Politecnico di Milano, with an international exchange stint at the Istituto Universitario di Architettura di Venezia (IUAV). Virgilio participated in the Holcim Forum “Infrastructure Space” for sustainable development in Detroit, presenting in the Student Poster Competition.

His bachelor’s graduation project, “Puerta Central,” was showcased as a highlighted proposal of the “Reprogramming Mexico City” research at the “Time-Space Existence” exposition at Palazzo Mora during the Venice Architecture Biennale 2016. In 2023, his master’s thesis won 1st place in the Student competition of the IFLA World Conference in Landscape Design, also achieving 1st place in the NonAwards for Urban and Landscape categories. His academic and professional focus lies on landscape and urbanism, with a keen focus on land-water interactions within urban settlements.



Emma Greer C40 Cities

As an architect and urban designer, Emma has devoted her career to advancing sustainable urban development, with an emphasis on enhancing public spaces. She has worked with global business leaders, policymakers, and subject matter experts on a broad range of urban issues: from counteracting sprawl in the Canadian prairies to overcoming land shortages in Singapore, preserving urban data privacy in Toronto to reimagining an abandoned army barrack in Heidelberg, achieving net-zero outdoor comfort for pilgrims in Madinah to redefining the future of urban living on the Red Sea.

Emma’s current focus centres on climate adaptation strategies for cities. In her role as Head of Climate Action Strategy at the Munich-based environmental consultancy, Climateflux, she spearheads initiatives leveraging citizen-powered data ecosystems to support heat mitigation efforts, active mobility, and green infrastructure planning at the neighbourhood level. Most recently, Emma joined C40 Cities as a technical advisor to the City of Milan on green and thriving neighbourhoods for community resilience.



Carlotta Sillano SUPSI

Musician and researcher, she graduated in Communication and Media Cultures at the University of Turin in 2016, later earning a PhD in Digital Humanities at the University of Genoa. Since 2020 she has been part of the multidisciplinary research group “Paesaggi sonori” at SUPSI (University of Applied Sciences and Arts of Southern Switzerland), working on several international projects in the field of soundscape studies.

Her research investigates the relation between sound and geographic places and the possible narratives arising from this connection. As a songwriter and musician, she published three solo studio albums and performed in major Italian music festivals (Premio Tenco, JazzMi, Torino Jazz Festival, JZ:RF, MiTo, Festival dei Due Mondi, Nextones, etc.). She’s also part of various collective projects and her music is used for theatre, cinema and advertising.

As a “collaborative working session”, this Prototype Park expanded on the showcase of artists' progress by creating opportunities to spark inspiration and offer insights on refining the narrative of their projects. The event aimed to open a dialogue between artists and the other actors involved, exploring potential developments and uncovering new research opportunities that could take these projects to the next level.

On the first day, the team engaged in in-depth discussions, exploring various intriguing factors that could impact plant well-being— the core of their collaboration with the scientists at Mendel. From symbiotic relationships with fungi to the effects of urban sounds and stress-inducing stimuli, they examined every angle in their quest for insights.

On the second day, a vibrant mix of external experts from academic research, landscape consultancy, and urban policy joined the conversation. Using the three HTEs as their jumping-off point, the panel sparked an energizing dialogue about current plant research and explored how these insights could drive innovation and impact in both business and society.

The feedback loop

From CRA’s standpoint, the demonstration event was a valuable communication tool that functioned like Hungry EcoCities’ feedback loop. First and foremost, it created an opportunity for the studio and artists to share the knowledge obtained from the residency to other social actors in relevant fields.

In response, these external specialists channelled their expertise and developed new ways to interpret the matters being investigated. This illuminated new possibilities that can be further analyzed in the second phase of the initiative.



The artist Helena Nikonole presenting her work Acoustic Agriculture at the Carlo Ratti Associati (CRA) office in Turin

3. Rotterdam park – EatThis & In4Art

Let's Connect – May 15th, 2024

The second cycle of demonstration events took place in the Netherlands with an emphasis on networking within the food sector itself. On Wednesday, May 15th, Hungry EcoCities was the main topic of the Let's Connect event at the World Horti Center; a center for innovating, connecting, inspiring and sharing knowledge together connected to Controlled Environmental Agriculture. Let's Connect is powered by AVAG, InnovationQuarter, HortiHeroes, Dutch Greenhouse Delta and World Horti Center with more than 40 companies and experts attendants.

Rodolfo Groenewoud, the Technical Coordinator of Hungry EcoCities, kicked off the event with an insightful presentation. He emphasized how the diverse experiments within Hungry EcoCities are interconnected through the processes of growing, creating value, presenting, and consuming food, showcasing the project's cohesive approach. Groenewoud provided a brief explanation of the various Humanizing Technology Experiments, setting the stage for Bernat Cuní, who then took the floor to give a live demonstration of WTFood using freshly available tomatoes, peppers, and cucumbers.

During the networking session, a demonstration setup allowed visitors to test and experience various digital prototypes firsthand. This hands-on interaction added significant value for both the visitors and the project, making the concepts tangible and relatable. By engaging directly with the prototypes, visitors gained a clearer understanding of how art-driven innovation and these types of projects can be relevant to the everyday business of the agri-food sector. These AI developments provided plenty of food for thought.



Rodolfo Groenewoud (In4Art) kicking off the Let's Connect event at the World Horti Center

How can AI change our relationship with Food – May 16th, 2024

We hosted a seminar on AI and Our Relationship with Food at Het Nieuwe Instituut, the Netherlands' national museum for architecture, design, and digital culture. For this event, we curated a diverse guest list and opened attendance to the public, both in-person and via live stream. During the seminar, we presented five prototypes, with three artists on hand to showcase and explain their research and experimentation processes. This event highlighted our commitment to responsible food consumption and helped urban eaters better understand the journey of their food from farm and greenhouse to plate.

PROTOTYPES demonstrated were VEGETABLE VENDETTA, MVPxFFF, THE COUNCIL OF FOODS, SYMPOSIO and WTFOOD.

Physically present at the event to demonstrate their work, were artists Zack Denfeld from The Center for Genomic Gastronomy, Yiannis Kranidiotis and Bernat Cuní.

In the event, we demonstrated the stage to which the prototypes were brought with Hungry EcoCities and discussed the achievements, wishlist items, and failures, providing an opportunity to assess and reflect on the project's progress.

Everyone who lives in a city has a complicated relationship with food. It often comes from outside the city, making it unclear who was involved in its production and under what conditions. Finding alternatives can be challenging. To facilitate this discussion and acknowledge the fragile trust in the food system, the event explored how AI can help us gain more control over our food. To enlarge the reach, this event was live-streamed and can always be re-experienced.¹

NWO Teknowlogy – June 26th, 2024

For the last tested prototype park format, we selected one prototype, to have the full attention from Hungry Ecocities and promote this one in a fair setting. We selected for this the NOW Teknowlgy and got the opportunity to showcase art-driven innovation prototypes relevant for their scientists and industry experts.

[TEKNOLOGY](#) is NWO's (the Dutch Research Council) annual innovation festival where knowledge and innovation lead to societal impact. At TEKNOLOGY visitors experience the technical innovations of the future.

¹ Link to recording of the Prototype Park evening:

[How can AI change our relationship with Food](#) ◦ [Prototype Demonstration Park](#) ◦ [HUNGRY ECOCITIES \(youtube.com\)](#)

To announce this event and testing opportunity, a dedicated press-release was created, with the specific notion of the opportunity to test out the prototype during the event.

Artist Jeroen van der Most and In4Art jointly presented Vegetable Vendetta during this day and tested the public reaction. It was very pleasing to have discussion the so many scientists and industry professionals on the potential of this prototype, but also the necessity of preventive healthcare through nudging healthy food and making it more appealing. Different suggestions have been made and directions tested, which was very useful for the business development plans of this prototype (see D5.11: Experiment scale-up impact plans. .)



*Flora van Gaalen, Head of Programme at the **Het Nieuwe Instituut**, at the seminar opening*

Left: Lija Groenewoud van Vliet, Creative Director In4Art and project manager of Hungry EcoCities at Het Nieuwe Instituut - live demonstration of the Vegetable Vendetta by Jeroen van der Most. Right: demonstration set-up at NWO Teknowlogy event.



4. Berlin park – Studio Other Spaces

The Prototyping Park Demonstration Event held at Studio Other Spaces in Berlin on May 17, 2024, was an intimate gathering where the artist groups IM-A Studio and Nonhuman Nonsense showcased their prototype projects for reshaping approaches to food sustainability.

The Hungry EcoCities artists-in-residence Katya Bryskina and Nataly Khadziakova of IM-A Studio and Linnea Våglund, Filipis Staņislavskis and Leo Fidjeland of Nonhuman Nonsense spent a 9-month-residency mentored by Studio Other Spaces with the knowledge hub “Local Conditions” and presented their final prototypes in a two-part event.

First part

The first part was a small intimate dinner in the studio’s canteen space, where IM-A Studio presented Future Protein, a project that deals with novel ways of incorporating protein into our diets. Guests experienced a three-course-meal developed in collaboration with the Berlin-based restaurant Kin Dee which incorporated mussels in creative and new ways. While enjoying the dishes packed with mussel protein, one could browse the world map on a tablet and use the app IM-A Studio developed for choosing the perfect location to start one’s own mussel farm.



Small intimate dinner at *Studio other Spaces* to present **Future Protein** ◦ *Photo by Yanina Isla*

Second part

The dinner was followed by the second part of the event that took place in SOS's event space for studio gatherings, where about 60 people – studio members and external guests – joined the artist collective Nonhuman Nonsense's presentation of their project *The Council of Foods*, to watch the website designed and programmed by Nonhuman Nonsense give a banana, a corn cob, a potato, a piece of meat and a lollipop, among others, each a voice to enter into vibrant discussions about food system topics. By way of QR codes printed onto beer mats, guests could access the website themselves and prompt their own individual council discussions.

Successful ending

For Studio Other Spaces², both events marked a successful ending for an ambitious and productive collaboration. The evening event offered a perfect setting for all involved parties to experience and discuss all the hard work both artist studios have put into their projects.



*Nonhuman Nonsense's presentation of their project **The Council of Foods** at Studio Other Spaces ◦ Photo by Yanina Isla*

² Link to subpage of Studio Other Spaces on the Prototype Park:
[Project \(studiootherspaces.net\)](http://studiootherspaces.net)

5. Reflections & Lessons Learned

In this deliverable, we have presented the 3 prototype park formats realized in 2024 around the Humanizing Technology Experiment results and outcomes. Consecutively, prototype parks have been held in Turin, Rotterdam and Berlin, differing extensively in approach, scope, intent and execution. We fully explored the idea behind Prototype Parks; to try out different formats and settings to launch and disseminate art-driven experimentation results. In Turin, Carlo Ratti Associati chose for an intimate, content driven setting in a 2 day gathering. In Rotterdam, EatThis and In4Art chose for a broad public setting reaching experts from the Food sectors in three events on 3 separate days. In Berlin, Studio Other Spaces chose for a mid-size experience oriented setting, drawing visitors in for an evening filling submerging into several of the projects conducted.

Allowing partners to curate their own version of the prototyping park demonstration event has proven very rewarding in the sense that we saw very different approaches to disseminating, experiencing and communicating about the Humanizing Technology Experiments. From workshop style feedback sessions in Turin, to live demonstrations in Rotterdam and Berlin, both in public spaces and own spaces (the Berlin Prototyping Park took place at the enormous studio of Studio Olafur Eliasson).

It was also beneficial that Prototyping Park curatorial partners travelled to visit each others events, thereby seeing how others took different approaches than them in filling in the meaning of a Prototyping Park. This led to a lot of knowledge sharing, experience sharing and ideation amongst the partners, without a doubt resulting in modifications when we organize the Prototyping Park at the end of the Hungry EcoCities project.

Another success was the visitor count. During the 4 open events in Rotterdam and Berlin, all tickets were sold out. At Het Nieuwe Instituut, we filled the small auditorium of the museum, while at Studio Olafur Eliasson, some 40 people shared a meal and a “Council of Foods” meeting for an evening long experience.

From the perspective of the artists, the Prototyping Parks gave them an opportunity to demonstrate the fruits of the work done over the course of the residency, overall this led to positive feedback from artists (who, by nature, are interested in presenting their work). However, several artists found it very difficult to decide how to approach these events, considering that the projects are work-in-progress and not fully produced works of art. With considerable support from the HEC mentoring team, we can conclude that this was overcome in nearly all projects, leading to mesmerizing, intriguing and communicatively very sound and strong demonstrators.

For the second round of Prototyping Parks, we intent to keep those elements we considered valuable and fruitful from these first attempts, yet try out quite different approaches as well, thereby contributing to our knowledge and experience base regarding presenting in-process results of art-driven projects.



Annex 2 – Promotion of NL Prototype demonstration events (website)

WOENSDAG 15 MEI
Van 16.00 uur tot 17.30 uur

**HET NETWERK EVENT VAN DE NEDERLANDSE
FOOD & FLOWER INDUSTRIE**

**LET'S
CONNECT**

ONDERWERP
Hungry EcoCities: Hoe AI onze relatie met eten kan veranderen

LOCATIE
World Horti Center
Europa 1, Naaldwijk

PRIJS
Gratis

AANMELDEN
Max 100 mensen,
dus meld je snel aan!

Let's Connect is powered by:

AVAG world horti center MORTI HEROES DUTCH GREENHOUSE DELTA Innovation Quarter

 **World Horti Center**
8,670 followers
6d • Edited • 

[+ Follow](#) 

Let's Connect | 15 mei
Hoe AI onze relatie met eten kan veranderen

Woensdag 15 mei gaan we tijdens Let's Connect in gesprek met het Hungry EcoCities consortium en een kunstenaar. Voor wie denkt, Hungry EcoCities? 😊 Dit consortium richt zich op het onderzoeken van één van de meest urgente uitdagingen van deze tijd: de behoefte aan een gezond, duurzaam, verantwoord en betaalbaar agrifoodstelsel voor iedereen. 🥕🍅🥦🍆

In opdracht van Hungry EcoCities hebben verschillende kunstenaars de afgelopen maanden, met behulp van AI, experimenten ontwikkeld die de relatie tussen de eter en maker van eten een nieuwe invulling geven. 📖 ...see more

[See translation](#)

 Rodolfo Groenewoud van Vliet and 9 others 2 reposts

 Like  Comment  Repost  Send

 Add a comment...  

 [Home](#) [Register](#) [Programme](#) [News](#) [About](#)

Interact with a collection of art-driven (digital) technological prototypes for food production, sustainability and human-machine interaction 

In4Art

Art-driven innovations are outcomes of collaborations between science, technology and art (S+T+ARTS). They are meant to invent responsible, humanizing, novel applications for advanced technologies, including AI, robotics and additive manufacturing. We will present an interactive overview; combining physical and digital prototypes created in the In4Art lab, a regional S+T+ARTS Centre. Richard Vijgen and Jeroen van der Most will showcase their latest prototypes.

[→ Website](#)

[→ LinkedIn](#)

[→ Website](#)

[→ Website](#)

[→ Website](#)

HUNGRY ECOCITIES
A S+T+ARTS RESIDENCIES PROJECT

Studio
Other
Spaces

Invitation

Prototyping Park Demonstration Event
showcasing the Humanizing Technology Experiments

May 17th 2024

Time:
18:00

Location:
Christinenstr. 18/19, Haus 2
10119 Berlin, Germany

RSVP:
Latest by May 3rd

Funded by
the European Union

S · T · ARTS
SCIENCE · TECHNOLOGY · ARTS



**Funded by
the European Union**

S + T + ARTS
SCIENCE + TECHNOLOGY + ARTS

Horizon Europe Research and Innovation Action – This Hungry EcoCities project has received funding from the European Union’s Horizon Europe research and innovation programme under grant agreement 101069990.

This publication (communication) reflects the views only of the author(s), and the European Commission cannot be held responsible for any use which may be made of the information contained therein.

The project is part of the S+T+ARTS programme. S+T+ARTS is an initiative of the European Commission to bring out new forms of innovation at the nexus of arts, science and technology.

Hungry EcoCities aims to explore one of the most pressing challenges of our times: the need for a more healthy, sustainable, responsible, and affordable agri-food system for all enabled by AI. More info: starts.eu/hungryecocities.nl