



call for participants

INCOMPLETE CITY – BETA WORKSHOP

C-Mine Centre, Genk, Belgium

28th September – 1st October, 2016

in the framework of MANUFACTUUR 3.0
project by Z33, curated by Evelien Bracke
as part of the Triennial Hasselt/Genk 2016,
from 1st October 2016 to 7st January 2017
www.z33.be/en/manufactuur



Z33 and ArchitectuurWijzer invite students and professionals in the field of design, architecture, urban planning, engineering, sociology, making and many others to take part in a workshop of Space Caviar to collectively imagine the future of Genk.

CONTEXT

The Belgian province of Limburg is an area of deep industrial heritage, potential technological innovation, cultural activation, and an evolving ecological biome amidst a field of low-density urbanism. However, the region has been unable to clarify a self-image since the decline of the coal industry. The mines were not only an economic resource—they also constituted a powerful network that generated a single, unified narrative of place and people. With a strategic project around the former coal track, seven municipalities want to take concrete steps in the development of their region in collaboration with industrial and economical partners. Can we participate in this debate as a citizen?

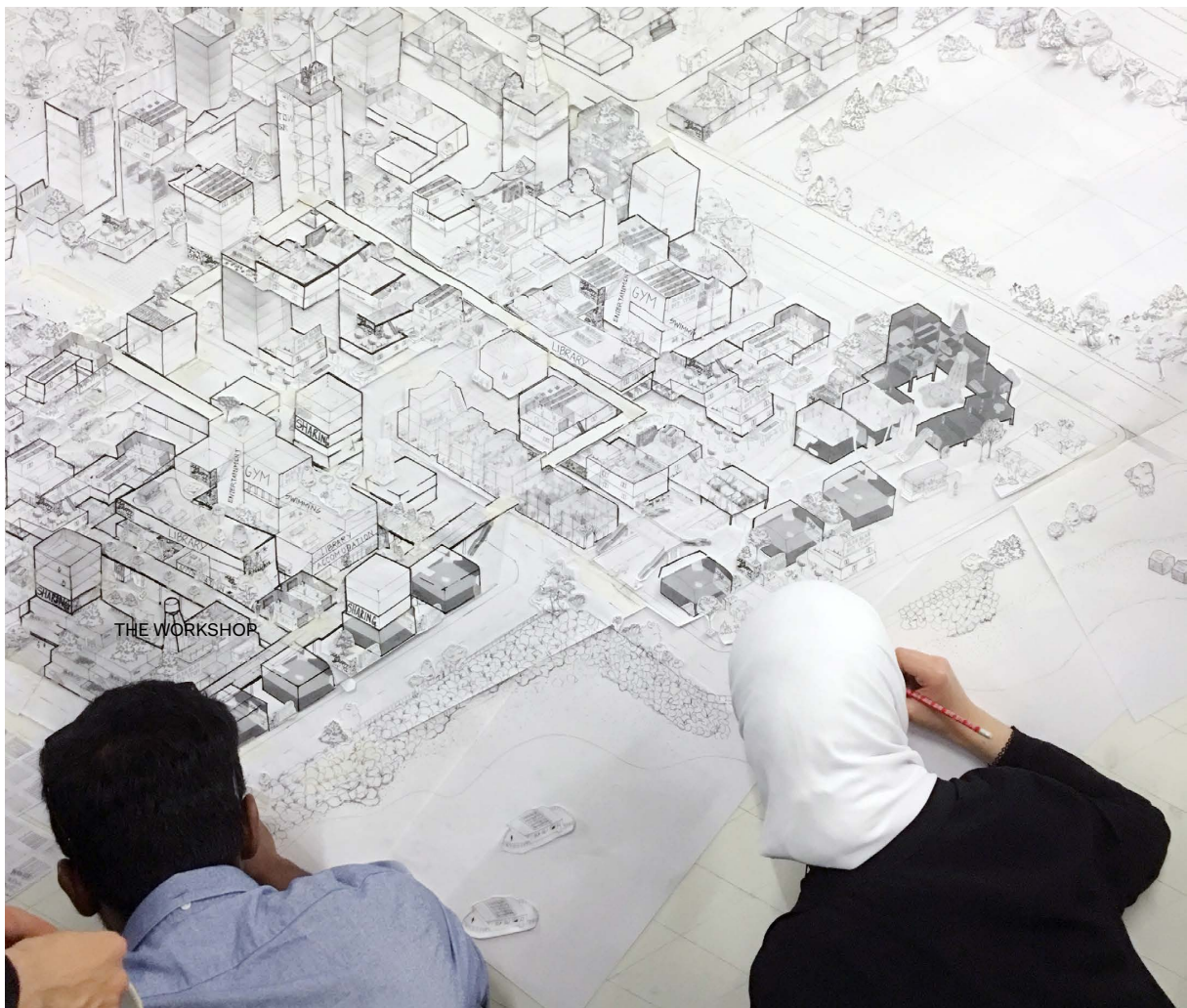
SPACE CAVIAR

Space Caviar, founded by Joseph Grima, is an Italian design research collective that is active in the areas of architecture, technology, public space and the policy on this subject. The work of Space Caviar has already been on show in the past, including at the Architecture Biennial in Venice, the Biennial Interiors Exhibition in Kortrijk and in the Victoria & Albert Museum in London.

The *Incomplete City* — Beta Workshop will be guided by the multidisciplinary team including:

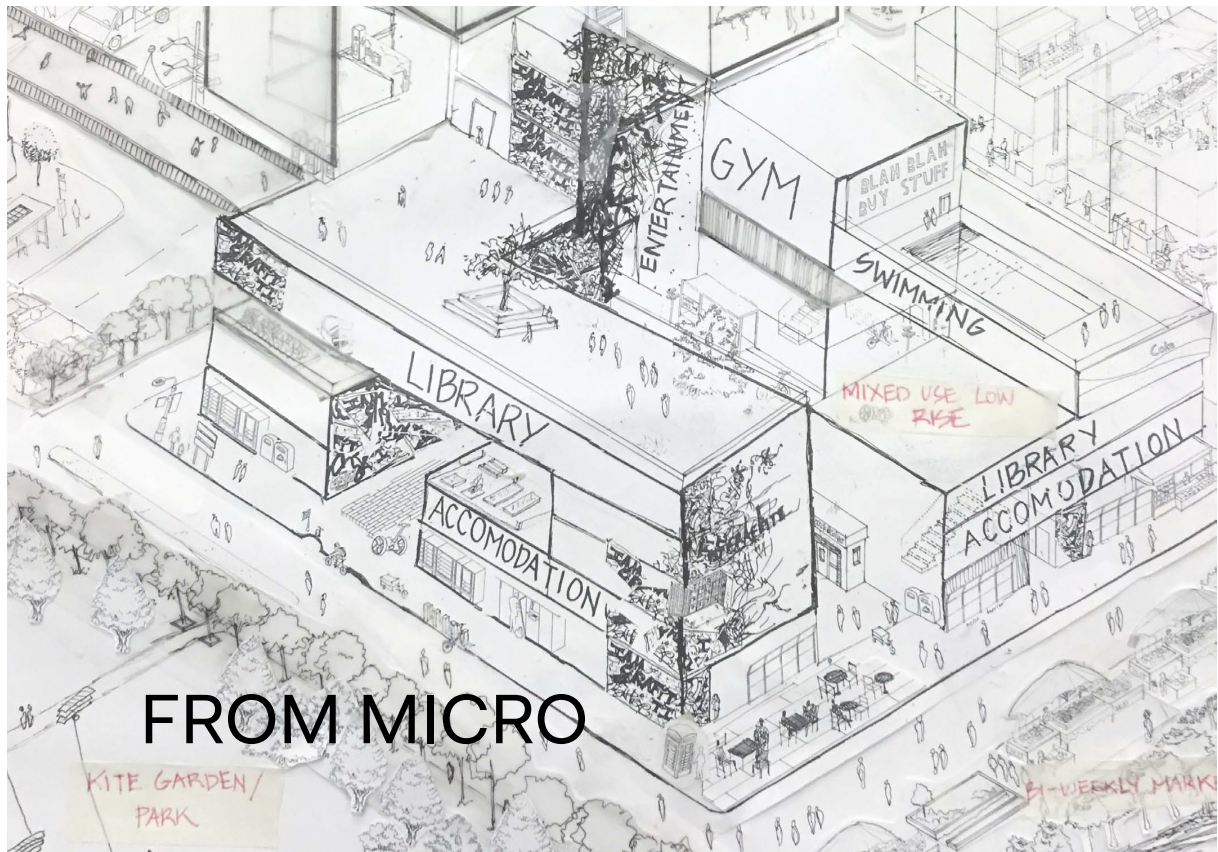
- Joseph Grima and Martina Muzi - Space Caviar
- Marco Ferrari, Folder

What infrastructure will we need in the future city?
Can a city be self-sustaining?
What makes a neighbourhood pleasant to inhabit?
What will future open, multicultural, multi-age,
networked cities look like?
Will manufacturing return to the city?



THE WORKSHOP

Incomplete city is an ongoing experiment in urban design initiated by Joseph Grima (Space Caviar), Dan Hill and Marco Ferrari together with Mark Smout at the school of urban design, University College London. The workshop uses drawing as a tool to explore the subtle balances that underlie the urban fabric we inhabit, and the forces which shape it. Starting from personal visions, the *Incomplete City* platform will give participants the opportunity to think boldly about the future of their cities. The workshop will unfold as a collective experiment in urban design and self-determination of the urban landscape.



The workshop will run for 4 days
from 9.30 a.m. to 6.30 p.m.
from Wednesday 28th September to 1st October
at C-mine design Center, Genk, Belgium.

The 1st of October the workshop activities will be
part of the MANUFACTUUR 3.0 exhibition opening,
by Z33. The result will shown for the entire duration
of the exhibition.

LOGISTICS

The workshop is intended to be a 4 days immersive project. Participation is free of charges, but we ask the participants to be present for the entire duration of the workshop; morning coffee, lunch and afternoon break will be offered. All the workshop materials will be provided.

To participate at the *Incomplete City Beta Workshop*
please send an e-mail at
ciel.grommen@Z33.be
with the subject "*incomplete city beta workshop*".