

HOPEPUNK: REKNITTING COLLECTIVE INFRASTRUCTURES REPORT OF 2023 ACTIVITIES



[HDSC2023: Hopepunk](#) Group Picture

In 2023 H&D proposed a series of activities under the umbrella theme ‘Hopepunk: Reknitting Collective Infrastructures’, which addressed a widespread onset of feelings of anxiety, uncertainty and dread caused by geo-political tensions, climate crisis and asymmetric distribution of wealth, power, and everyday resources, as accelerated by turbo-capitalist ‘innovation’ and planetary-scale computation. The thematic framing around Hopepunk so far resonated strongly within our existing network, and beyond. Old and new friends have found us via word of mouth, open calls and campaigns spread through H&D media outlets such as our website, the mailing list, instagram and our publications, as well as the network of the various partners of H&D, some of which generously accomodated us in our new ‘guesting’ endeavour.

Guestings

In 2023 H&D developed a new framework for organizing our activity program that allowed us to deepen our collaborative network while paying attention to our role of being good guests – that is, making use of existing venues and infrastructures of befriended organizations all the while being generous, responsive and sensitive towards the various environments, ecologies we enter. Thus, we called this hosting format ‘guestings’.

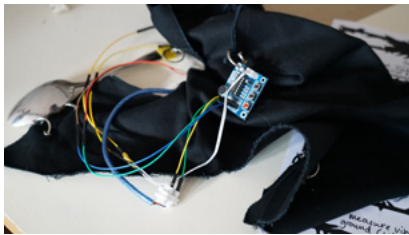
Our initial timeline shifted slightly. The guestings that took place in 2023 were: the 2-week workshop for and with teenagers



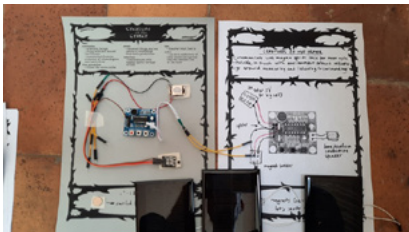
[Guesting: The Age of Dust with Constant in Brussels](#)



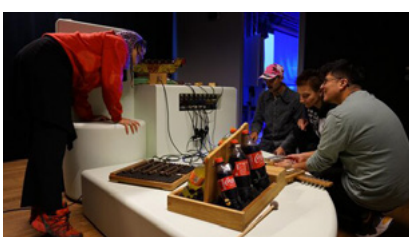
Prototypes for a lighter internet with TUMO: ESP Modules



[Guesting: The Age of Dust with Constant in Brussels](#)



[Guesting: The Age of Dust with Constant in Brussels](#)



[SoundLAB Special x Hacked Orchestra @ Muziekgebouw aan 't IJ](#)

and kids at TUMO Center for Creative Technologies in Yerevan (Armenia), the Age of Dust at Constant Association of Art and Media in Brussels, “The Hacked Orchestra” at Muziekgebouw aan ‘t IJ in Amsterdam, and of course the take-over of the campsite ‘Het Wilde Weg’ in Sint-Oedenrode, as part of the H&D Summer Camp. The research and development that has informed the guesting took place throughout the year, and included valuable contributions from external experts and the hosting institutions. As the bulletin production progressed throughout the year, fruitful conversations were had with contributors, who were all people already reconnected to H&D. This editorial process led us to expand the activity and develop another guesting that took place in January 2024: PPP. While new collaborations certainly have a place in our program, we noticed there is a risk of them becoming transactional in practice, due to limited time, full schedules and unforeseen circumstances. Investing in and strengthening existing relationships we have with other organizations has been really rewarding and productive, and acts as a catalyst to further develop H&D’s activities in 2024.

The Age of Dust

(co-financed by Constant Association for Art and Media)

The Age of Dust is a live action role play first imagined by Juliette Lizotte (H&D) for Lava Lines, an exhibition at Biblioteka in London in 2022. The project further evolved in the context of Hackers & Designers 2023 program Hopepunk and in collaboration with Constant in Brussels into a hybrid 3-day workshop merging world-building with tool building, storytelling with electronics. The technical part is developed with Loes Bogers (H&D) and Emma Pareschi. The role playing part was developed in collaboration with artist Susan Ploetz. The program was finalised during a week-long guesting at Constant in Brussels, gathering all the collaborators and culminating into a 3-day workshop with participants that were selected through an open call before the summer. Traces of the experience were exhibited with Constant_V the window exhibition program of Constant, from September 21st to November 23rd.

- <https://hackersanddesigners.nl/the-age-of-dust.html>
- https://constantvzw.org/site/Constant_V-Age-of-Dust.html

The Hacked Orchestra

(co-financed by AFK)

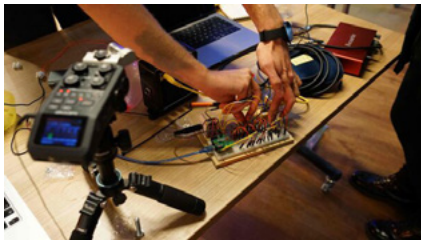
This collaboration with SoundLAB (part of Muziekgebouw aan ‘t IJ), performance artist Ghenwa Noiré and Sonic Acts is a series of events in which we explore the possibilities for sonic dialogue and jamming in relation to DIY electro-acoustic instrument building. How can hacking and bending electronics circuits inform intuitive forms of communication, listening and interacting with others? In an iterative process with different



[The Hacked Orchestra @ NDSM](#)

audiences and expert partners, H&D's Karl, Loes and Heerko develop a hands-on workshop model together with Ghenwa Noiré to engage with this question. Iterations of the workshop with peers happened first at the H&D Summer Camp resulting in useful critical feedback on the ideas and methodology. The project continued to develop and was presented to visitors during NDSM Open and during two public guestings at Muziekgebouw aan 't IJ, co-curated with SoundLAB and Sonic Acts.

- <https://hackersanddesigners.nl/hacked-orchestra.html>
- <https://hackersanddesigners.nl/the-hacked-orchestra-ndsm-open.html>
- <https://hackersanddesigners.nl/the-hacked-orchestra-muziekgebouw-aan-t-ij.html>
- <https://hackersanddesigners.nl/soundlab-special-x-hacked-orchestra-muziekgebouw-aan-t-ij.html>



[The Hacked Orchestra @ Muziekgebouw aan 't IJ](#)

TUMO - 2-week learning lab
(co-financed by Fonds voor Cultuurparticipatie - Internationalisation and TUMO)

H&D developed a two-week workshop at TUMO Center for Creative Technologies in Yerevan, Armenia – to open up H&D's practice to teenagers. Together we embarked on an artistic research project about the social and environmental implications of internet technologies. To accommodate the large group of 50 participants we developed 3 different streams, each focusing on different aspects of a more sustainable and equitable internet (hardware, web accessibility, design and image compression). The collaboration with the partner organization TUMO and conversations with external NL-based Armenian advisors Margarita Osipian and Tina Bastajian allowed us to reflect on our positioning as a NL-based self-organized collective entering a very different context. Throughout the years H&D has established an understanding that technology is not neutral, and we have been advocating for open source, privacy-sensitive alternatives and for including more marginalized voices into technological development. Working together with TUMO was an opportunity for us to check our privilege in terms of thinking about technology and speaking to power in a critical way. This in itself is a liberty not to be taken for granted.

- See Bulletin #1: https://wiki2print.hackersanddesigners.nl/html/HD_Bulletin_1#Prototypes_for_a_lighter_internet

Sourcing Energies -> PrePostPrint Meetup in Paris

Initially H&D planned a guesting activity with artist Mary Farwy entitled "Sourcing Energies." Mary was the 2023 3-package deal artist supported by the coalition of H&D, Framer Framed and Waag. The collaboration with Mary was a natural



Guesting met TUMO Center for Creative Technologies in Yerevan (Armenië)



Participant drawing of the server room, TUMO Yerevan, 2023



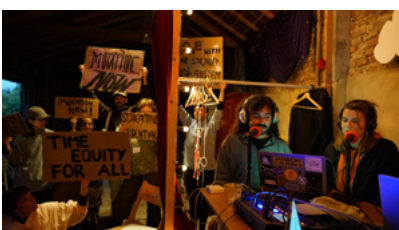
PPP meetup in Amsterdam



PPP meetup in Amsterdam



HDSC2023 Open Call & Campaign
by Lukas Engelhardt and Sheona
Turnbull



HDSC2023: [Quantum.ville.sint.oedenrode](https://quantum.ville.sint.oedenrode.nl/) Mutation radio take over

continuation the 2022 edition of the Summer Academy. For her project H&D contributed mostly as artistic advisors. The guesting was eventually developed into another direction, focussing more on the community of practice of Pre Post Print.

Through H&D's experiential publishing activities, open-source and web-to-print approaches, we have come in contact with the PPP community, a growing, distributed, transnational community of designers and hackers with an avid interest in print-making and experimental publishing rooted in free and open source technologies. H&D has become a core node in this network, first by actively participating in the PPP meetup that took place in Varia in Rotterdam, by contributing a presentation and workshop to the second much larger meetup that took place in Paris and eventually hosting the third meetup, that took place in the H&D studio space in Amsterdam Noord. A concrete result of these PPP gatherings has been the establishment of a dedicated NL-satellite group of PPP. While free/libre open source practices seem to be more widely discussed in the context of France and Belgium, it became evident that spaces for exchange and converse around alternative publishing practices are not as developed in the local context of The Netherlands. H&D will continue supporting and growing the community of PPP – also in NL for those designers, artists and developers who are curious to explore Free/Libre and Open Source Software (F/LOSS) to make publications and layouts with, or have already worked with these tools and are looking for ways to exchange with others.

- https://wiki.prepostprint.org/index.php?title=PPP_meetup_16_February_2024

H&D Summer Camp 2023

This year H&D organized a Summer Camp (an intensive day-time workshop program previously called Summer Academy) with a takeover of the campsite 'Het Wilde Weg' in Sint-Oedenrode. H&D, together with 25 participants selected via an open call, set up a temporary village to share knowledge, skills, food and energies. Workshops ranged from world-building and role playing, to building small and big electronics, experimenting with sonic encounters, alternative economies, collaborative reading, as well as a live radio show every night in collaboration with Good Times Bad Times. The design campaign by Sheona Turnbull and Lukas Engelhardt, took a visual storytelling approach, slowly unveiling the fictive story of a remote community that reimagines what living and working together looks like in an extreme environment.

Activities were very diverse, here an impression with a small selection:

- Packing and unpacking Care by Meike Hardt that brought together making and thinking to experiment with and build a small local off-grid communication mechanism



[HDSC2023: From Sun to Plate: Solar Grill veggie BBQ Workshop](#)



[HDSC2023: Packing and unpacking Love & Care](#)



[HDSC2023: Fermentation as a Revolutionary Metaphor and Uplifting Praxis](#)

for collective discourse and cohesion, and simultaneously engage in short readings on care and love ethics by Joan Tronto, Maria Puig de la Bellacasa and bell hooks to explore the potential of care regarding building collective infrastructures.

<https://hackersanddesigners.nl/packing-and-unpacking-care.html>

- [Quantum.ville.sint.oedenrode](#) by Salomé Macqeut is a transmedia speculative design project staging a fictional tower. The vertical city is managed by a private company and contains all the infrastructure necessary for a self-sufficient life. Its unique construction according to general relativity makes quantum.ville's time supra-relative. Each floor's time flows differently from the others. One year on the first floor corresponds to twenty-one years at the top. So, how can we design and regulate this vertical town in order to ensure its optimisation? This was the challenge faced by participants that became the quantum.ville consortium, as administrator and majority shareholder. <https://hackersanddesigners.nl/quantum-ville-sint-oedenrode.html>
- [From Sun to Plate: Solar Grill veggie BBQ Workshop](#) by Heerko van der Kooij where participants built solar ovens using recycled and repurposed materials. <https://hackersanddesigners.nl/from-sun-to-plate-solar-grill-veggie-bbq-workshop.html>
- [downtime \\$pells](#) by e.zn that offered an introduction to the computer terminal thought storytelling: at dawn we gathered with our machine/computer terminals to cast some spells [run commands]. <https://hackersanddesigners.nl/downtime-pells.html>
- [Fermentation as a Revolutionary Metaphor and Uplifting Praxis](#) by Lianne van Roekel who opened up on the processes of her fermentation practice from preparation & design of a Ferment Meal. <https://hackersanddesigners.nl/fermentation-as-a-revolutionary-metaphor-and-uplifting-praxis.html>
- [Android Music and Water Nymphs](#) by Carla Tapparo took participants on a unique sound walk with a special attention to mimicry and translation that occurs from language -albeit, one that we will create ensemble- to action, to feeling to voice. Melody appears as a glue for memory, as it allows the sharing of knowledge and its retention somatically and smoothly. <https://hackersanddesigners.nl/android-music-and-water-nymphs.html>

The Summer Camp was a huge success, both participants and H&D members expressed that they perceived it as a uniquely caring, inspiring, energizing and safe experience. While the



[HDSC 2023: Hacked Orchestra workshop](#)

workshop program was dense, we managed to accommodate the different interests, needs and levels of expertise of participation. The sharing of camp duties such as cooking and cleaning was equally distributed among all inhabitants and was reported to be an valuable part of the experience. Between the cracks of the program, new collaborations and little “extracurricular” activities were forming among the campers, which we consider to be a sign of a fruitful experience for those involved. In future editions, we would like to create more space for this to happen by curating the density of the program a little more strictly.

Participants came from USA, Mexico, Canada, China , Italy, UK, Aotearoa, France, Belgium, Germany, and The Netherlands. While the participation was free of charge (as everyone contributed with an activity), accomodation had to be accounted for. We were able to negotiate a discount for renting the whole campsite as the owners would be freed from their usually duties for 2 weeks, while we took care of the place. Yet, despite the discount we noticed that many more people than we expected were in need of a bursary or discount. Looking back, the proposed accomodation financing plan may have made the program less accessible, which raised questions for us about organising our camp in a manner that we rely on land rent/ property and we will review our budget for the next edition.

We offered the possibility for participants to bring their kin. One child attended most of the program and during the public days we received visitors with children. However, there were aspects to the 12-day camp experience that were perceived as challenging by those with parenting duties and expressed a need for a more suitable program and distribution of care for the young ones. As we would like to continue developing a program with an intergenerational nature, we will seek collaborations with experienced partners, and explicitly discuss the possibility of developing activities for kids as a parallel program. We realize that accommodating kids/families requires more thorough rethinking of how we curate such an intensive program and additional support and partnerships.

The public days of the Summer Camp were well attended, and created some surprising exchanges between campers and visitors. Compared to previous public programs, we noticed a bigger shift in the dynamic. Our camp community became tightly knit, so people joining later, or joining only for a day noticed they were entering a group that was already formed. We would like to take better care of on-boarding guests and new campmates in our temporary community. We also aim for more pro-active engagement of HDSC participants with the community and environment we are passing through. While everyone enjoyed the atmosphere of the camp community in a next iteration of the HDSC we would like to pay more attention to the local context we are temporarily inhabiting.



[HDSC2023 program](#)



[Bulletin #1](#)

To summarize, transforming the Summer Academy into a Summer Camp was the best possible evolution of the format. After 2 years experimenting with distributed and hybrid (on and offline) formats, as well as parallel summer academy nodes taking place across the globe, the desire for creating a committed environment and a sense of community was successfully actualized this year. We are very excited to continue to develop this immersive format further in the years to come.

- <https://hackersanddesigners.nl/events?type=hdsc2023>

H&D Bulletins

As a new direction within our communication and publishing activities, we introduced a series of smaller publications or “bulletins” to accommodate the research and development of our activities throughout the year for our collaborators as well as the wider community of hackers, designers, artists, technologists. The content of each bulletin derives from and feeds back into our activities. It’s a mix of practical and reflective contributions, as well as experimental, poetic, visual or otherwise speculative contributions from coop members, invited and uninvited guests, participants and critical friends. It is distributed via the H&D network as well as the networks of our collaborating partners, printing presses, independent bookstores as well as manifold occasions of hosting H&D workshops at festivals, symposia, universities and art schools. A first bulletin was launched during the Summer Camp and the second one during the Zine Camp in Rotterdam, the third one in December and the last one is merging with the first one of 2024.

The bulletins are also the occasion to experiment with different publishing tools: octomode, wiki2print, and ChattyPub.

- <https://hackersanddesigners.nl/hd-bulletin-1>
- <https://hackersanddesigners.nl/hd-bulletin-2>
- <https://hackersanddesigners.nl/hd-bulletin-3>



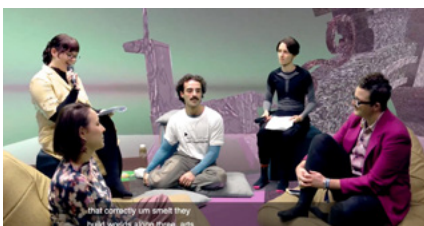
[Bulletin #2](#)



[Bulletin #3](#)

INC

2023 marked the conclusion of the two-year research consortium, “Going Hybrid”, which was organised by the Institute of Network Cultures to develop different socio-technical experiments orbiting around the question of a future “hybrid” cultural sector. H&D’s participation in this research took the form of private and public sprints in collaboration with the Hmm to develop a series of hardware prototypes that extend the Hmm’s online livestream with the possibilities of physical engagements in the event space. The workshop format worked to open up the technically thick world of live hardware/software networking, which was engaging. The developed prototypes could be helpful in maintaining an awareness of the online-ness of an event when there’s an on-site audience present, but also raised new questions about usefulness, hierarchies and agency of on-site



[Screentime Airtime Facetime:
Practicing Hybridity in the Cultural
Field](#)



[Screentime Airtime Facetime: Practicing Hybridity in the Cultural Field, The book.](#)

and online audiences. The Hmm ultimately deployed a scent diffuser (carrying the Hmm room scent) in the physical location of one of their hybrid events. The diffuser could be activated by online visitors, who could trigger it by using emoji's in the online interface. In the final stage of the project the developed tools and frameworks were decoupled from the specific context of the The Hmm website and distributed in a way that they can be used by other organisation or in an educational context.

- <https://hackersanddesigners.nl/in-between-media-hybrid-tactics-in-the-crisis-era.html>
- <https://networkcultures.org/goinghybrid/2023/10/25/airtime-screentime-facetime-a-live-publication/>



[H&D website](#)

Other invitations

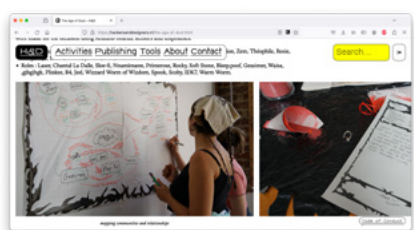
- 3-day Interfacial Workout Workshop for MA students Kunsteducatie, Amsterdam University of the Arts 16, 17, and 31 january 2023
- 2-day ChattyPub Workshop with master students of ERG and Lacambre, at ERG in Brussels 25, 26 January 2023
- Adaptation of the Solarpunks workshop for De Vrolijkheid at azc Katwijk - 18 feb 2023
- One-week workshop with 3rd year Havo/VWO pupils at Leo Kanner college (a secondary school for kids with autism in Leiden) 6-10 feb 2023
- Participation in 'Remapping collaboration' workgroup Het Nieuwe Instituut / London Design Biennale - May & June 2023?
- Workshop at art school Sint Lukas in Brussels - 14 February
- 2-day Weaving Networks Workshop at Willem de Kooning Academy, Rotterdam
- Book stall at Worm's annual Zine Camp in Rotterdam - 4-5 nov 2023
- ChattyPub books print, Vierte Welt, Berlin, 23 September, in collaboration with Nocturne. with the result of this publication: <https://hackersanddesigners.nl/sprectres-of-learning.html>
- Hacked Orchestra workshop and presentation at Society5.0 festival (Amsterdam University of Applied sciences) 31 oct 2023
- Doing Dishes and Then The Revolution at Varia, expert meeting on collective organizing, Rotterdam - 9 dec 2023



[H&D website](#)



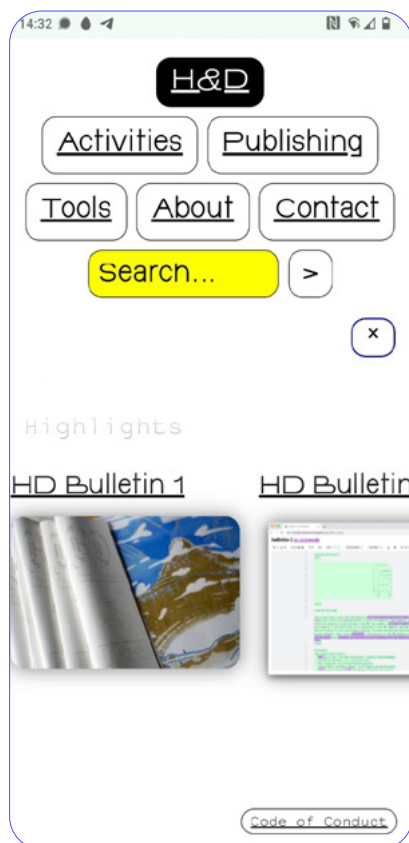
[H&D website](#)



[H&D website](#)

The H&D website

H&D has launched the new version of it's website. This new iteration incorporates feedback from visitors, participants,



[H&D website mobile](#)

funders and the core member group of H&D. We have decided to take web accessibility as well as sustainability as guiding principle for the re-design, turning our attention to making the website more compliant with WCAG (Web Content Accessibility Guidelines) standards, more friendly towards assistive devices such as screen-readers, and much more ecological in its inner workings. The new H&D website is server-side generated, compresses images, and minimizes bandwidths and loading times across the network. This makes it much more durable, allowing a static version of the website to exist more independently from its underlying MediaWiki backend. We have furthermore opened up multi-lingualism as a feature on our website. The website is still available in English as a standard language, articles are translated to Dutch and the possibility of providing articles in other languages when the needed (such as French or Korean).

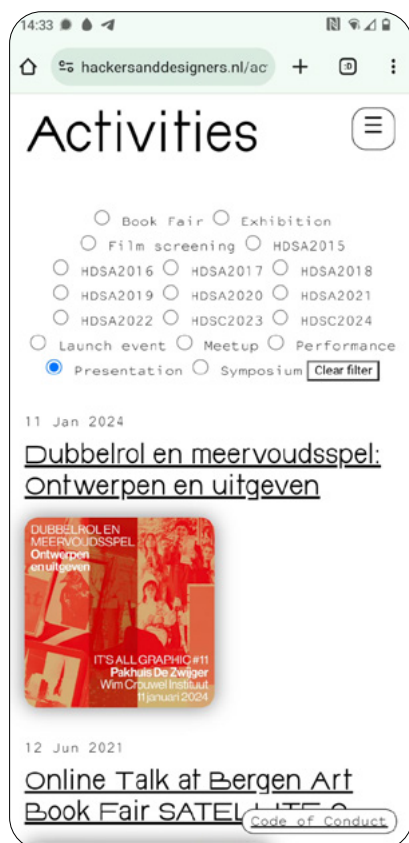
Note on the Financial Report

Comments on smaller adjustments to the budget have been added to the spreadsheet of the financial report. An explanation of the larger adjustments ensues below. Overall H&D has been able to adapt financially to execute the intended program.

A noteworthy addition to H&D's budgeting approach last year was to allocate resources on a per-activity budget to make each activity more accessible. This approach has proven to be successful, in terms of considering more seriously how an event, website or publication could be made more accessible, leading to many wonderful experiments with accessibility.

As explained previously in this report, the Sourcing Energies guesting did not take place in the manner we had initially planned. The resources initially allocated to this activity have been relocated to the H&D's guesting with the growing PrePostPrint community in Rotterdam, Amsterdam and Paris as well as allowing other guestings (The Age of Dust, The Hacked Orchestra) to curate a richer program that took place over longer and/or in a distributed manner. Furthermore, the last of the four planned H&D Bulletins of 2023, Bulletin #4, reflects and reports on activities and collaborations that took place in the end of 2023, and will thus be published in 2024.

The Summer Camp was a new challenge for H&D in terms of planning and budgeting: For instance the costs of renting a full campsite that could accommodate participant's needs was slightly higher than initially budgeted, as well as the need for financial support of many participants to be able to join the camp was higher than anticipated. We decided to contribute 5 bursaries to participants who were not able to afford accommodation for two weeks. On the other hand, many guests wanted to join the Public Days of the camp, which helped bridging the gap. In the 2024 edition of the camp, a more accessible sliding scale



[H&D website mobile](#)

for participation fee has been implemented to reduce financial barriers.

In 2023, H&D saw the departure of two core members of our cooperative and the arrival of two new members. Thus, financing, budgeting and infrastructural maintenance tasks had to be transferred towards new people. This transition took place through open calls, several meetings and documentation which generated more overhead than expected.

In 2023, H&D received less income from the AFK and the Fonds voor Cultuurparticipatie than applied for, but also received more in co-financing from our partners in guesting location than we had expected, for instance, from Constant VZW in Brussels.

Part of H&D's indirect income has consisted of H&D members working at a reduced hourly rate and contributing one third of their hours in kind. Following the advice of the Creative Industries Funds, 2023 marks the last year that H&D implements this approach. From 2024 onwards, there will be no more hours contributed "in kind" from H&D members.