# CONNECTING OTHERWISE
# REPORT OF 2022 ACTIVITIES



H&D Summer Talks - part 1
Connecting Otherwise

The H&D activity program of 2022 themed 'Connecting Otherwise' marked a transition from working and collaborating remotely during a global pandemic to a world in which physical encounter became slowly possible again. Point of departure was the increasing need for alternative, affective and response-able ways of connecting and coexisting online, exploring intersections of accessibility and sustainability.

In 2022, H&D hosted several meetups that led to the annual summer academy program. These shorter events, each consisting of a lecture or talk as well as a short hands-on activity or workshop, allowed us to substantiate the open research process throughout the year by exchanging knowledge, mapping out tool ecologies, best practices, questions and dilemmas with the H&D community and our partners.

Making and doing across difference



H&D Summer Talks - part 1
Connecting Otherwise

The meetups helped H&D to generate momentum, sustain continuity in our program, while reaching a wide range of audiences who were interested in particular topics addressed in the specific meetups. The different formats allow for different levels of audience participation, from committed recurrent audiences that make up the H&D community to more sporadic participants who come for one specific event. We were satisfied with the overall turnup of the different events. The group sizes for hands-on activities were appropriate to enable active and meaningful exchanges between participants, while events that built upon formats such as lectures, discussions, (interactive) performance, screenings, could host larger audiences. The eclectic range of formats and different intensities of audience participation works well within the organizational structure of H&D and helps us achieve our goals through an open and often hands-on research process.

This last year, H&D placed a thematic and methodological focus on ways of making our practices, activities, and public engagements more accessible to crip and disabled people. We conducted consultation sessions with experts such as Ren Loren Britton, Isabel Paehr, Eric Groot Kormelink and Vasilis Van Gemert, and organized a meetup centered around the question of access to the hybrid cultural sector. Our main take-away is that making our activities more accessible starts with listening and being open to making adjustments and that accessibility can never be thought of as a separate issue, someone else's problem: accessibility is a collective condition with which to build our practices, an adjustment in perspective, a place to start. While the H&D meetup on accessibility and a workshop invitation on web-accessibility by the Critical Media Lab in Basel are opportune moments to generate more visibility, vocabulary and practice around subjects of disability justice, we also realize the limitations of punctual events addressing the matter. Therefore, for our future activities as well as our organization and infrastructural endeavors, H&D will continue to think and practice with accessibility, but from now on, more structurally. That means that every event, every organizational



HDSA2022 Kick-off

HDSA2022 Kick-off



H&D Summer Talks - part 2 - Sonzai Zone



H&D Summer Talks - part 2 - Sonzai Zone



H&D Summer Talks - part 3 - Club Fantasy

change, every announcement text written will be approached through the lens of disability.

Meetups

It has been rewarding to distribute the responsibility of developing and hosting meetups within the H&D organization. We have been able to streamline communication workflows and PR efforts to reach different audiences. This is an effort we would like to continue in the coming year. Meetups included Forkshop and Workshop/Werkplaats/Werkstatt, which were (self-)critical and hands-on practical sessions on the role and function of the format of the workshop in cultural production at Page Not Found, two online meet-ups with presentations by the summer academy nodes (one in June and one in November) and one larger scale meetup: Where is Every Body? on accessibility and inclusivity in hybrid cultural spaces with a specific focus on the roles that technology can play in the development of safer and more inclusive spaces, hosted at Framer Framed.

We asked the question, "Where is Every Body?", in a two-fold manner: On one hand, a shift towards a more hybrid cultural sector has been demanded by the disabled community long before the pandemic opened up for this option but was not addressed with such importance. On the other hand, the developments that have led to — and continue to construct – this "hybrid" reality, were never driven by a need to reach out to and include chronically-ill, sick and disabled bodies. There is an urgent need to intersect these developments of going hybrid with an open and honest inspection of where, how, and for whom a hybrid cultural sector will become accessible.

H&D and FF entered this question with little to no knowledge around practices of accessibility and Crip-justice, driven by a curiosity, eagerness to learn, and intent to include sick and disabled people who often are systematically excluded from participating in cultural spaces. This meant for us that, to start, we had to learn. We organized multiplle consultation sessions with several experts: Ren Loren Britton, Isabel Paehr, Vasilis Van Gemert, Maloush Köhler and Eric Groot Kormelink. These sessions expanded our perspective on making events more accessible, taught us the different sensibilities that a cultural organization needs to approach accessibility such as collective conditions, open and honest curiosity, willingness to completely rethink modes of allocating resources and budgets, and methods of creating safer spaces to ask questions and meet access needs, for organizers, speakers, and participants alike.

One of the most important pieces of advice we received, which eventually proved to be the most complicated to think through, was that there is no such thing as completely accessible spaces, only more accessible spaces. People have different access needs and access needs change all the time, and we cannot assume what someone needs before asking them. We can try to follow standard accessibility practices to be as inclusive as we can apriori, but the event was free and public, which means that even if we had a sign-up form for people to describe their access needs before joining the event, a majority of our participants would eventually walk in (or open the livestream link) last minute without having signed up. With this in mind, we started preparations for our event with the goal to create as many points of access to it as possible.
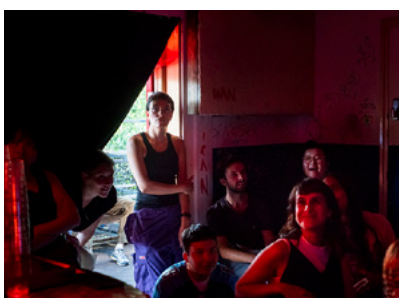
H&D Summer Talks - part 3 - Club Fantasy



H&D Summer Talks - part 3 - Club Fantasy



SoilPunk with Hackitects x H&D



Hacking Into Open Source and Open Space
with MELT

We wanted to make the event more accessible to deaf/hard-of-hearing people, so we worked out a technical set-up that provided automated live english closed captions to people onsite as well as online.

We decided to setup a "low-hybrid" model for conducting the event to care for participants who could not join on site. It took place at Framer Framed but was also broadcast as an audio stream with live slides to The Hmm's livestream platform, which in itself meets all web WAI-ARIA recommendations, is assistive-technology friendly, has been tested with default operating system screen-readers, and has a rigorous accessibility menu. One of the features of the livestream was that it could be experienced through 4 viewing modes that cater to different access needs and internet bandwidths: (1) varying qualities of video, (2) audio only, (3) thumbnails and a live transcript and (4) live transcript only. Participants onsite and online could all read the live captions and participate in the discussion through the online chat.

It was important that people who could not join online or onsite would still have the possibility of re-visiting the event. Recordings of all parts of the event as well as speakers' slides were published to the event page afterwards as audio files and annotated pdfs.

Most important was that people contributing to or participating in this event felt welcome and safe enough to engage with these questions explicitly. As we learned from our consultation sessions, this means that an atmosphere of care and an insistence on listening had to be created. Our guest moderator, Cannach MacBride was an expert at doing this. They started the event off by stating important points of our Code of Conduct and repeatedly reminded people that they could always ask questions and make requests. There were also several people of Framer Framed in the space assisting people and making sure their access needs were met.

The talks, presentations and discussions that took place are now available [online](online) and provide incredible expert insight on experiences of disabled people in culture, politics and daily life, the efforts of making a cultural institution more accessible, some fun web-design exercises that center disabled voices as well as a talk on bio-hacking into one's own chronic illness.

Our event and sign-up form was published only 3 weeks in advance of the date of the event, which in our understanding of time, is long enough. Some sick and disabled people, as we learned, have a different experience of time, and 3-weeks notice for an event is most often not enough. More importantly, our event was communicated through channels that we ourselves have always used: our websites, newsletters and social media accounts. This definitely proved to be our biggest problem, as the communities these channels reach are mostly consisting of people who are not deaf or hard-of-hearing. Moreover, the expansion of our community often depends on the casual cross-pollination with other diverse groups of people and practices, through word of mouth or sharing of a post or message. However, we learned that the communities that engage with our activites rarely intersect with deaf and hard-of-hearing communities. We are describing this problem as a "cultural language barrier", and unfortunately, language barriers are hard to cross.
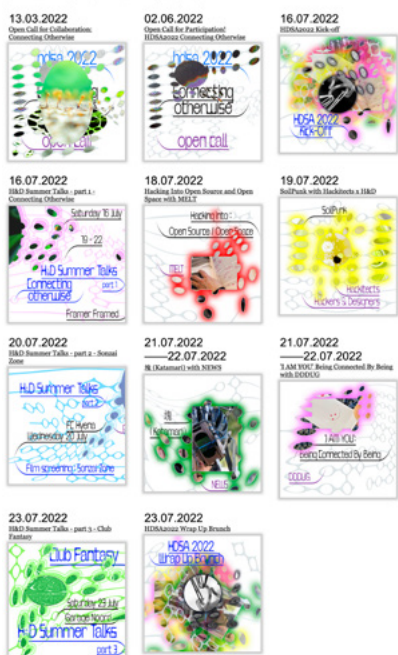
HDSA2022 Program
Graphic Design by Manon Bachelier



'I AM YOU' Being Connected By Being
with DDDUG



塊 (Katamari) with NEWS

## HDSA2022

The H&D Summer Academy was organized in a distributed manner, leveraging the format of the 'workshop script': a pedagogical document format that H&D has been experimenting with for several years.

We invited different collectives that were selected by means of an open call, to organize the HDSA together yet while remaining in the different local contexts. The nodes from Berlin, Tāmaki Makaurau (Auckland), and Seoul committed to a collective development process consisting of preparatory meetings, developing a 1-day hands-on workshop, and hosting the full activity program for local (and in one node also remote) participants. Each node developed a workshop script that was shared beforehand with the other nodes. 'I AM YOU' Being Connected By Being with DDDUG, 塊 (Katamari) with NEWS, Hacking Into Open Source and Open Space with MELT, and SoilPunk with Hackitects and H&D. This way the different local facilitators could prepare and host these workshops as a proxy. In an experimental way, we explored the concept of a workshop script as an executable document, that can be reproduced by others in other contexts as well. In this way, the different collectives were able to engage with each other's practices through organizing, making and doing things together and connecting our ideas and practices. The process led to a positive experience for participants, but also required extensive interpretation and generosity from the respective workshop facilitators, participants, and the collectives who developed the activities and were on standby to troubleshoot and answer questions or clear things up.

In Amsterdam we hosted a well-visited public program consisting of a lecture program at Framer Framed with Hackers & Designers, Display Distribute, Varia, Elaine W. Ho, Question Collective, a film screening and discussion with Liminal Vision and Polina Medvedeva at FC Hyena, and an evening program at Garage Noord, with talks, performances, and music withThe Queer Arcana, ¥€$Si PERSE, Carina Erdmann, SasaHara, Noise Diva, DJ Bebe, Dan1dang3r, jujulove, and LARASATI.

While the Summer Academy could accomodate a limited number of participants in Amsterdam who committed to a daily timetable, the public program was a way for us to open up some of the questions, activities, discussions and outcomes of the Summer Academy to a wider public in Amsterdam.

An additional effort for disseminating insights was the involvement of Radio Echo a 6-person radio collective that participated and documented the program with photos and daily radio broadcasts.

This program led to various new opportunities for H&D. We have been able to deepen connections with long term collaborators Dianaband (who participated as new collective DDDUG in the summer academy) and will continue to collaborate with them in the future. The project brought to light that our collectives have similar goals, but quite different modes of operation which can be explored through further (remote) collaboration. The collaboration with MELT has led Anja to invite Iz and Ren as guests to collaborate in a different project together.

And lastly, organizing the event on accessibility and inclusivity in the hybrid cultural sector continues to fuel artistic ways to research

Meetup: Where is Every Body?
at Framer Framed

accessibility of interfaces and web content. Coop members André, Karl and Pernilla were invited to host a one-week workshop in September at the University of Applied Sciences Northwestern Switzerland (FHNW) to explore this further.

The topic of sustainable hacking and tinkering, as featured in the workshop by NEWS as well as the SoilPunk workshop, introduced a new line of thinking that has shaped our programming for 2023. Punk, DIY ways of imagining sustainable futures will be a driving force in the activities to come.

## Collective Ecosystems

The dissemination of H&D's open source, low-barrier, and hands-on practical mentality over various geographies, communities and practices has been a strong principle of this year's and previous year's activities and organizational experiments. H&D, with the support of manifold international partners developed modes of organizing and collaborating internationally, while addressing concerns regarding sustainability, strengthening situated knowledge and local economies. For instance the project SolarPunk, co-funded by Fonds voor Cultuurparticipatie was a distributed effort to developer intergenerational workshops with two feminist makers/hacker spaces Prototype PGH in Pittsburg, USA and Mz* Baltazar's Laboratory in Austria. The collaboration was a continued collaboration during the previous H&D Summer Academy 2021 where the two partners participated as collaborating nodes. The goal of the trajectory was to develop artistic/educational/activist intergenerational workshops in the respective communities and support each other through regular exchanges. Each partner would facilitate an assembly, propose exercises, give presentations about their practices, location-specific challenges. We held and documented in-depth online conversations, and developed hands-on intergenerational activities in the spirit of 'solarpunk'.


Meetup: Where is Every Body?
at Framer Framed

> I literally heard of pod mapping from the Solar Punk meetings and it had a profound impact on me. It's something we all do in one way or another, but I never thought to formally do it on paper and take account of who/what is my support system and how do I make it count more and stand for others in a more meaningful way. —Naomi Prototype Pittsburgh

The subject and conceptual framework Solarpunk, as well as the inspirational mode of organizing resonated strongly with all participating communities, and wider audiences, and has shaped our plans for next year significantly. Specifically the stimulating exchanges across different communities who all work towards more equitable techno futures in unique ways, and H&D's first concrete attempt at intergenerational programming which involved children and grown-ups together on equal footing. The project led to a public talk at Framer Framed, a book contribution, a second workshop iteration (Page Not Found), a new inquiry from the organization De Vrolijkheid at the asylum seekers' center in Katwijk as well as a fourth iteration – a commission by Amsterdam University of the Arts to host the workshop in 2023. The Solarpunk workshop also had a spin-off – the SoilPunk workshop we developed together with Hackitects for the H&D Summer Academy. The questions at the core of this project and the different audiences it was able to accommodate is of great influence for our activity of 2023.


Meetup: Where is Every Body?
at Framer Framed

ChattyPub walk-in workshop
at Page Not Found
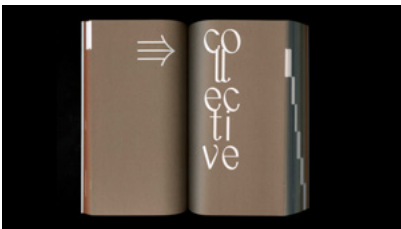


Making Matters Publication



First, Then... Repeat.
Workshop Scripts in Practice



First, Then... Repeat.
Workshop Scripts in Practice

Reflection on the functioning of the organization

All of our activities are a continuous effort to connect different communities, and share practices with other collectives that explore open-source tools and infrastructures in their art, design and hard/software developing practices. External partnerships and collaborations we've been able to build and nurture over the years, invite and involve H&D because of our experimental and hands-on approach to developing our activities and approaching our research subjects.

As a collective we were able to react and adapt to the pandemic, and continue our activities and stay connected to the wider H&D community. However, the nature of the work and collaborations changed as a result. Before remote work, hybrid formats and distributed activities became the norm, H&D operated rather ad hoc, emphasizing in-person informal encounters. Being together and playing together, direct material experimentation, was key to H&D's activities. Our periodic evaluations point out that coop members would like more attention within H&D activities for their evolving artistic practices, personal and professional interests and ambitions, and create stronger linkages to their practices as makers (designers, artists, developers, educators). In our latest evaluation we concluded that the type of activities we programmed had become rather heavy in terms of coordination, communication and production. There is a shared desire to make and experiment together more. In 2023, rather than hosting, and producing events, we will practice becoming 'good guests'. We will explore ways in which we can get together as a collective more frequently and more meaningfully leveraging other infrastructures and facilities, whilst initiating encounters with other collectives and our communities. Examples of this approach have been tested already in 2022 for instance through coop member Anja Groten who 'guested' a H&D workshop series, drawing from her practice-based PhD research at Page Not Found in the Hague and Troef in Leiden. Other examples are the ad-hoc walk-in workshop at Bergen Art Book Fair in Norway, and an invitation by Documenta artists Jatiwangi art factory who offered H&D together with Display Distribute the space to host a walk-in workshop inside their large group exhibition at Hübner Areal at Documenta 15 in Kassel in July. The workshop took place on the occasion of the book launch of Making Matters. A vocabulary of collective arts a publication to which the three collectives Jatiwangi, H&D, and Light Logistics, amongst others contributed.

Accommodating publishing activities

In 2022 H&D worked on several experimental publishing projects, amongst which the book 'Making Matters. A Vocabulary for Collective Arts' (Valiz, 2022) launched at documenta 15 in June 2022, and 'First, Then…Repeat. Workshop scripts in practice', self-published by H&D, launched at Page Not Found in November 2022.

H&D's publishing practice is deeply intertwined with our hands-on workshop activities. Publications evolve in and around workshops, meetups and our summer academy, supporting and preserving the generated workshop knowledge. Making publications is furthermore a way for H&D to reconnect to the community and continue conversations and collaborations. Our publishing processes are furthermore part of an ongoing collective exploration into unusual, non-proprietary, open-source, free and libre

Solarpunk Kids (Bring Your Own Grown-up) - Scavenger hunt with Hackers & Designers



Solarpunk Kids (Bring Your Own Grown-up) - Scavenger hunt with Hackers & Designers



HDSA2023 Scarf merch
Design by Manon Bachelier

publishing tools and workflows. Hackers & Designers' publishing experiments intersect computer programming, art, and design, and involve the building of self-made, hacked, and reappropriated tools and technical infrastructures. Such tools come with their own quirks and ask us to re-think our relationship to design tools. H&D's aim is that these publications (including the documentation of the process of their coming into being) contribute to a growing community of designers and developers who consider it relevant to rethink their tool-ecologies. With every publication H&D develops further its experimental and open source publishing tools, which is also an investment into building more durable sustainable forms of collaboration on such projects.

We opened up our publishing processes through various workshops at Page Not Found in The Hague and TROEF in Leiden, at documenta fifteen and through various invitations to host workshops in the context of art book fairs and art and design academies. Organizing events and workshops around the publishing process is an attempt to include various perspectives into the process. Contributors and workshop participants for instance contributed various feminist/intersectional perspectives and reflections on accessibility.

We leveraged the making of these publications as an opportunity to reconnect to our diverse community and gave them a platform to share their stories. With 'First Then Repeat' we encouraged contributors to also reflect on the specific (sometimes precarious) collective conditions in which their work evolves. An example of this is the contribution of Prototype PGH, "Open-source Parenting," authored by Naomi Chambers and Erin Gatz who proposed through their contributions ways to collaborate across differences and build support structures for black mothers so they can participate in the maker community.

The content and code are made available under COLLECTIVE CONDITIONS FOR RE-USE (CC4r).

Opening up and sharing processes, content and code is H&D's way to inspire various communities to consider non-proprietary free tools, and a way to create more equitable ways of publishing, challenging arbitrary boundaries between professional and amateur software use.

Note on the Financial Report

Comments on deviations to the budget have been added to the financial overview. Overall H&D has been able to adapt financially to propose the intended program.

We opted for less meetups and instead focused on curating a richer public program in fewer moments. The events 'Where Is Every Body?' as well as the 3-part series Summer Talks became larger events with which we were able to attract a sizable audience, but it also required more of our resources in terms of communication, coordination, production and guest fees. Because we hosted fewer meetups we spent less resources on accommodating better accessibility, because this was more concentrated around one location and one event. For the argument of accessibility, we opted to offer the workshop program free of charge. The actual budget also reflects that collaborating with the remote nodes required more extensive planning and coordination in terms of developing the program together. We've spent some of the budget

HDSA2022 in Berlin with MELT

originally allocated for materials and equipment for meetups on covering the hours of the collectives hosting the remote nodes. To develop the program of the public events, we attracted external experts and an extended speaker program, so the costs for speaker fees and performances is higher than originally planned, and could largely be covered by economizing on the post for research and development, travel expenses, acquisition and general "beheerslasten".

The indirect income consists of the rental of desks in the studio to members of the coop and others. All members have agreed to contribute to the co-op by working for a reduced hourly rate of € 40. In the financial report, these hours are valued at the more applicable rate of € 65, with the difference being allocated to income. Some members who receive funding for their own academic work decide to invest hours in working for Hackers & Designers.


HDSA2022 in Seoul with DDDUG
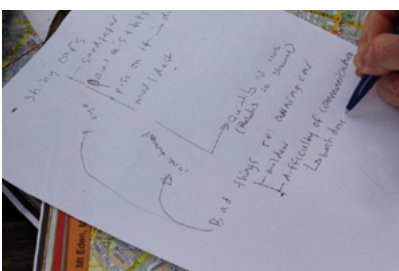

HDSA2022 in Tāmaki Makaurau with NEWS