

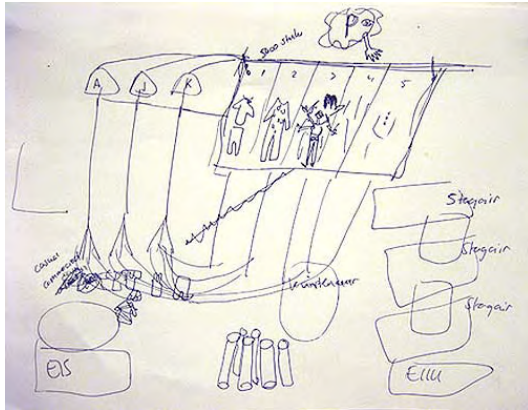
PUBLISHED WORKSPACES: DOES IT WORK?

What is the intention of published studios? What do they achieve with it?

by Judith Geerts

PUBLISHED WORKSPACES, DOES IT WORK?

There are artists who work in published workspaces. A published workspace is a place where artists work during a period of time, it can be months but it can also be a day. While they are working there you are allowed to visit them and to see their process. The artist I was researching about is Myrza de Muynck, she worked on a project in a published workspace as well. She worked on the exhibition 'If I can't dance, I don't want to be part of your revolution' in the Appel in Amsterdam. The work consisted of making clothes within this workspace, it was an initiative of Pascale Gatzert. And she worked on this project for six weeks. Pieces of clothing and shoes were created in a non-hierarchical system, building on mutual ideas, collaboration and non-traditional systems of exchange. It was presented in W139 in Amsterdam.

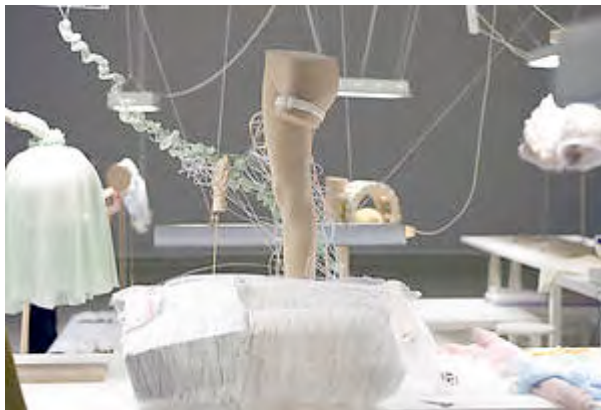


This drawing represents Myrza's working plan for the project

I got really interested in projects that artists do in published workspaces, because it is completely different than visiting a museum. When you visit a published workspace you are able to actually see what the artist is doing in his working process. You can see the way of thinking of the artist. And you can see his sketches and ideas, but also his mistakes.

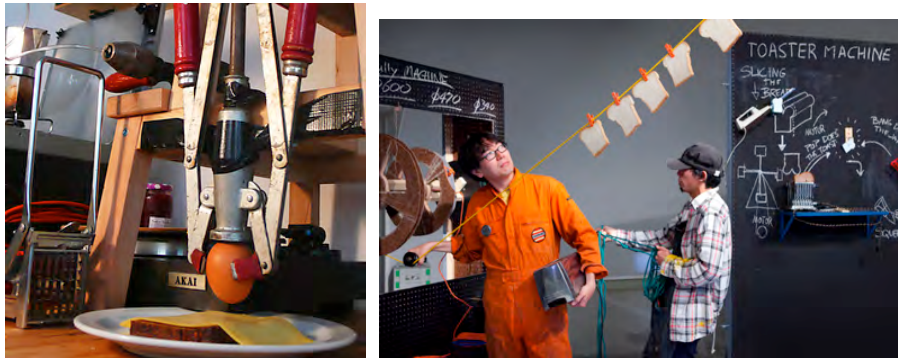
My interest is **what is the intention of published studios? What do they achieve with it?**

The projects they make can be really different from each other, some try to really get the public involved. It can happen that you will have the chance to really work together with the artist. Last year I went to visit the exhibition of fashion designer Christophe Coppens at Platform 21 in Amsterdam. He showed the exhibition No Reference, it was an installation that functioned as a temporary published workspace. Christophe Coppens worked here on his new collection of thirty-three couture accessories that weren't finished yet. For two months you could follow his work process, for some days he was working for the public. When I visited he wasn't there, but you were able to inscribe yourself for a several days to work together with him on his project.



Platform 21, No Reference by Christophe coppens, working process

A different project can be the [Jamming](#) project in Platform 21, it was a project of only ten days. A Japanese designer Yuri Suzuki and artist Masa Kimure build a breakfast machine in eight days. You were able to watch how they did it, and you could even help to work with them on the machine and give your ideas. Once it was finished, there were two days where you could visit and have breakfast that came out of the machine.



'Breakfast Machine'

Here you can really see that they involve people in their work process. They need you for ideas, and they stimulate your creative mind. And after these days, the artwork had a function for you and all the other visitors. They achieve their goals by letting you help making the machine so that they have all kinds of ideas from other people. And now it has become a really interesting breakfast machine with a real function, it really works and lots of people could have breakfast at the same time.

There are different kinds of published workspaces, the ones I talked about where inside a big room or space. This one is a project that has been presented in the open air. It's about an artist who placed printed photos of women faces in cities. It's called 'Women are Heroes'. The inhabitants helped the artist to hang up the printed faces all around the city.



'Women are Heroes'

This artist achieved his goal to make things clear about women, because the whole city got involved. Because the pictures were everywhere and a lot of people of the community helped him to hang up all the photos.

Another project called 'Project Show Way' was a project on a school. Over a period of two years, the school was transformed through art in projects overseen by artists and young students. They involved more people, and people got activated to work with the artists. Like parents of the young students, interns from a University and other volunteers.



'Project Show Way'

Now I want to give two more examples of projects that has been done in published studios were as well a lot of people were involved. These two projects made people think and activated their creative minds. One project is called Hacking IKEA, here you can see the work of professionals and amateurs who hacked the products of IKEA. It was a festival of four weeks of FreeDesignDom in Amsterdam, they also showed it in Eindhoven during the Dutch Design Week. And later on the exhibition travelled to South-Korea to be a part of the Design MADE-Manifesto for Annual Design. In 2009 it is coming to the Biennale Montreal.

A lot of beginning designers and artists worked on this project, the picture below shows the work of Sander van Bussel.

And they made a contest, everyone could send there hacking IKEA projects. They received almost a hundred designs.



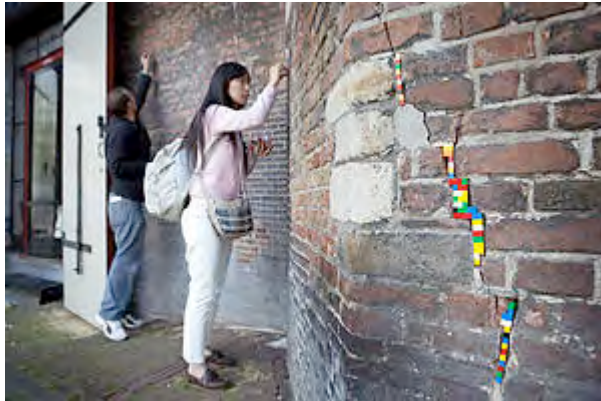
Onbewoond eiland – Sander van Bussel



Two winning designs of the IKEA hacking project

Another published studio project that involved a lot of people was the Repairing project at Platform 21. It is a project that wants to give more attention to the creative, cultural and economic power of repairing. The projects

give workshops, readings, expositions and repairing and evaluation clinics. The public that comes to visit are professional designers, students and amateurs. They want to give you the message that the repairing of products helps to give the product a longer life. They want to say Stop Recycling, Start Repairing. With this project there was a contest again, the Most Remarkable Repair Contest. They received 60 new repaired designs.



Repairing a wall in Amsterdam with LEGO during a workshop of Jan Vormann



Staircase Repair, made by someone who participated with the competition.

So now, in my conclusion, I get back to my question of what the intention of published studios is and what they achieve with it. The intention of making art in published studios is getting a lot of people involved. They want to give a message to the people and they want the people to think about it. They try to active the creative mind of the visitors. They do achieve in there goals with the published studios, you can see that a lot of people start thinking and want to participate with the projects. They even made contest so that you could participate with the real exhibitions and projects. And with some projects you could even work together with the artist.

I really think this is a nice concept to work and connect with your public, to give them a message of what you are thinking and to show them, as an artist, your opinion. And I think it is nice for the public to really get involved with the work of the artist.

List of sources:

Platform 21
Neighborhood Design Center
Cult Case – Culture & Art Online Magazine