SUMMARY

The Hackers & Designers' program plans for 2020 were, from the start, heavily conceived through "distributed sites" and collaborations across Europe, the USA, and Southeast Asia. The distributed nature of our program, spurred on by the pandemic, highlighted how H&D functions as a platform as much as a network: connecting, sending out signals, establishing and re-establishing protocols. Our goal for 2020 was to further investigate the network characteristics of H&D, and focus specifically on topics related to information, and communication infrastructures and their societal implications.

Taking into consideration the specificity of different communities, our aim was to explore the possibilities and limitations of (decentralized) networking, parasitical DIY approaches to connectivity, and self-determined organization of communication and information flows. With our program we wanted to openly pose questions through the lens of connectivity that reflect H&D's technical, conceptual, practical as well as organizational workings. During our 2020 program, with a variety of activities, we were able to engage with the following questions, which we had set out in our original application and planning:

- How can we develop means of accessing, understanding, and directly engaging with network infrastructures, which ultimately enable our practices to run more or less smoothly?

- How can we—as designers, artists, and creative technologists—challenge notions such as the cloud, which contribute to the mystification of concrete technologies and an erasure of its material implications?

- How can we open up our modes of collaboration, and consider alternative ways of dealing with file transfer, processing power, disk storage and bandwidth, that challenge the common client-server model, such as decentralized p2p networks?

- How can we enable critical encounters with communication and transfer protocols?

- How can hands-on approaches to those encounters contribute to making abstract and complicated technological concepts more tangible for non-experts?

- And lastly, considering H&D's own organizational structure and wider, inclusive network, how can we make the different nodes, connections and protocols, which constitute and maintain H&D, more explicit?

For our 2020 program, under the overarching title 'Network Imaginaries', we invited users and makers of technology to join us in reflecting on networked practices in experimental and hands-on ways. With our program, our aim was to develop activities that were relevant and accessible to a wide range of users and makers, and addressing both more specialised and broader audiences.

DETAILED DESCRIPTION OF ACTIVITIES

During the course of 2020 we engaged in a number of activities, which we will outline below in chronological order, as they unfolded over the course of the year.

Workshop: Gait Recognition Tool Testing and New Years Drinks (31-01-202)

https://hackersanddesigners.nl/s/Activities/p/Gait_Recognition_Tool_Testing_and_New_Years_Drinks

The year started off with a kickoff workshop 'Gait Recognition Tool Testing' by artist Kiki Mager, leading up to the exhibition 'BodyBuilding' at Tetem, which H&D was developing. The event was part lecture and part workshop focused on giving an introduction to the concept of 'gait' (one's style of walking) and its place within the human / technology relationship — in particular how gait is recognized tracked and used to outline 'emotional profiles' of one's mood, state of excitement, anxiety, etc. The workshop began with a 30min introduction from Dr. John Stins from the VU, who introduced the concept of gait and analysis of gait / walk cycles, followed by the presentation and testing of Kiki's gait recognition tool that they were developing for the BodyBuilding exhibition. The workshop participants were able to test the tool that Kiki was building and think together about gait recognition technologies. The workshop fed into the development of Kiki's gait recognition tool, which was part of their work 'Collective Gait' for the BodyBuilding exhibition.

Audience The workshop had a total of 13 participants and took place in the Hackers & Designers studio space at NDSM.
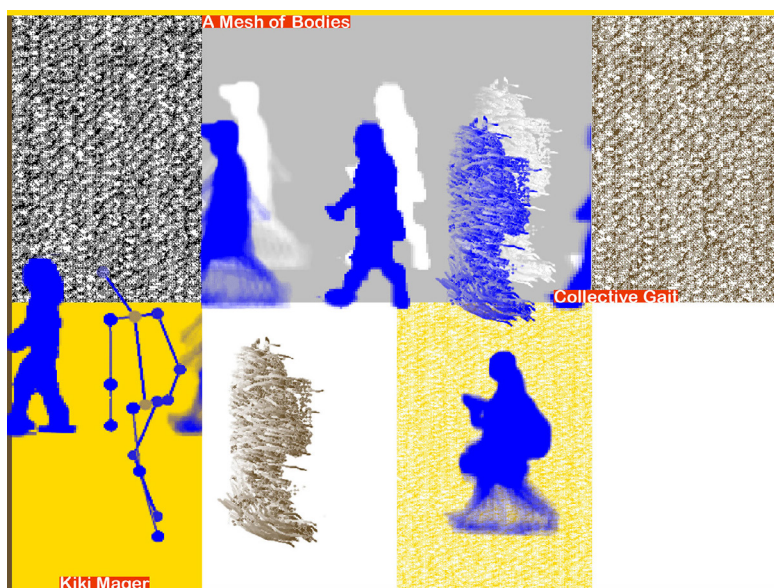

Image: Kiki Mager's work for the BodyBuilding exhibition, with images of their research. This design was used as the exhibition design

BodyBuilding: Inefficient Tool Building for Quantified Beings (Feb to Oct 2020)

https://hackersanddesigners.nl/s/Activities/p/BodyBuilding._Inefficient_Tool_Building_for_Quantified_Beings

BodyBuilding was a process-driven exhibition curated by H&D, which investigated the intersection of technology and the agency of the (human, post-human, trans-human, non-human) body from a maker's perspective. The exhibition was commissioned by Tetem in Enschede and developed in collaboration with The Underground Division (Helen Pritchard, Jara Rocha, Femke Snelting), Nazanin Karimi, Thomas Rustemeyer and Kiki Mager. The physical and interactive structure, through which visitors were able to move, view, experience, and interact with the different artworks was on view only for a short duration due to the outbreak of COVID-19. The planned 'Moving Bodies Bus Symposium' also had to be canceled. To adapt quickly to the situation, H&D developed a dedicated

website https://bodybuilding.hackersanddesigners.nl/ for the online exhibition of the works and also a self-built streaming platform to facilitate an online opening of the adapted exhibition and collaborative event with The Hmm. The physical exhibition re-opened for a second show at NDSM Fuse from 26 September to 23 October 2020, along with a public program.
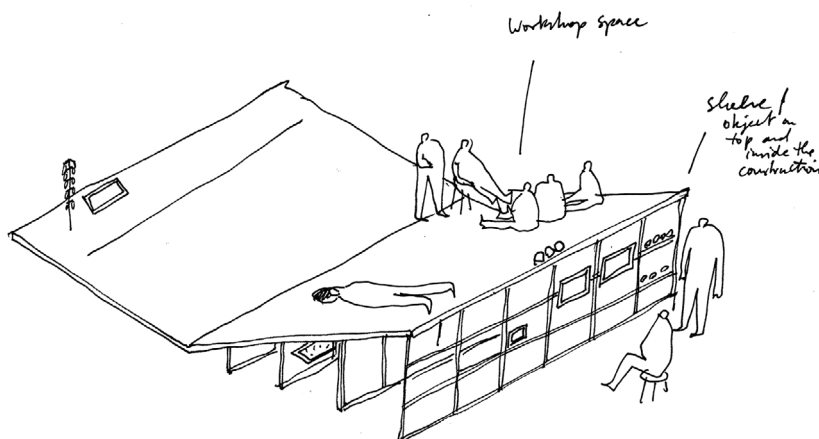
Audience We were able to have an opening with a small tour through the exhibition for an audience of around 35 people, after which the exhibition had to close.

Image: ROCK REPO by The Underground Division, installed at Tetem in Enschede

Image: The platform, designed by Thomas Rustemeyer, installed at Tetem in Enschede

Workshop: Repository of Feminist Search Strategies (08-02-2020)

https://hackersanddesigners.nl/s/Activities/p/Workshop:_Repository_of_Feminist_Search_Strategies

In February, in collaboration with Read-in, H&D organised a workshop as part of the ongoing collaborative Feminst Search Tool project. We invited Alice Strete and Angeliki Diakrousi – recent graduates of XPUB (Master in Experimental Publishing at the Piet Zwart Institute), to share their work about feminist strategies for searching in library catalogs and digital archives. The workshop unfolded via a collective mapping of 'other' strategies to searching databases by using a feminst lens: for example, what does it mean to categorize identities? Furthermore, this workshop kicked off a fruitful collaboration between Angeliki Diakrousi and Alice Strete within the Feminist Search Tool project, which continued throughout the year.

Audience The workshop had a total of 15 participants and took place in the Hackers & Designers studio space at NDSM.
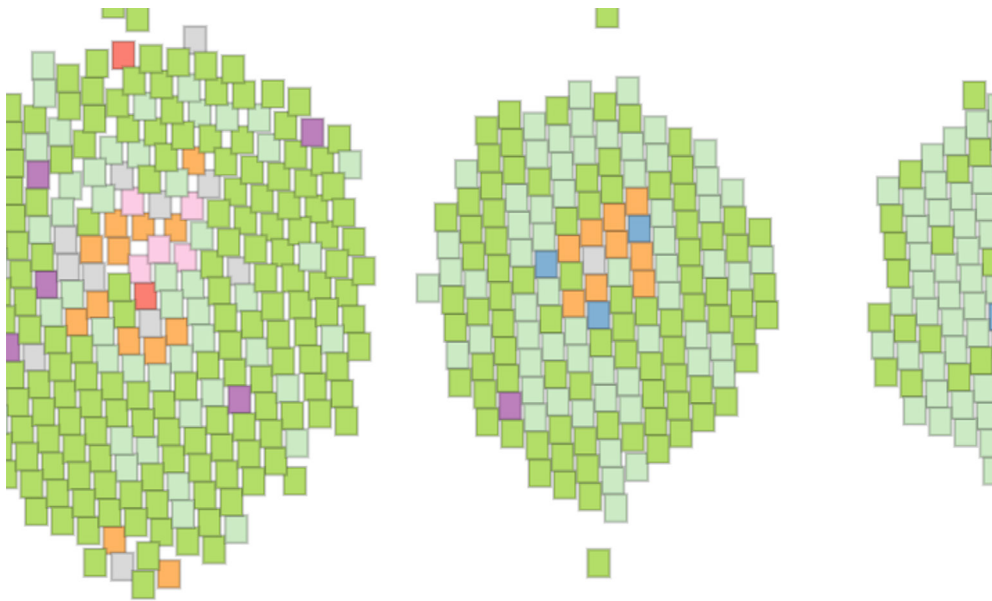

Image: Visualizations from the Feminist Search Tools project

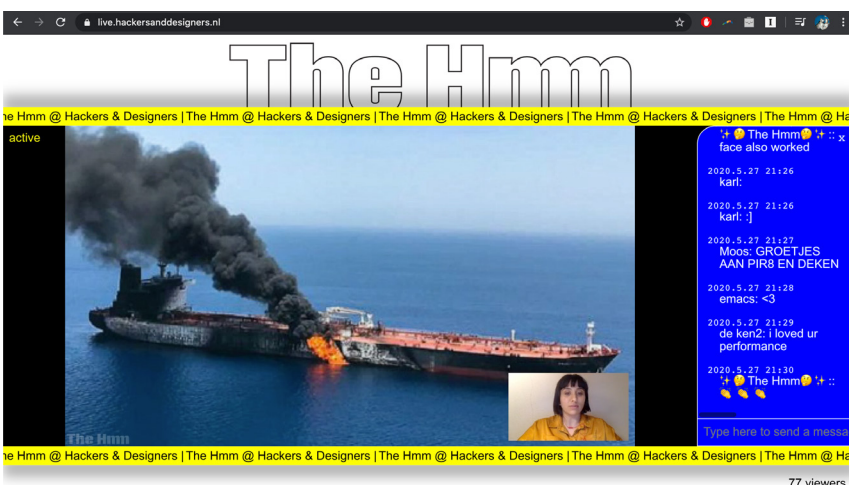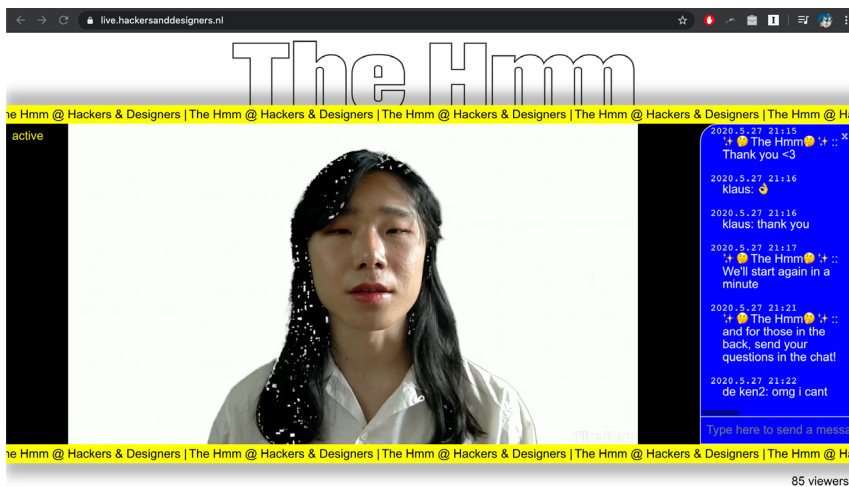## The Hmm @Hackers & Designers (27-05-2020) online

https://hackersanddesigners.nl/s/Activities/p/The_Hmm_@Hackers_&_Designers

At the end of May, after the first few months of the pandemic, and the increase of endless video streaming sessions for many people—whether for work or to keep in touch with loved ones—the first livestream event was held by The Hmm and Hackers & Designers. The collaboration between The Hmm and H&D was originally planned as part of the BodyBuilding exhibition, where we wanted to do a bus tour from Amsterdam to Enschede, with presentations from eight artists, designers, and researchers taking place on the bus itself. This was not possible due to the pandemic, so instead of The Hmm being hosted on the bus, we decided to host The Hmm on the H&D livestream. For this event, we built our own livestream. The reason for this was two-fold: to figure out if there was a non-extractivist way to set up a videostream (eg. not relying on Zoom, Skype, Google Hangout, etc), as well as further re-adjusting the ways in which to make visible the BodyBuilding exhibition at Tetem, which had to be shut down early because of the pandemic restrictions. During the event we introduced the BodyBuilding exhibition and one of the artists from the exhibition, Nazanin Karimi, presented her work.

As mentioned, for the occasion, H&D built up a custom video streaming website, leveraging existing infrastructure (MUX.com) but gaining more control on the overall video stream design and live chat. This initial ad-hoc prototype got refined more over the course of 2020

and was used for many other events since then, both by H&D and The Hmm. The code for the live stream, as well as information about how it was made, was made freely available on our H&D Github (https://github.com/hackersanddesigners/the-hmm-livestream) and we created a specific license for its use. In addition, other Dutch cultural organizations reached out about using the live stream website or inquiring about a member of H&D building a livestream website for them using the original code as the base. This collaboration with The Hmm was very fruitful for everyone involved and positioned both H&D and The Hmm in a unique position within the cultural sector as there were very few organizations who had created a custom built livestream setup for events.

Audience The audience for the original event was around 82 people. The videos from the event were put online on The Hmm YouTube account, and there were a total of 207 views on the videos. on the videos.
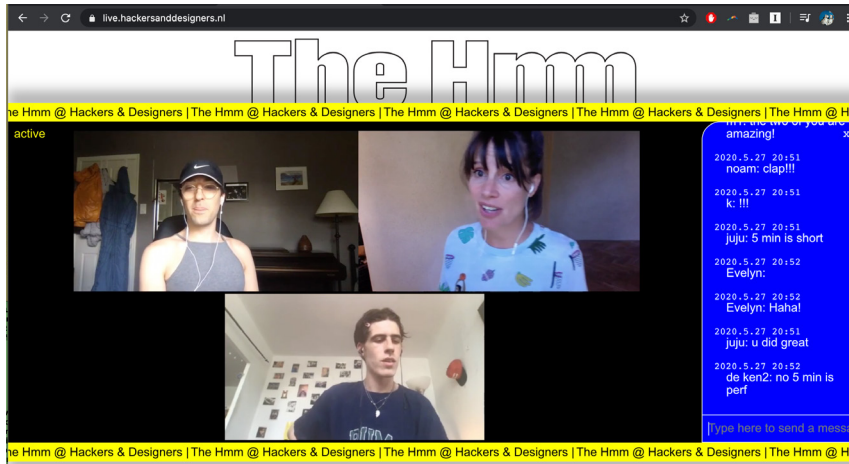
Images: Three screen captures from The Hmm @ Hackers & Designers event, on the livestream that we built together

BodyBuilding: A Platform in Transition (24-06-2020) online
https://hackersanddesigners.nl/s/Activities/p/BodyBuilding:_A_Platform_in_Transition
In addition to The Hmm @ Hackers & Designers, another event for the BodyBuilding
exhibition was held online: 'BodyBuilding: A Platform in Transition'. The event coincided
with the launch of the exhibition website (https://bodybuilding.hackersanddesigners.nl)
which was made as a way to bring the exhibition to a larger audience in a digital format,
especially as the exhibition was cancelled after only two weeks due to the lockdown. The
exhibition website also served as a way to make the research and development that was
undertaken for the BodyBuilding exhibition accessible to a larger public. The program,
which took place on the H&D livestream, was structured in three parts: (1) The Underground
Division (Femke Snelting, Jara Rocha, Helen Pritchard) sharing their project ROCK REPO
which questioned "inhuman materialities and how they matter [in] the world, the crushing
exploitations and extractions of normative 3D processes of geocomputation, and the act of
translating between the 'physical' and the 'digital'"; (2) a new sound recording of 'Ultrasonic
dreams of aclinical renderings' by The Underground Division as well, made in collaboration
with Katrina Burch; and (3), a talk by Anja Groten on the notion of the platform and
platformization. The event was hosted and moderated by Anja Groten and Margarita Osipian.

> Audience The audience for the live event was around 45 people. The BodyBuilding
> exhibition website will stay online as a reference about the exhibition, which can be
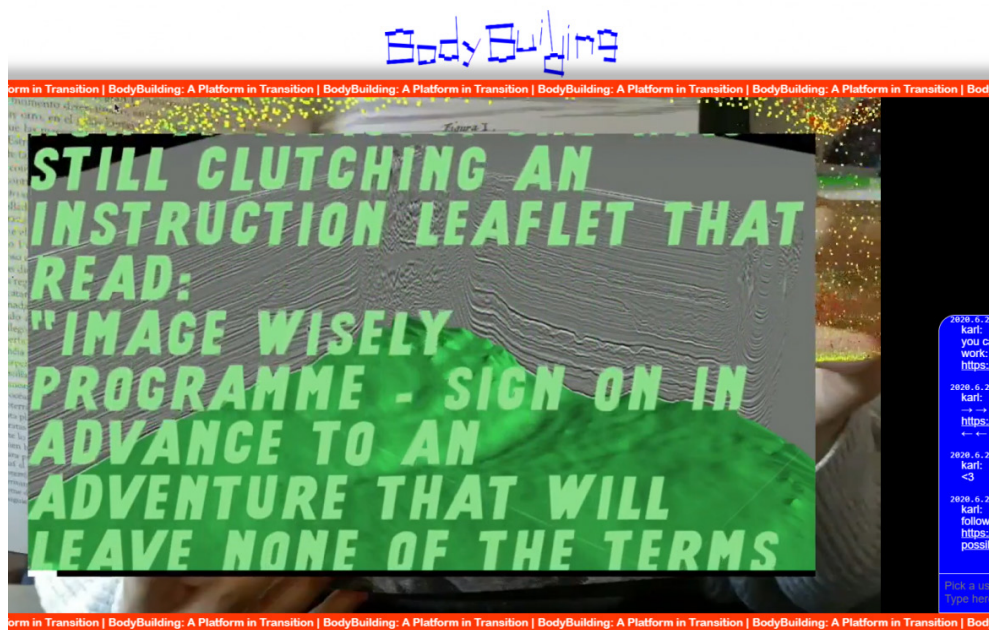> visited at any time.

Image: Screen capture from BodyBuilding: A Platform in Transition,
online event

Hackers & Designers Summer Academy (HDSA) 2020 - Network Imaginaries
(20-07-2020 to 25-07-2020) online
In July, the sixth Hackers & Designers Summer Academy took place, and for the first time
it took place completely online. Furthering the previous format of BYOW (Bring Your Own
Workshop), initiated in 2017, in 2020 the format went completely distributed and networked
across the world. Workshop leaders developed online workshops, leveraging so-called
workshop scripts that could be followed synchronously as well as asynchronously. We also
encouraged smaller groups to form in physical spaces (like at Varia in Rotterdam) to do the
workshops together, and two or three people joined us at the H&D studio to partake in some
of the workshops. The Summer Academy was bookended with two collective synchronous
moments: the kick-off event at the beginning of the summer academy and the reflection
and goodbye at the end. We hosted the kick-off event during two different moments in the

day (in the morning and in the early evening) in order to encompass as many time zones as possible and bring as many participants as together as possible at the same moment. During the goodbye event, we reflected on, and presented, what was developed during the different Summer Academy workshops.

The open call for participation, as well as the open call for workshop proposals, sparked an overwhelming response. This presented us with the difficult task of selecting workshop proposals and participants. Through this process we learned that in the future we will need more explicit and transparent selection criteria, which we wish to develop for 2021. We accepted 17 workshop proposals submitted by facilitators from all over the world, and counted a total of 75 participants including ourselves (3 times larger than previous Summer Academies). In previous years we also had a public program as part of the Summer Academy, to open up the theme and workshops to a larger audience, as well as to have a space to share what was developed during the academy with the public. However, due to the additional challenges raised by the COVID-19 regulations, we chose instead to incorporate the public program into the reinstallment of the Body Building exhibition in the fall.

While we were happy to host more people, this year face-to-face interactions were solely missed. Audience/participant evaluations were nevertheless largely positive. Participants appreciated the manifold of surprising formats offered, the introduction to alternatives than the usual proprietary tools, and the facilitators' efforts to create welcoming and stimulating online experiences and exchange. H&D introduced the format of stand-alone workshop scripts that could be followed asynchronously and allowed participation in different time zones – a tremendously rich and valuable pool of resources which we intend to publish. As in previous years, we will develop a publication about the topic 'Network Imaginaries' reflecting our experiences of this extraordinary year and invite our contributors and external commentators to add to the conversation.

During this edition, Hackers and Designers also formally introduced a [Code of Conduct](#) that, while already informally present in the past editions, became even more important in a 100% internet-based environment.

A total of 17 workshops were selected and presented in the span of five days. Workshops spanned across topics such as:

- various explorations of peer 2 peer networks and protocols for documenting workshops, testing consensus, creating our own chat rooms, understanding emails through mailing lists and chain-based writing, and collectively supporting a planetary radio transmission;
- reflections on overly tech-optimistic "solutions" to the covid pandemic and the people left behind, or by translating digital software to analog practices of mending and patching physical objects;
- confusing algorithms's image recognition, appropriating wikhow's writing logic for the futures we want to see, and building bots as sorcery and divination entities;
- re-imagining cosiness in internet spaces by uploading, sharing and playing our favourite sounds together in real time in the same web app, by making our video chat session more homely, collective and joyful, and by exploring group based text and audio streaming as ways to be, and get, together;
- lastly, reimagining what a sustainable internet could be, how it could work, and what it would look like, and collectively describing and annotating possible feminist internets.

The following workshops took place during the summer academy:
- The Proof of Consensus
- Becoming a Server
- Experimental Chatroom
- The Underdistanced
- Climate KIC Lecture 'Sustainable Internet'
- Data Meditations: new rituals for new possible worlds
- Designing Digital Domestics
- Reimagining the future
- EpiphenoMAILnal : RITUALS OF EMAIL
- Sound Mixing Bowl
- Hole Mending Workshop
- Temporary Riparian Zone
- Mystical Bot
- Ephemer(e)ality Capture workshop
- Radio Transmission
- HDSA2020 sharing pool and goodbyes
- Writing the Feminist Internet

All workshops, with full descriptions and images, are documented on the H&D Summer Academy 2020 webpage

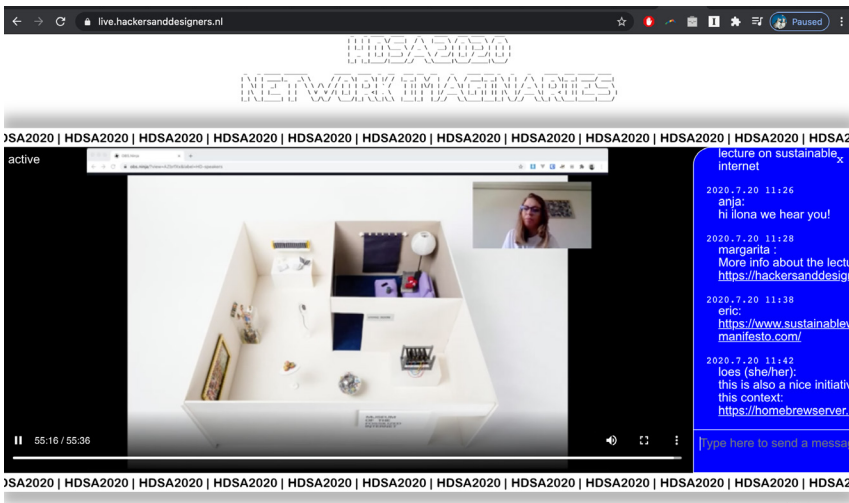`Audience`: In total we had 75 participants in the H&D Summer Academy.

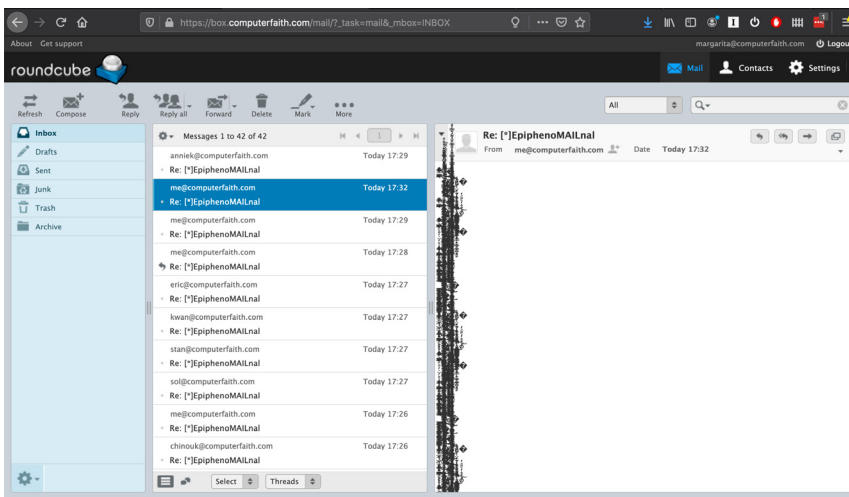**Image: Ilona giving the Climate KIC lecture about sustainable internet**

**Image: Results from the EpiphenoMAILnal :
RITUALS OF EMAIL workshop**

BodyBuilding, Inefficient Tools for Quantified Beings Exhibition and Public Program at FUSE (26-09-2020 to 23-10-2020) online and offline

https://hackersanddesigners.nl/s/Activities/p/Inefficient_Tools_for_Quantified_Beings_Exhibition_and_Public_Program_at_FUSE

Between mid-September and mid-October, the BodyBuilding exhibition, which was originally at Tetem in Enschede, was reinstalled at NDSM Fuse in Amsterdam. Since the exhibition was only on view for two weeks at Tetem, due to the lockdown, we felt it was important to exhibit and interact with the works again, especially within our community in Amsterdam. In addition to the exhibition, the program consisted of three events which served as a way to engage with the thematics of the exhibition and activate the physical platform that was the central structural element of the BodyBuilding exhibition. Comprised of lectures, performances, and workshops, the public program was hosted in (and broadcast from) the exhibition space at NDSN Fuse. The public program for the exhibition consisted of the following events:

1. Inefficient Tools for Quantified Beings Opening Program (26-09-2020)
https://wiki.hackersanddesigners.nl/index.php?title=Inefficient_Tools_for_Quantified_Beings_Opening_Program
This opening program took place on and around the 'platform' that is at the center of the exhibition. Visitors were invited to ask questions about the inner workings, the ethics, and the socio-technological entanglements of technologies. The program included the following:

- Introduction to the exhibition by Anja Groten & Margarita Osipian
- Annika Kappner shared her current research project Deep Planetary Sensing through a brief guided meditation and a series of exercises exploring the relation between the digital and the analogue sensorium of the Earth.
- Nazanin Karimi presented about her work Sunburned Land: A bodily experience of a digital story, which was part of the BodyBuilding exhibition
- Maxim Garcia Diaz did an embodied text performance, related to the new H&D publication 'Coded Bodies'

Image: Embodied performance from Maxim Garcia Diaz

Image: Guided meditation by Annika Kappner

2. Inefficient Tools for Quantified Beings Hack Day (17-10-2020) online
https://hackersanddesigners.nl/s/Activities/p/Inefficient_Tools_for_Quantified_Beings_Hack_Day
This second event was a full day program which was split into two parts. In the morning there was a hands-on workshop about sending data to 'smart' devices to 'un-quantify our bodies'. This workshop was run by Heerko van der Kooij, Loes Bogers and Nigel van der Pol and took place online. Participants were sent small mail packages with the materials they needed in order to take part in the workshop. In the

second half of the day we had a series of lunch talks and a workshop about Bibliotecha [https://bibliotecha.info/] – a digital, offline community library. The second half of the day had the following program:

- Introduction by H&D with a reflection on the summer school and the topic 'Network Imaginaries'
- Online talk by Roel Roscam Abbing about Low Tech Magazine: a website powered by solar power, followed by a Q+A with Roel.
- Talk by Bibliotecha (Luke Murphy, Simon Browne): with a collective reading and a Bootleg library tour by Simon, followed by a Q+A with Bibliotecha.
- Bibliotecha install session, where we learned to install our own instance of Bibliotecha

**Image: Promotional image
for Smart Spectral Sensing workshop**

3. Platform in Action with Astrit Ismaili, Angelo Custódio and Tatiana Rosa (23-10-2020) online
https://hackersanddesigners.nl/s/Activities/p/Platform_in_Action_with_Astrit_Ismaili,_Angelo_Custódio_and_Tatiana_Rosa
The closing event of the BodyBuilding exhibition at NDSM Fuse consisted of a guided tour of the show by Anja Groten and a take over of the platform by performance artists Astrit Ismaili and Angelo Custódio in collaboration with Tatiana Rosa. These two performances allowed us to activate the platform as we had intended, and brought in the 2019 H&D theme of the Coded Body into the present moment. The artists each presented their performative work, while the audience joined via the livestream and participated through the chat of the livestream, with Juliette Lizotte as the host:

- *QueerAble in/stabilities* is a performative encounter, developed by Angelo Custódio in collaboration with Tatiana Rosa, in which other embodiments are transformed into sound through a wireless electro-acoustic interface assembled to the body.
- *Body Extensions/Wearable Instruments* is an ongoing research from Astrit Ismaili. Body extensions and wearable instruments are a recurring motif in Astrits work, spanning from the first body extension work in 2012, Kullani, to the latest works; Pink Muscle, The New Body and MISS.

Except for the first event, the other two, due to new covid restrictions were only streamed online with no public being physically present at the FUSE NDSM building.

Audience
Opening event: 30 people (this was the max allowed)
Hack day event: 45 people in total for the workshop and the talks
Closing event live stream: 50 people watching
NDSM open day: 200 visitors to the exhibition

An average of 10 - 15 people on every open day of the exhibition (which was 12 days in total because FUSE had to limit their open days due to corona regulations)
TOTAL: 505 visitors

Image: Astrit performing during the Platform in Action event

Image: Angelo performing during the Platform in Action event

SolarPunk: Who Owns the Web

This was a project that we wanted to work on in 2020 and which was in our original application, but had to be moved to 2021. However, by moving the BodyBuilding exhibition and Summer Academy public program into the same time frame, we were able to invite some of our speakers that we had in mind for the SolarPunk program and start the conversation with them for a program next year. We saved travel costs and some other operational costs by combining programs, which we could allocate to building a functioning online infrastructure – a tool ecology that allowed us to host workshops and talks online. We were also pleased to see that many of the topics we wanted to address in the Solar Punk program already came up – out of necessity – during the summer academy. For instance we

built a live stream platform, learned about distributed radio broadcasting across continents and time zones, and built a file sharing platform that runs on peer-to-peer technology and allowed participants to connect and exchange synchronously as well as asynchronously. In a way our Solar Punk project naturally merged into all of our other activities.

Mail Art: A Complaint Letter to the Internet (10-10-2020)

https://hackersanddesigners.nl/s/Activities/p/Mail_Art:_A_Complaint_Letter_to_the_Internet

This workshop was held by Anja Groten and Karl Mubarak under the name Mail Art: A Complaint Letter to the Internet, as part of the Read My World Festival (Tolhuistuin, Amsterdam). The workshop used the so far accumulated pandemic reality to let participants share, rant and complain about their daily internet experience by sending mail letters, following an ad-hoc protocol and producing a network of their own.

Audience 15 people joined this workshop

Intersectional Search in Queer and Trans Archives (04-11-2020) online

https://hackersanddesigners.nl/s/Activities/p/Intersectional_Search_in_Queer_and_Trans_Archives

This was the second event of 2020 around the Feminst Search Tools project. The Feminist Search Tools project is part of a long-term collaboration between the two collectives Read-in and Hackers & Designers. The Feminist Search Tools work group consists of: Read-in (Annette Krauss, Svenja Engels, Laura Pardo), Hackers & Designers, (Anja Groten, André Fincato, Heerko van der Kooij, and previous member James Bryan Graves), Ola Hassanain, Angeliki Diakrousi and Alice Strete.

The event was split into two main parts:

1. A presentation and reflection on the Feminist Search Tools project and conversation with IHLIA LGBTI Heritage. This part of the presentation focused on the collaboration with IHLIA LGBT Heritage collection and included a presentation of the Homosaurus – a search interface initiated by former head of collection Jack van der Wel to give insights into the Homosaurus, and its relevance for the FST project. The tool presentation emphasized the lens through which the tool looks at the IHLIA LGTB collection, which let us revisit the questions: Why are the authors of the books I read so white, so male, so Eurocentric? What does this question mean in the context of a queer and trans archive? Whose voices are brought to the fore? Whose voices are still missing? The presentation of the project contextualised the functionalities of the tools by reflecting on choices and collaborations that informed the project in its current form.

2. A panel titled 'Marginalized voices in queer and trans archives' with Eliza Steinbock, Naomie Pieter, Nina Littel, Wigbertson Julian Isenia. This panel revolved around questions of thinking with and caring for marginalised voices in queer and trans archives. How do we collect and use archival materials in an inclusive and decolonial way? Which methods are used to find certain marginalized groups in the archive? Which dilemmas and questions arise in finding particular perspectives in queer and trans archives? How are intersections in the archive erased or maintained? That is, in what ways are the databases and keywords we use conducive to an intersectional research. And finally, how are marginalized voices included in archives? Who gets included, and when?

The event was hosted on the H&D livestream platform, which was experienced as a challenging digital experience – especially by the speakers who were coming from more academic fields in which they are used to flawlessly functioning tools such as Zoom or

Microsoft teams. This experience made us aware of the needs that different audiences come with – and the disconnect that may occur when we cannot rely anymore on personal, physical mediation and caretaking. The event exceeded our expectations in different ways – for instance in terms of number of viewers. In the continuation of the H&D livestream platform we want to attend more to the specific needs that come with the different audiences we attract, and revisit the question of a fully public online event, with a fully open public chat.

> `Audience` There were 170 viewers for this event on the livestream

Virtual Tokyo Art Book Fair with fanfare (16-11-2020 to 23-11-2020) online
https://wiki.hackersanddesigners.nl/index.php?title=Virtual_Tokyo_Art_Book_Fair_with_fanfare
2020 ended with the online participation of H&D members Anja Groten and Juliette Lizotte in one of three conversations hosted by fanfare at Virtual Tokyo Art Bookfair. Each talk was around one of the words Unlearn, Display, Connect respectively; Hackers & Designers were invited to speak to the word ' "connecting". The conversation devoted space to collaborative design practices where tools and networks are used for the benefit of expressing, exploring or manifesting opinions into a societal context.'.

> `Audience`: There were 30 people following the livestream.

Other activities and commissions
This year, again, Hackers & Designers got to work on many commissioned workshop activities and talks: Read my World, FHNW Basel, Glossary of Undisciplined Design in Leipzig, HFK Bremen, and The Hmm for the BodyBuilding exhibition talks. The newly developed tools, such as the livestream platform, gave us the impulse to dive further into our thematic focus for 2021. All these various activities and new projects have led to new invitations such as designing the next Making Matters book, building livestream platforms for other cultural organizations, being part of the Institute of Network Culture's next two-year research application on hybrid presentation technologies, and taking part in the Ural Industrial Biennale.

> All our ongoing projects and commissions are listed and documented on the H&D Activities page.

REFLECTION
The Covid-19 outbreak threw a wrench into our plans, but overall we are proud of what we were able to accomplish within difficult circumstances. We were able to reach large and international audiences with our live streamed programming, collaborate with new partners, build new tools that responded to the contemporary moment and situation we were in, and restructure our activities as a response to the pandemic situation. The skill-sets and ways of thinking and approaching technology that Hackers & Designers has been developing over the years proved to be beneficial in our ability to respond creatively and proactively to the lockdown situation and the movement of our program online. In addition, our topic of 'Network Imaginaries' proved to be the ideal topic to explore, both thematically and structurally, during a year when most of our activities and communication happened online.

Our objective and overarching goal was to create shared moments of learning and unlearning, by bringing 'makers' and 'users' together to discuss topics related to our reliance on technology in our daily physical and digital, private and professional lives. This objective was achieved through all of our activities that we engaged in during 2020, which intersected with the topic of 'Network Imaginaries' that was our central theme for the year.

For the Summer Academy our goal was to actively empower a network of artists, designers, programmers, thinkers, and tinkerers to explore new areas for practice in ongoing collaboration with an international network of peers. This objective was achieved. We hosted a successful summer academy with a total of 75 participants spread out around the world. We were able to increase our network and reach, while strengthening our ties with the local community in Amsterdam and the Netherlands. With the wide range of Summer Academy workshops we were able to acquire and share new knowledge and skills, while also confronting assumptions of dominant technological constructions and questioning proprietary software and closed systems. Although our program was entirely online, we were able to engage with hands-on learning by using household materials and also learning how to code together while being far.

With our yearly program our aim was to have a thematic thread that is urgent, relevant, and is approachable from a variety of angles and accessible to a wide range of audiences. The lockdown and the pandemic made our topic even more relevant than we could have imagined , as we had to establish new network infrastructures to be able to continue with our activities and also activate and build new tools for live streaming, data collection, collaborative writing, file sharing etc. Our aim was to challenge and activate the audience/participants to use and push the boundaries of existing technology and programming platforms, online/offline networks, high and low tech, and user experience. We were able to achieve this through the wide range of Summer Academy workshops that we could offer, as well as through our yearly program with panel discussions, conversations, lectures, and hands-on workshops. In addition, we wanted to further investigate the network characteristics of H&D, which we were able to do through the wide international reach of the Summer Academy once it went fully online with our activities and through the collaborative projects that we engaged in during 2020 as a way to further our audience reach and also build our own local network.

FINANCIAL REPORT

The adjustments to the proposed budget have been explained per activity in the previous sections and in addition comments on deviations to the budget have been added to the financial overview. Overall H&D has been able to adapt financially to unexpected events and has distributed funds towards decentralized and online events. We have tried to minimize overhead costs ('beheerslasten') as much as possible to preserve proportionality to the activity costs ('activiteitslasten').

From 2019, Hackers & Designers has followed the advice of the Stimulerings fonds to request participant contributions for events and activities. Participant contribution were however lowered this year because of the adjusted program and out of solidarity towards the artists and creatives that participate in our programs. In the past year, income was also generated on a voluntary basis and donations so supporters are able to adjust their contributions to personal financial situations.

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. In case members have an assignment (for example a teaching assignment, a workshop or
participation in a panel) received through Hackers & Designers, 5% of the fee is paid to the foundation. Because of a decrease in external assignments and invitations, coop contribution are lower than expected. Some members who receive funding for their own academic work decide to invest hours in working for Hackers & Designers.

AUDIENCE

For the H&D Summer Academy programme we had outlined two strands of activities which reached different audiences. The first strand, the hands-on workshop program, successfully reached the intended audience and we even increased our audience and workshop participants as the Summer Academy took place online and therefore accessible to people who would not normally have been able to travel to Amsterdam for the physical Summer Academy. The audience was composed of established professional practitioners in the fields of design, art, software development, and technology in and outside of the Netherlands, as well as (international) undergraduate and graduate students. Our goal was furthermore to rethink and open up our intensive workshop programme to people who cannot commit to full days due to parental obligations, work, or health issues. By having the Summer Academy fully online, with no obligation to participate in every workshop, and with the possibility to asynchronously work on workshop activities, we were able to reach people who would usually not have been able to commit to the full Summer Academy program. Because of this, we will continue exploring online formats for 2021, in order to engage different audiences.

For our second strand of activities, the public programs, we wanted to reach a wider and less specialised audience as well as diversify our audience. We were able to do this by working together with Tetem on the BodyBuilding exhibition and program, which brought us a wider national audience since Tetem is invested in connecting to small towns and suburbs surrounding Enschede. Our collaboration with The Hmm also helped us reach audiences who are interested in internet cultures and brought us increased visibility as a community of 'tool builders' because of the livestream that we built together. In addition, we were also able to diversify our audience further with the Feminist Search Tools event in November, which brought together a wide range of voices and perspectives in relation to feminist, queer, and trans archives. Working in collaboration with other organizations allows us to both diversify our audience and expand to different fields of research. And finally, our performance program for the closing of the BodyBuilding exhibition also allowed us to reach a larger audience that are often going to performance art and dance events. Overall we are satisfied with the audiences we were able to reach in 2020, as well as the long and short term collaborations that we engaged with. Our intention was to also interact with the local community around NDSM, which was challenging due to pandemic restrictions and the inability to engage in in-person activities. However we were happy to be able to utilize the community-run exhibition space FUSE at NDSM, and gain visibility for our activities within the community through the installation and the livestream events hosted at FUSE.

COMMUNICATION

Communication tools:

H&D uses a range of tools allowing us to reach our audiences, share the open call for participation to the Summer Academy, announce the public program and share the documentation of our activities.

1. Website

Our website is the central communication reference point. We use the website not only to announce upcoming events but also as an archive and reference of past H&D activities and as a way to publish workshop results, spin-off projects as well as code and tools that have been produced during workshops.

H&D uses [Wikimedia](#) as a content management system for our website, [Etherpad](#) and Ethercalc as notetaking and organizational tools, and [Github](#) to document and share code, workshop scripts, tutorials, and software that have been produced in the context

of our activities. The H&D tool ecology allows us to collectively write, edit, maintain and disseminate collaborative projects and endeavours:
https://hackersanddesigners.nl/s/Summer_Academy_2020/p/EpiphenoMAILnal_:_RITUALS_OF_EMAIL
https://hackersanddesigners.nl/s/Summer_Academy_2020/p/Temporary_Riparian_Zone
https://hackersanddesigners.nl/s/Summer_Academy_2020/p/Sound_Mixing_Bowl

The process of archiving, preserving, and publishing tools allows people from within and outside of the H&D community to look back, reuse, or participate remotely.

2. Mailing List and Newsletter
Our H&D mailing list is an open source, non-proprietary – and is used to announce upcoming events, share the open call for participation for the Summer Academy 2021, for announcing the public program and follow up with documentation. We furthermore invest in sending out our Summer Academy open call through the e-flux Art & Education newsletter, which has helped in the past years to widen our reach.

3. HDSA Campaign
Accessible, humorous and slightly ironic means of communication have been successful strategies for H&D to reach and connect diverse audiences in the past. In the past we have outsourced our HDSA campaign, in 2020 we decided to bring it back to our hands to have more agency and control over the process and outcome. Building further on the established appearance and recognizable H&D approach to visual communication, two members of H&D, Anja Groten and Juliette Lizotte have been working on the graphic design for the H&D Summer Academy promotion.

4. Documentation
In the last three years we have explored further alternative approaches to documentation, exploring different video formats to report on our activities and support the photo documentation. These videos are present on our website, but are also great material to share on other networks (Instagram, YouTube) or to use as contributions for events and exhibitions. In 2019 we developed a tool to generate video montages. The code for the tool is available on our Github, and has been shared, used and appropriated as part of several workshops. For the Summer Academy 2020 member Karl Moubarak developed a peer-to-peer (using the hypercore protocole) platform to share files and document the Summer Academy collectively. (https://hackersanddesigners.nl/s/Summer_Academy_2020/p/Becoming_a_Server). For our public program at Fuse we hired photographer Philip Ullman to document the installation and the three public programs.

5. Social Networks
We don't use Facebook anymore, but kept our page to be able to be mentioned by partner institutes and organizations we collaborate with. However we are still present on Instagram, which remains the most relevant tool for us – next to our website, to publish our visual communication, gather and update followers. We have been using Slack, a collaboration and communication tool and particularly popular in the developer community, for our internal and external communication and expanding the H&D community through exchange on relevant topics and to promote events and workshops. However in 2021 we will be actively looking into alternative platforms as we are questioning Slack's integrity.

6. Establishing local networks
In the past years H&D caught attention on an international level: H&D travelled abroad with a variety of collaborations, exhibitions, lectures, interventions and workshops. The interest of international collaborators helped to promote H&D's values and practice of

community organization, thinking through making and the H&D Summer Academy in an international setting. Since our move in 2019 to the area of NDSM in Amsterdam Noord, we use the occasion of the H&D Summer Academy to adapt our communication strategies also to potential local audiences. Considering the local community more in our communication workflows, we are currently translating parts of the H&D website to Dutch and working on more consistent bi-lingual communication, promoting the H&D Summer Academy workshops and public programme, and to remind people of how to find us and join our mailing list.

7. The Publication

Every year we are documenting our activities with a publication, which features content produced throughout the course of the H&D activity programme with a focus on the Summer Academy. The process of documenting activities has been an incredibly important process in terms of evaluating and reconnecting with individuals and collectives we worked with throughout the year—or intended to work with but did not succeed for different reasons. We approach the editorial process of making the publication as a way to continue and deepen conversation and develop new ideas for future activities. Every year the publication is disseminated on- and offline and used to connect and exchange with makers and communities we want to engage with. The publication has proven to be a beautiful tool to keep close relations with past workshop participants and H&D Summer Academy collaborators and to build and stimulate a meaningful network of cross-disciplinary talent.
https://hackersanddesigners.nl/p/Coded_Bodies_Publication
https://hackersanddesigners.nl/p/Fake_it!_Fake_them!_Fake_you!_Fake_us!_Publication
https://hackersanddesigners.nl/p/On_%26_Off_the_Grid_Publication

Numbers
Mailing list: 900 monthly readers
Website: total visitors in 2020: 9416
USA 3.840
United Kingdom 1.186
The Netherlands 1.091
Germany 884
page views in 2020 23.676
Instagram: 2436 followers (+500 since last year)
Facebook: 1339 followers
Slack #general: 283 members
Slack #random: 270 members
Printrun of 2020 Publication: 200 copies

RELEVANT LINKS
https://hackersanddesigners.nl
https://wiki.hackersanddesigners.nl/
https://www.instagram.com/hackersanddesigners/
https://github.com/hackersanddesigners
http://slack.hackersanddesigners.nl/