

Communities of Change

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1. About Us: Baltan's Mission and Vision

Baltan Laboratories is a cultural interdisciplinary lab based in Eindhoven. It was founded in 2008 to revive the creative, collaborative, and exploratory spirit of the Philips Natlab (physics laboratory) in Eindhoven by a group of local artists who missed a place for such exploration and experimentation in the arts. Since its founding, Baltan has operated as a laboratory for experimentation at the intersection of art, science, design, and technology. In our early years, art, technology and media art were central. From our experience in a technology and media-oriented discussion and critique in art and design, we have, over the years, focused on societal challenges and how art and design can play a (positive) role in these.



Beyond the Blue Marble (© Andreas Höfert)

Our society's so-called 'wicked problems' are networked and span across disciplines. They can no longer be divided into bite-sized parts, nor can we develop solutions for problems separately. Designers, artists, musicians, and architects – people in the creative professions – are well positioned to work across sectors and on projects that lack a clear endpoint or solution. At Baltan, we would like to push even further and create a space where people from all kinds of social, ethnic, disciplinary, and cultural backgrounds can work with each other on an equal, unbound level – we call this indisciplinaryity. As such, we strive to include diverse knowledges

(beyond a solely Western perspective) and value systems in Baltan's projects and collaborations: Baltan strives to be radically inclusive, not only among humans but also among non-humans and the living planet. It seeks to approach uncertainty with radical hope, viewing instability as a possibility for reimagining the systems we are part of and rehearsing change.

To address multifaceted questions, Baltan proposes that learning should not be hierarchical but rather a safe space for experimentation and exploration of new territories. Moreover, disciplinary work often creates a distinction between those considered qualified to contribute and those who are not. Baltan Laboratories has developed a working methodology called indisciplinaryity: an approach that transcends disciplinary boundaries to achieve intellectual emancipation, bypassing specialisations and hierarchies of knowledge. Indisciplinaryity does not mean undisciplined; it opposes what, within disciplines, limits the process of discovery and hinders the free flow of serendipity. This does not mean we should eliminate disciplines; rather, we should design ways to make their boundaries permeable, enabling collaboration to emerge.

In an uncertain, complex, and ambiguous world, the interactions among all living beings are important. The role of technology in shaping these interactions is increasing rapidly. The lab investigates human/non-human and human/technology relationships in the context of our current societal challenges. We do this in a lab setting: we believe in the lab as a space for experimentation, testing, and failure. A playground where uncertainties are welcome, in which curiosity is nurtured, and experimentation is liberated from pre-defined outcomes or disciplinary concerns. For its programme for the upcoming years, Baltan will give centre stage to rehearsing alternative roles for technology in society. We do this by designing learning paths, projects, and collaborations that bridge different knowledge systems through creative strategies beyond a purely rational approach, including bodily, sensory, intuitive, and performative techniques. We want to incorporate feeling and intuition as ways to grasp complexity.

Baltan fulfils its social role as a cultural institution by providing space to debate, learn, and organise, given the challenges we have to face. In our vision, culture should be a prominent force of change, as we believe change is primarily cultural and behavioural rather than political, infrastructural, or solution-driven.

2. Our Program

Much in the same way as last year, we find ourselves inextricably tied to our technological roots. In fact, this connection is something that has grown ever-stronger— both through our passion for these topics and through the growing necessity for technological literacy and criticality. A.I., data security, and other emergent concerns have become increasingly ingrained in the zeitgeist. As a cultural organization built on work in new-media fields, we feel a responsibility to continue to critically engage with these topics— both as a space for imagining alternative technological futures and as an organization working to bring those futures to life.

In 2025, we sought to expand our sphere of influence through collaborations and partnerships with academic institutions, research labs, and likewise, nearby public-facing cultural hubs. Through this all, we carried the spirit of our practice through the abandonment of prejudices and hierarchies that come with expertise, age, and career. In all of our programs, we offered space for anyone to join in on the conversation— to speak about how the rise of A.I. and machine learning has affected them, what they think about the current technological landscape, or what alternative they can imagine for our uncertain futures. In many ways, this year represented a continuation of our Technologies Otherwise program. We explored alternatives to the systems in which we live and the futures we are told to imagine, continuing to use technology, and the contradictions of potential and danger it represents, as a starting point for these conversations. Technology is in Baltan's DNA, but instead of focusing solely on the path of technological innovation, we choose to approach the subject from the inside out. We opened it up, unscrewed it, looked at the materials, and rethought the stories told about it— stories



fAlr Media with Laurens Vreekamp
(© Barbara Medo)

that ultimately define our present reality. This interdisciplinary approach led us to question our own assumptions and the limitations of our imagination — a domain often dominated by shiny screens and black boxes, romanticized as the work of brilliant visionaries who monopolize the world with ever-evolving systems. Our goal this year was to imagine multiple technological landscapes, in which technology is malleable — shaped by those who make it, and bearing the potential to be shaped by each and every one of us. By reclaiming our agency over the machine, in this way, we might reclaim agency over our own lives.

In 2025, Baltan focused on the development of its local community and in-person engagement and activation of international collaborations. Breaking down the boundaries of traditional discipline, our program invited audiences and collaborations from a wide variety of fields. We published a science-fiction collection, hosted an international academic conference, engaged senior citizens with technology, and curated a dense program of accessible events under the umbrella of our BlaBlaLab makerspace. In this capacity, we advanced knowledge in: modern practices of alchemy and intuitive sciences, development of tech literacy across all ages, critical perspectives on artificial intelligence and technology, and speculations on alternative futures. This year also presented a development on our previous programs, with the majority of our programs incentivizing long-term, repeat engagement over the span of weeks or months. Because of this approach, we were able to develop strong connections with our local audience, meeting with the same group of

participants in extended learning communities and creating a less transactional cultural/educational experience.

Baltan Laboratories operates with a small team, active on a local, regional, national and international level. Through European collaborations, we have organized extensive programs like Fair Media, ARTeCHÓ, SIT-PLU, and Alchemy Today! as a collaborator in the Horizon Europe EpiSTEAM project. During the summer we traveled with 12 participants to Bolsena, Italy for an intensive summer camp on the topic of planetary imaginaries and image-making. The year had a recurring theme of intuitive tech and science studies. It was also the central theme of our talent-development program, Raise Your Voice: The 21st Century Alchemist. The program welcomed 14 recent graduates in the creative sector, offering workshops, lectures, sessions about making project plans and budgets, and presentations from DutchCulture about international residencies possibilities. The program also featured an international exchange at the Crypto Commons Hub in Austria. This return to intuitive sciences also carried over to, Alchemy Today!, EpiSTEAM's annual academic conference which we had the opportunity to host in November. Over 40 academics, artists, designers gathered in Eindhoven to look at epistemologies of technology through the lens of alchemy.

2025 also saw the conclusion of development for our makerspace, with a program of workshops, meetings, and a festive opening event in the second half of the year. The project had the outcome of creating a new community hub for creative makers working in technological topics. At our BlaBlaLab makerspace in the Natlab building, they are able to work, present, and deepen their knowledge through hands-on and collaborative practices. A longer-term subscription to the space offers access to a massive library of equipment and all-inclusive access to our program of workshops and events. BlaBlaLab activities will continue next year in four branches of themed events: Live-Coding, DIY Electronics, Sound-Based Storytelling, and Nature-Technology.

Additionally, we produced 3 publications in 2025: a 5th edition of our digital publication, Fictional Journal, focused on the entanglement

of technology and politics, ARTeCHÓ: Investigating Decentralized Action in Art, a definitive work that functioned as a culmination of our long-running ARTeCHÓ project, and The Elephant in the Waiting Room, a curated selection of science-fiction stories offering innovative perspectives on an uncertain future. We look back on 2025 as an year populated by



Beyond the Blue Marble (© Andreas Höfert)

a diverse and dense program of activities. In 2026, we will build upon the foundations laid here– with our BlaBlaLab community, and our continued engagement via SIT-PLU residencies with Biezenmortel and Horst.

3. Communication

A large part of our audience consists of students and professionals in the cultural and creative sector, with a strong interest in societal issues. This year we worked to expand that audience through the opening of our BlaBlaLab makerspace, the development of our 65+ TechClub learning community and through a wide variety of other public-facing programs. Our online activities attract a similar international audience. The majority of our events are open to the public, with many offering free or open-donation ticket options. This presents another way in which we are working to offer accessible and affordable cultural programming within the city. In 2025, we communicated via our usual channels: a monthly newsletter, paid advertisements on social media (Instagram, Facebook, LinkedIn),

and our website. We also conducted communication campaigns through our partners to expand our network into new environments, reaching local communities through personal interactions and the distribution of flyers. Additionally, the knowledge and insights gained from our programs in 2025 were shared and documented throughout the year via online lectures, social media posts, website articles, and digital toolkits. This allows our audience to access them again at any time. In 2025, we continued with the previously developed com-

our partners in this: Chimerical Intelligence Lab, our on-site facilitators, and all of our attending guest speakers. During the course of the week, our on-site photographer engaged with the program, using active participation as an entry point into compelling documentation of the project. Photos were published every day, offering a live-feed of events and inspiration for our digital audience.



fAlr Media with Laurens Vreekamp
(© Barbara Medo)

munication strategy. We adapted our content to the different target audiences of our projects and events and opted for short messages and sharp calls to action. Below, we present the case study of our summer camp, Beyond the Blue Marble.

Case Study: Beyond the Blue Marble

For our 2025 week-long summer camp, Beyond the Blue Marble, we prepared custom communication materials in collaboration with Chimerical Intelligence Lab. We opted for a toned-down collection of archival images, presented in monochromatic reds and blues against muted backgrounds. Using these images, we produced an extended campaign of motion graphics, speaker announcements, and content overviews. The design of the graphics, used in the content of the program itself as well, gave a clear picture of the trajectory on offer— a series of workshops and conversations revolving around the power of image-making in the way we imagine the world around us. Our social media campaigns were supported by

Social Media and Website Links

Facebook:

facebook.com/baltanlaboratories

Instagram:

instagram.com/baltanlaboratories

LinkedIn: linkedin.com/company/baltan-laboratories

Website:

baltanlaboratories.org

INSTAGRAM (last 12 months)

Views: 358.7 K

Reach: 192.6 K

Content interactions: 3.8 K

Followers (lifetime): 8.278

Link clicks: 3.9 K

Visits: 17.3 K

Follows: 1.7 K

FACEBOOK (last 12 months)

Views: 385 K

Content interactions: 182

Link clicks: 162

Visits: 1.6 K

Follows: 29

LINKEDIN (last 12 months)

Content impressions: 25.8 K

Reactions: 649

Profile visits: 1.4 K

Followers (lifetime): 1.767

WEBSITE (last 12 months)

Views: 23K

Active users: 9.8 K

NEWSLETTER (last 12 months)

Total sends: 20.1 K

Open rate: 22.9 %

Click rate: 1.0 %

Unsubscribe rate: 0.4 %



SIT-PLU at Floating University in Berlin
(© Floating University)



Introduction to Audio Recording
(© Barbara Medo)



Introduction to Podcast-Making
(© Barbara Medo)

4. Organization and Cultural Codes

Baltan is a cultural ANBI (Public Benefit Organisation). At the end of 2025, Baltan had a core team of 3 permanent employees (2 co-directors and a project employee) for a total of 2.7 FTE. The team was additionally supported by a freelancer in the position of communications manager and a freelancer in the position of supporting producer. Furthermore, Baltan utilizes a network of freelancers, primarily external producers and graphic designers, for larger projects or smaller assignments. Baltan endorses the Code of Cultural Governance, the Fair Practice Code, and the Code of Diversity and Inclusion. In the paragraphs below, we have included a reflection and description of how Baltan implements the three cultural codes.

Code of Cultural Governance

Baltan operates with a board model and applies the principles and recommendations of the 2019 Code of Cultural Governance. End of 2025, the Board consisted of Gerrit Bruggeman, Katie Polts, and Dennis Duchhart. The division of duties between the directors and the Board is described in Executive Regulations. Baltan has a code of conduct and an integrity statement, described in the



Beyond the Blue Marble (© Andreas Höfert)

employee handbook, and an external confidential counsellor. A policy has also been established regarding psychosocial work load (PSA). The Board meets at least four times a year to discuss the financial situation, organizational and substantive

developments, projects to be implemented, activities, collaborations with partner organizations, the functioning of the organization, and the functioning and composition of the Board. We implement the eight principles of the Code of Cultural Governance; a detailed reflection on these principles is included in our Management Report, which forms part of our 2025 annual financial statements (published on our website www.baltanlaboratories.org).

Code of Cultural Diversity and Inclusion

As a public cultural institution, we consider it essential to adhere to the Code of Cultural Diversity and Inclusion. Our interdisciplinary approach plays an important role in facilitating this process. We actively seek different perspectives on the topics we address and strive to put diverse ways of thinking and working into practice. We value these principles when collaborating with external partners and partner organizations, as well as in our daily work within the organization as a team. In this way, we strive to implement the code on all four P's.

Program

Social inclusion and cultural and gender diversity are fundamental to our artistic vision and mission, and this is reflected in our artistic programs and the way we execute them. We want to make Baltan a platform that brings together different perspectives, both Western and non-Western, and different forms of artistic expression. We embody this goal by collaborating with makers from diverse disciplines, cultures, and geographic areas.

Partners

Baltan collaborates with a wide range of partner organizations, a description of which can be found in the Collaborations section (page X). We have collaborated with: technical universities, art academies, community centers, contemporary art museums, cultural institutions, and collectives. We work with Dutch partners from Eindhoven and other Dutch cities, as well as with international partners. Through these collaborations, we ensure that our program is relevant in various contexts and encompasses different perspectives, whether local, European, or global.

Staff

The Baltan team, including interns and freelancers, consists of a diverse mix of nationalities (Dutch, Italian, and American), ages, and gender identities. When we have a vacancy, the diversity of the team is one of the selection criteria.



Raise Your Voice @ Onomatopee (© Barbara Medo)

Audience

Through our programs, we reach a broad audience of students, designers, artists, researchers, and people outside our network who are curious about our projects. We develop projects aimed at new target groups, such as young people, and communication strategies that enable our program to reach the desired target groups and expand our reach. Collaborating with other organizations and communities is also a way to reach a different audience, as we did, for example, in the live coding workshops for which we collaborated with the Dutch live coding community.

Fair Practice Code

Baltan complies with the Fair Practice Code. Below, we provide a description of how we implement the Fair Practice Code at Baltan, focusing on the three key areas outlined in the code.

Fair Pay:

To ensure fair pay, Baltan follows nationally recognised guidelines. The remuneration policy for our employees follows the Richtlijn functie- en loonbouw presentatie-instellingen voor

beeldende kunst, indicated by De Zaak Nu (in English, the guideline for a job and pay structure for the presentation institutions for the visual arts). We discuss the work and expectations with freelancers before the assignment begins, and together, we determine an appropriate hourly rate or a total amount. For makers (artists or designers), we base the rate on the artist fee guideline (kunstenaarshonorarium). Depending on the nature, duration and size of the project/contribution (for example, participation in an exhibition, residency, workshop or a lecture) and in consultation with the maker, we agree on a reasonable rate.

Fair Chain:

We contribute to a fairer cultural chain by coaching emerging makers in the compensation field, which is one part of our Raise Your Voice programme. Baltan is part of the Digital Culture Sectoral Table initiated by PlatformACCT, where we work together with representatives of the digital culture field and contribute to the improvement of the position of the creatives in the Dutch labour market. We develop tools and guidelines designed for practical implementation, aiming to ensure sustainable employability and income security for creatives. Baltan already puts the guidelines into practice, for example, by building and maintaining long-term relationships with the artists and designers we collaborate with. In this way, we contribute to the continuity of their artistic and design practice and counter the precarity within the cultural sector.

Fair Share:

For projects developed in residence or co-production with Baltan, in collaboration with the artist/designer, we agree on how the collaboration should be mentioned in future presentations. However, ownership of the project remains with the artist or designer.

6. Activities Overview

January

12/01/2025

Finissage LTSS at De Fabriek

|

The finissage of the second exhibition of the residency program LONG TERM SHORT STAY took place at De Fabriek (EDHV), in collaboration with Make Eindhoven and United Cowboys. The program was focused on art within a social context and, following a successful pilot edition last year, concluded its second iteration with a public presentation at De Fabriek.

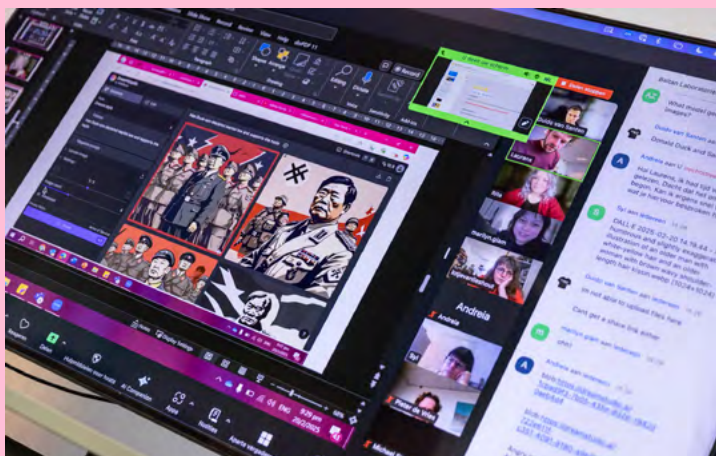
Participating artists Qiaochu Guo, Hsin Min Chan, Paola Zanchetta Muñoz, and Florencia Martina were invited to reflect on how they relate, through their artistic practices, to contemporary social developments. The event marked the culmination of the residency's second edition and its thematic exploration of socially engaged artistic practice.

22/01/2025

Trembling: Sensing Waves. A Public Conversation with Gascia Ouzounian at Bla Bla Lab in Collaboration with DAE

|

We hosted a public conversation with Gascia Ouzounian exploring spatial sound technologies and their impact on urban environments. Moderated by Critical Inquiry Lab, MA student Adi Friedman and Department Co-Head



fAlr Media Workshop: Fabricating Realities by Laurens Vreekamp (© Barbara Medo)

Patricia Reed, the discussion examined Ouzounian's research on the sonic dimensions of war and mass violence, highlighting how sound and vibrational forces shape and inhabit our cities.

February

20/02/2025

fAlr Media: Fabricating Realities Workshop with Laurens Vreekamp

|

The "Fabricating Realities" workshop focused on identifying and debunking synthetic and misleading digital content. Participants experimented with AI tools to generate (fake) media and examined the techniques used to make such content appear realistic, as well as the visual and technical "glitches" that can reveal its artificial origin. The session was led by Laurens Vreekamp, journalist, writer, design thinker, and experienced trainer in AI applications within journalism and design. The workshop formed part of the European CERV (Citizens, Equality, Rights and Values) project fAlr Media, coordinated by Fundación Zaragoza Ciudad del Conocimiento in collaboration with Sineglossa, Ars Electronica, and Baltan Laboratories, and co-funded by the European Union.

27/02/2025

Technologies Otherwise | Lecture Series & Workshop | Re-Enchanting Desire in Digital Spaces by Alessandro Y. Longo (REINCANTAMENTO)

|

As part of Baltan's Technologies Otherwise program, Alessandro Y. Longo led a lecture and workshop exploring new modes of agency and desire in digital spaces. Participants mapped emotional online landscapes, enacted a ritual release of habitual patterns, and imagined alternative forms of connection, engaging artistic interventions and digital resistance strategies.

April

11/04/2025

BlaBlaLab Workshop: Live Coding with Mercury Live-Coding Algorithmic Electronic Music with Mercury | Workshop by Wilbert Vogel

|

Digital artist Wilbert Vogel led a session exploring Mercury, an open-source live coding language for algorithmic electronic music, originally developed by Timo Hoogland. Designed to be accessible and human-readable, Mercury empowers performers and audiences through clear syntax and intuitive design. The event highlighted its creative potential for sound, MIDI, and OSC in live performance contexts.

May

06/05/2025

BlaBlaLab Podcast Workshop: REC - Record, Experiment, Connect by Matteo Borsato

| We hosted our first hands-on podcast workshop, giving participants practical experience with professional equipment. Attendees learned to develop and record a full podcast project, from shaping format and tone to structuring episodes. The workshop included creating a fictional podcast concept and recording a pilot, allowing everyone to experiment with hosting, interviewing, and sound design.

06/05/2025

SIT-PLU: Q&A Residencies

| An online Q&A session was organised to provide information about the residency program and its open call, including details on registration. The session offered participants the opportunity to learn more about the application process and the structure of the programme.

Situated Creative Practices for the Pluriverse (SIT-PLU) is a Creative Europe Cooperation project addressing socio-ecological challenges through cross-disciplinary research and context-specific artistic interventions. The project is developed by LUCA School of Arts (BE), Floating University (DE), ZEMOS98 (ES), Idensitat (ES), Lungomare (IT), Baltan Laboratories (NL), EINA (ES), and Universitat Politècnica de València (ES). It includes the SIT-RES residency programme scheduled for 2026–2027, through which selected artists and practitioners will engage with specific social, geographical, and historical contexts over one year to develop new forms of creative intervention and cultural mediation.

20/05/2025

Book publication ARTeCHÓ - Investigating Decentralized Action in Art

| The publication ARTeCHÓ - Investigating Decentralized Action in Art has been released. The book addresses recent developments in the use of Non-Fungible Tokens (NFTs), particularly their role in the economic exploitation of the digital art market, as well as the growing application of Artificial Intelligence in facilitating everyday tasks and services. It examines the complex entanglement of these technologies with the global creative sector, economics, politics, and natural resources. The publication responds to the urgency of critically reflecting on their societal impact and exploring how they might contribute to more sustainable and equitable futures. The book is available for purchase via [Lecturis.nl](https://lecturis.nl).

24/05/2025

TechClub Lecture: Can Facebook Read my Mind? at Buurthuis De Buut | AI and Algorithms for Beginners

| An afternoon on Artificial Intelligence (AI) and algorithms. AI and algorithms are present everywhere in our daily lives, often invisibly. During this afternoon, artist Wilbert Vogel talked about the origins of algorithms and how they are built; we also looked at the use of algorithms and AI in our daily lives.

30/05/2025

ARTeCHO Book Launch at San Serriffe in Amsterdam

| ARTeCHÓ brings together artists and researchers exploring the complexities of artificial intelligence and decentralized technologies and the social, political, and ecological realities they generate. The publication examines tensions between the promises of decentralization and the colonial and extractive legacies embedded in technological development, questioning whether decentralized technologies truly imply decentralized power. It also reflects on AI, its relation to knowledge production, and its compatibility with ecological and infrastructural limits. Through essays and conversations, the book proposes alternative economic and technological imaginaries beyond extractive and

anthropocentric models. The launch included a discussion with co-editors Julia Kassyk and Lorenzo Gerbi, alongside contributors Ianis Dobrev, Michele Bazzoli, and Paula Nishijima.

31/05/2025

DES.ENG.AGE Meet-Up at NULZES

A meet-up organized by DES.ENG.AGE took place at Nulzes. DES.ENG.AGE is a platform connecting Eindhoven-based designers and artists with ASML engineers to foster collaborative projects relevant to the current technological and social context. The second quarterly networking event included an in-person beta testing of the Skibly app, a platform enabling users to exchange skills, swap time, and facilitate real-life connections. The event was organized in collaboration with Marton Mogyorosi, Skibly, Nulzes, and Baltan Laboratories.

June

02/06/2025

Summer Camp: Beyond the Blue Marble; Q&A Session

Attendees could ask their questions in the Q&A. About the Summer Camp: A 7-day Summer Camp took place in Bolsena, Italy, a village deeply connected to the memory of the Etruscan civilisation. The programme focused on exploring the region's historical, archaeological, and cosmological landscape, shaped by Proto-Villanovan and Villanovan cultures and later partially absorbed by the Romans. Activities were situated in and around Bolsena, founded in 265 BC near the volcanic Lake Bolsena.

Participants stayed at the 17th-century convent Santa Maria del Giglio, currently home to the cultural association Punti di Vista. The programme was enriched by contributions from experts affiliated with Tuscia University and the National Etruscan Museum, supporting contextual engagement with the surrounding heritage and landscapes.

Bolsena, also known as a pilgrimage destination linked to the Eucharistic Miracle, offered access to the broader territory of Europe's largest volcanic lake, characterised by significant natural and historical value.



Beyond the Blue Marble Summer Camp (© Andreas Höfert)

04/06/2025

Live Coding Community: Meet-Up #1 at BlaBlaLab

A new series of Live Coding Meet-ups was introduced at BlaBlaLab, held on a monthly basis for individuals interested in live coding, creative coding, and collaborative digital art. Building on previous live coding workshops, the sessions provided a shared space for presenting work-in-progress, exploring new tools and ideas, and exchanging feedback. The initiative aimed to strengthen a local community of coders, live coders, enthusiasts, and beginners.

Each meeting also included time for collective brainstorming and the development of an open-ended community project, encouraging interdisciplinary collaboration and the creation of new work. The programme was led by artist Wilbert Vogel, who facilitated each session at BlaBlaLab.

06/06/2025

ARTeCHO Book Presentation at Casino for Social Medicine in Berlin

The second launch of ARTeCHÓ – Investigating Decentralized Action in Art took place at Casino for Social Medicine in Berlin. The publication was presented by co-editors Julia Kassyk and Lorenzo Gerbi, together with participating artist and contributor Ianis Dobrev.

The session focused on the meanings and perceptions surrounding blockchain technologies and examined the role of artists within contexts of decentralized technological innovation. The

event included a discussion on the implications of blockchain for artistic practice and broader cultural production.

05-07/06/2025

SIT-PLU Public Event at Floating University

| The first in-person meeting of the Situated Practices for the Pluriverse (SIT-PLU) project took place from 5–7 June 2025 at Floating University in Berlin. Over three days, project partners engaged in assemblies, walks, shared meals, and working sessions across various spaces, including the auditorium, urban forest, kitchen, and rainwater infrastructure.

Key activities included exploring the project's visual identity tool, rethinking the toolkit as a collaborative companion, and holding steering board discussions. Participants also visited Spore Initiative. A public programme featured a panel discussion on artistic practices, radical pedagogy, and community-led knowledge. The gathering raised a central guiding question on how to critically engage with the concept of the "pluriverse" beyond romanticised imaginaries.

12/06/2025

TechClub Lecture AI en Algoritmes at Buurthuis De Buut

| On Thursday a TechClub Baltan session took place at De Buut, focusing on Artificial Intelligence (AI) and algorithms. The session was led by artist Wilbert Vogel, who introduced the origins and construction of algorithms and facilitated a discussion on their presence and use in everyday life, often in invisible ways.



Techclub Flyer (© Greta Munaro)

TechClub Baltan at De Buut is a programme dedicated to digital technology and promoting more conscious use of digital media. The activities are open to all audiences, regardless of prior knowledge, and aim to increase digital awareness. Key topics include social media use, online data safety, and understanding AI, supporting participants in gaining greater control over their digital environments.

13/06/2025

TechClub Movie Screening at Natlab: "Her" by Spike Jonze

| A film screening of Her (dir. Spike Jonze) was organised by the Tech Club of Baltan Laboratories at Movie Theatre Natlab. This event marked the first in a series of screenings aimed at informing local audiences about the applications and potential risks of technological developments.

The programme is designed to engage individuals who do not regularly work with or study technology, providing accessible entry points into complex topics. Through a combination of screenings and related activities, the initiative seeks to raise awareness and encourage critical reflection on the societal impact of emerging technologies.

Her is about a lonely writer who falls in love with an advanced artificial intelligence operating system. The film explores relationships, intimacy, and human connection in a digitally mediated world.

26/06/2025

TechClub Lecture Love and Friendship Online at Buurthuis De Buut

| Digital and social media play an increasingly central role in communication with friends, family, and loved ones, enabling messaging, video calls, and the sharing of social experiences online. Many people also establish new connections through digital platforms such as dating sites or interest-based communities.

The session explored what online relationships can offer and how digital contact can develop into meaningful real-life friendships and strengthen local social networks, for example within neighbourhoods. Following an introductory lecture, participants engaged with selected

apps and online forums aligned with their interests. The workshop focused on ways to establish, maintain, and appropriately set boundaries in online communication.

July

03/07/2025

TechClub Lecture Veilig Online at Buurthuis De Buut

| This session focused on the risks associated with the use of digital technologies, including cybercrime, hacking, data misuse, and privacy breaches. Participants discussed potential dangers in digital media use, strategies for personal protection, decisions about sharing information online, and how to recognise fraud and online abuse.

The activity was part of a series of three afternoons organised by Baltan Laboratories at Buurthuis De Buut (Rochusbuurt, Eindhoven), dedicated to more conscious use of digital technologies and media. The TechClub programme was designed for a broad audience, including adults and seniors with varying levels of digital experience. Its aim was to increase digital awareness and support participants in gaining greater control over their use of social media, online safety, and AI.

05/07/2025

ARTeCHO Book Presentation at Limestone Books, Maastricht

| The third launch of ARTeCHÓ – Investigating Decentralized Action in Art took place on



ARTeCHO Publication (© Carosello Lab)

Saturday, July 5 at Limestone Books in Maastricht. The publication was presented by co-editor Lorenzo Gerbi, together with contributing artists Paula Nishijima, Michele Bazzoli, and Ianis Dobrev.

The book brings together artists and researchers examining the complexities of artificial intelligence and decentralized technologies, and their impact on contemporary society and artistic practice. The ARTeCHÓ programme was developed by SERN – Startup Europe Regions Network, Baltan Laboratories, FZC–Etopia Center for Art & Technology, Frankfurt School Blockchain Center, and MEET Digital Cultural Center, with funding from the European Commission.

08/07/2025

Live Coding Community: Meet-Up #2 at BlaBlaLab

| The second edition of the Live Coding Meet-ups took place at BlaBlaLab as part of an ongoing monthly series focused on creative live coding, generative visuals, algorithmic sound, and collaborative digital art.

The event provided a platform for participants to share work-in-progress, present new tools and ideas, and exchange feedback. It aimed to foster a local community of coders, artists, enthusiasts, and beginners. The meet-up supported a range of practices, including live performance development, visual experimentation, and algorithmic creation, offering a supportive and dynamic environment for participants to develop their skills and advance their creative work.

09/07/2025

Workshop on Constructing Truths by Dario Bombelli at BlaBlaLab: An Exercise in Investigation and Inquiry

| The workshop Constructing Truths, led by Dario Bombelli, invited participants to examine how knowledge is constructed, distorted, and reinterpreted. Using an investigative kit comprising documents, audio recordings, technical data, and conflicting narratives, participants collaboratively reconstructed their own interpretations of a case study based on the Moby Prince disaster.

Rather than seeking a single objective truth, the workshop focused on critically questioning how truths are produced and shaped. Drawing on investigative aesthetics and forensic methodologies, the session combined storytelling, critical analysis, and collaborative speculation. It also addressed the broader role of images and language in shaping collective memory and public understanding of historical events.

29/07/2025

Publication Fictional Journal Issue 05 | TechNOpolitics

|

A call for contributions was launched for a new issue of the Fictional Journal, focusing on the political dimensions of the technological revolution. The initiative critically examined dominant narratives that present technological innovation as a universal solution, highlighting instead issues of limited transparency, lack of democratic processes, and the concentration of power among major technology companies (GAFAM).

The project invited reflection on how technology increasingly shapes political agendas and societal structures. Contributors were encouraged to explore these themes through near-future science fiction, essays, or visual works, addressing questions of resistance, agency, and alternative technological futures. The open call aimed to stimulate critical discourse on the societal impact and governance of emerging technologies.

August

05/08/2025

Live Coding Community: Meet-Up #3 at BlaBlaLab

|

The Live Coding Meet-ups at BlaBlaLab brought together a growing community of coders, artists, engineers, and newcomers for an evening of creative experimentation. The July session featured audiovisual explorations, testing of new coding tools, and the initial development of ideas for a collaborative community project.

The programme combined presentation, exchange, and improvisation. It began at 18:00 with informal arrival and setup, followed at 19:00

by “Share Your Screen,” where participants presented live work-in-progress, experiments, or finished projects in an open, non-judgemental setting open also to observers. At 20:00, participants joined a collective brainstorming session focused on a community-driven project. The evening concluded at 20:30 with a live jam session of open musical and visual improvisation. The sessions were led by artist Wilbert Vogel, who provided guidance, feedback, and facilitation.



Beyond the Blue Marble Summer Camp (© Andreas Höfert)

18-24/08/2025

Summer Camp Beyond the Blue Marble

|

A 7-day Summer Camp took place in Bolsena, Italy, a site closely connected to the memory of the Etruscan civilisation. The programme explored the region’s historical, archaeological, and cosmological landscape, including its origins in Proto-Villanovan and Villanovan cultures and its later integration into the Roman world. Activities were situated in Bolsena, founded in 265 BC on the shores of Lake Bolsena, Europe’s largest volcanic lake.

Participants were hosted at the 17th-century convent Santa Maria del Giglio, currently home to the cultural association Punti di Vista. The programme included contributions from experts at Tuscia University and the National Etruscan Museum. Bolsena, a pilgrimage destination known for the Eucharistic Miracle, provided access to a landscape of significant cultural and natural heritage.

PROGRAM:

| During the summer camp, a series of guest contributors were invited to share perspectives on planetary imaginary theory through lectures, workshops, and informal exchanges with participants. These sessions enabled dialogue on interdisciplinary practices and project development.

Contributors included Miha Turšič (Waag Space Lab), focusing on art-science collaboration, space culture, and planetary research; Corrado Melluso (Timeo), editor and publisher working on contemporary philosophical and political thought; Laura Tripaldi (NYU Shanghai), researcher on materiality and emerging technologies; Freddy Paul Grunert, philosopher and curator exploring intersections of art, science, and environmental thought; and Cristina Fiordimela, architect and museographer specialising in exhibition design and accessibility.

The programme was organised by Baltan Laboratories, the Chimerical Intelligence Lab, and EPISTEAM, fostering interdisciplinary exchange across arts, science, and technology.

September

17/09/2025

Live Coding Meet-Up #4 at BlaBlaLab

| The Live Coding Meet-ups at BlaBlaLab brought together coders, artists, enthusiasts, and beginners to share work-in-progress, explore new tools, and develop creative coding practices such as live visuals, algorithmic sound, and performance work. Each session supported skill development in a collaborative environment and included collective brainstorming for a community-driven project.

Artist Wilbert Vogel led the programme, providing technical guidance, creative input, and facilitating “Share Your Screen” sessions, discussions, and feedback. Acting as both mentor and co-creator, Vogel supported experimentation and the development of the community project.

The evening included setup at 18:00, “Share Your Screen” at 19:00, brainstorming at 20:00, and a

live audiovisual jam at 20:30.

19/09/2025

Workshop: Introduction to Podcasting with Pauline Vantilt at BlaBlaLab

| The workshop introduced participants to BlaBlaLab’s RØDE podcast station, including a live interview with the directors of Baltan and Broet on the role of makerspaces in creative communities. Participants explored different podcast formats and developed their own concepts through individual or collaborative sense-making exercises. The afternoon focused on hands-on production, using professional recording equipment and learning basic editing skills with Audacity. The session concluded with presentations of pilot recordings, enabling participants to begin developing their own podcast projects.

The workshop was led by Pauline Vantilt, social designer and co-founder of Demo (Eindhoven), and host of Communities in Eindhoven, a podcast exploring local interpretations of “community.”



Kick Off Party Makerspaces @ Natlab (© Barbara Medo)

19/09/2025

Kick Off Party Makerspaces @ Natlab + Blablalab

| To mark the opening of three new makerspaces at Natlab, a kick-off event was organised to introduce and activate the spaces. The programme included live music performances by DJs Jens Beer and Frostine.wav, alongside a live coding performance.



Kick Off Party Makerspaces @ Natlab (© Barbara Medo)

The event aimed to celebrate the launch of the makerspaces and encourage community engagement within the new facilities. Attendees were invited to join informally, bringing friends and participating in a shared social and cultural experience combining music, performance, and digital art.

20/09/2025

Workshop: Introduction to Outdoor Audio Recording with Marieke van de Ven at BlaBlaLab

The workshop, led by sound artist Marieke van de Ven, introduced participants to field recording as a practice grounded in attentive listening. The session began with an introduction to field recording techniques, followed by a guided outdoor exploration around Natlab and Strijp-S to capture ambient and environmental sounds. Participants then returned indoors to share recordings and reflect collectively on their listening experiences.

The workshop focused on developing awareness of sound environments and exploring their narrative and musical qualities. Marieke van de Ven, whose practice includes sound walks, podcasts, audio stories, electro-acoustic compositions, and field recordings, guided participants in engaging with both urban and natural soundscapes.

20/09/2025

Workshop: Introduction to Sound editing with Siem Oosterhof at BlaBlaLab

The workshop, led by Siem Oosterhof, introduced

participants to sound editing and composition using GarageBand. It focused on how sound can shape experiences of stories, spaces, and artworks, making audio editing accessible for beginners.

Participants learned basic techniques for creating and editing audio compositions, working hands-on with the software. The workshop required attendees to bring a Mac laptop with GarageBand installed, with equipment support available upon request.

Siem Oosterhof, a designer of visual environments and immersive soundscapes, guided participants through working with found and self-recorded sounds, exploring layered textures and experimental, playful approaches to building sonic compositions.

25/09/2025

RYV Content Session 1 & RYV Public Lecture by Ianis Dobrev; The Philosopher's Stone

The lecture *The Philosopher's Stone in the Age of Planetary Transmutation* explored how the figure of the alchemist can be understood in relation to today's planetary condition. Speaker Ianis Dobrev examined values such as craftsmanship, experimentation, and spirituality within the context of a globalised and industrialised world, questioning whether the contemporary artist can be seen as a modern alchemist.

Ianis Dobrev is a philosopher and researcher working at the intersection of art, technology, and esoteric practices. His research engages with forgotten and marginalised traditions to reflect on contemporary ecological and planetary challenges.

28/09/2025

Radio Bending Workshop with Francesco Zedde

The workshop, led by multimedia artist Francesco Zedde, introduced participants to no-input mixing, circuit bending, and DIY electronic instrument building. Through a hands-on approach, participants learned basic soldering, coding, and sound experimentation techniques, while repurposing obsolete electronics into new musical instruments.

Francesco Zedde's practice focuses on hacking, circuit bending, augmented instruments, and interactive installations. His work critically engages with discarded and obsolete materials, using them as a form of resistance against corporate production systems and consumerism, while exploring alternative approaches to sound and technology through artistic experimentation.

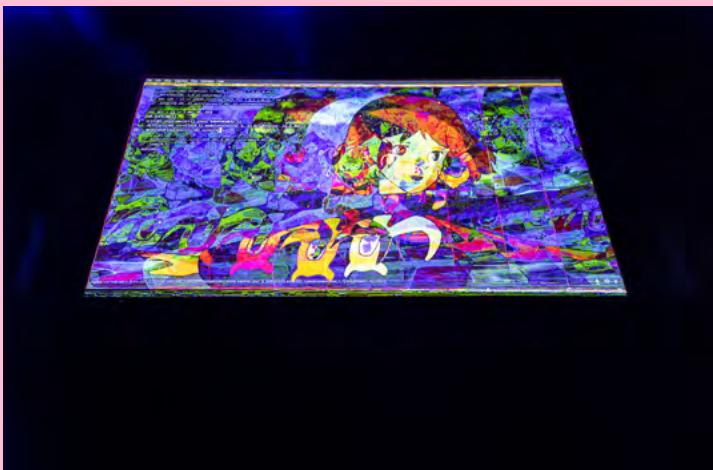
October

02/10/2025

RYY Practical Session #1: Project Proposal with Marlou van der Crujisen

|
The session focused on the development of project proposals prepared in advance by participants. Proposals were collectively discussed, allowing for feedback and exchange among participants and facilitators. Baltan Laboratories presented examples of successful project proposals and project descriptions from its own practice and external initiatives to support participants in refining their ideas.

The workshop also included dedicated time for participants to further develop their proposals. The session was led by Baltan Laboratories.



Kick Off Party Makerspaces @ Natlab (© Barbara Medo)

08/10/2025

Live coding Meet-Up #5 at BlaBlaLab

|
A monthly gathering was organised to explore creative coding, generative visuals, algorithmic sound, and collaborative digital art, and was also open to curious visitors.

The series of meet-ups was led by artist Wilbert Vogel and co-organised with the Baltan Laboratories team. The sessions provided a space for experimentation, exchange, and informal participation within a community interested in digital and computational artistic practices.

09/10/2025

RYY Content Session #2: Evelyn Wan

|
The public lecture *Magical Pasts, Decolonial Futures* was presented as part of the *Raise Your Voice* programme by Evelyn Wan. The lecture explored how relationships with technology can be reimagined through the intersections of artificial intelligence, spirituality, and esotericism, addressing decolonial perspectives on technological futures.

Evelyn Wan is Assistant Professor in Media, Arts, and Society at Utrecht University, where she also coordinates the MA Arts and Society programme. Her work spans contemporary performance practice, cultural and critical theory, and research methodologies. Her artistic research engages inter-Asian ocean histories, island studies, gender, and religious studies through interdisciplinary and practice-based approaches.

10/10/2025

Bring Your Own Book Fair at Rietveld Academie

|
Baltan Laboratories participated in the *Bring Your Own Book Fair 2025* at the Rietveld Academie in Amsterdam. The event took place on Friday, 10 October, from 12:00 to 20:00, bringing together more than a hundred participants.

Baltan presented a table with printed publications as part of the fair's collective exhibition of independent publishing practices. The event gathered a wide range of contributors engaged in bookmaking, publishing, and related artistic practices. The *Bring Your Own Book Fair* is an annual initiative showcasing independent publishers and artists; the full list of participants was made available via byobfair.xyz and the *BYOB Fair* channels.

17/10/2025

Fair Media Workshop Fabricating Realities

(Morning and Afternoon) at Willem De Kooning Academie

In October, the final series of the fAlr Media workshops was carried out, led by artist, live coder, and programmer Wilbert Vogel. On 17 October, two sessions were held (morning and afternoon) at Baltan Laboratories: a second edition of *Fabricating Realities* and the new format *It's true, I saw it in the news*. A further iteration of *It's true, I saw it in the news* took place on 30 October for journalism students of Koning Willem I College in Den Bosch.

The workshops explored fake news and misinformation, beginning with historical examples of conspiracy theories. Participants created synthetic news content using AI tools (Firefly, Stable Diffusion, DreamStudio, ChatGPT, DeepSeek, Gemini), developing images, clickbait titles, and full articles, followed by reflection on bias, deepfakes, and strategies for recognising



Baltan Laboratories' Takeover at Onomatopee
(© Matteo Borsato)

misinformation.

20-23/10/2025

DDW Baltan Laboratories' Takeover at Onomatopee

During Dutch Design Week 2025, Onomatopee opened its space for a nine-day programme dedicated to art, design, and collaborative practices, featuring exhibitions, takeovers, and public events exploring new forms of working in common.

From 18 to 26 October, the exhibition *How to Enter from the Exit* presented a research-driven installation reimagining institutions as dynamic, collaborative systems through interactive works and a shared platform for experimentation and co-creation.

From 20 to 23 October, Baltan Laboratories hosted an in-residence takeover with open working sessions focused on institutional transformation and evolving forms of interdependence in response to cultural and financial shifts.

On 23 October, the public dialogue *Who is Paying for This?* addressed funding structures, institutional precarity, and collective cultural strategies, in collaboration with BAK and Onomatopee.

On 24 and 25 October, interactive workshops titled *The Rise and Fall of Teun the Raccoon* engaged participants in role-play and collective storytelling, reflecting on creative labour, precarity, and collaboration through the development of a shared film script.

23/10/2025

RYV Lecture Modern Oracles: Art and/of Algorithms

The lecture *Modern Oracles: Art and/of Algorithms* took place on Thursday, 23 October at Onomatopee in Eindhoven and online via Zoom, as part of the Raise Your Voice programme. The session examined algorithms as contemporary forms of mechanical divination, exploring how they generate patterns, influence decisions, and shape beliefs while presenting themselves as neutral systems. It also considered how art and design can function as interpretative and speculative practices, engaging with chance and meaning-making.

The lecture was delivered by Rebecca Carlson, Project Coordinator of the SAFIRE Programme at the University of Oulu, with a background in filmmaking, media arts, and visual anthropology.

23-26/10/2025

Silicon Souls at NulZES for DDW 2025

During Dutch Design Week, the programme *Silicon Souls* presented a series of open

dialogues organised by DES.ENG.AGE. in collaboration with Baltan Laboratories. The initiative reflected on the transformation from raw materials such as sand into silicon-based technologies that underpin contemporary digital infrastructures, including smartphones and artificial intelligence.

Framed as a poetic and critical reflection on technological production, the programme explored the ethical, cultural, and societal implications of semiconductor technologies, particularly within Eindhoven as a major innovation hub. It invited technologists, artists, designers, and citizens to collectively consider what kind of digital future is being built.

The series included four public sessions held between 23 and 26 October, addressing themes such as innovation and ethics, design and industry, plural technological futures, and technopolitics.

30/10/2025

Fair Media Workshop: It's True, I Saw it on the News

|

The workshop introduced methods for recognizing AI-generated images, followed by adapted "exquisite prompt" and "exquisite corpse" games. Participants then analyzed TikTok examples and discussed early deepfake cases, including the Volkov Incident. Wilbert Vogel also presented examples of scams using AI-generated voices and sounds. The session concluded with hands-on work in creating AI-generated videos using ElevenLabs.

November

06/11/2025

RYV Practical Session #2: International Residencies by Transartists, Lotte Geeven

|

As part of the Raise Your Voice program, TransArtists was invited to give a presentation on international residency opportunities for artists and creative professionals across Europe and beyond. The session introduced participants to a wide range of artist-in-residence programs and opportunities aligned with their artistic practices, while also providing practical

guidance on navigating international networks and applications. Through its expertise and artist-centred approach, TransArtists contributed valuable insights into how temporary residencies can support artistic development, exchange, and international collaboration.



fAlr Media Graphic Identity (© Benji Sheppard)

11/11/2025

Tech Club Lecture: From Internet Art to A.I. @ Bibliotheek Waalre

|

An interactive lecture led by artist Wilbert Vogel explored the development of digital art, from early internet art (net.art) to contemporary AI-based practices. The session examined how artists have historically engaged with new technologies and how digitalisation, particularly since the 1990s, has transformed artistic production.

Addressing concerns about AI as a threat to creativity, the lecture highlighted its potential as a supportive tool for artistic work. Following the presentation, participants engaged hands-on with AI tools to explore their creative possibilities. The session was open to a broad audience, requiring no prior knowledge of AI.

14 – 17/11/2025

Austria International Exchange – Raise Your Voice

|

From 14–17 November, the 13 participants of

the Raise Your Voice coaching trajectory took part in an international exchange at Commons Hub, an experimental community space in the Austrian Alps near Reichenau an der Rax. Through lectures, workshops, exercises, and project presentations, participants collaboratively developed project proposals with support from guest speakers and professionals.

Living and working together in a shared environment encouraged informal exchange, collaboration, and mutual support, leading several participants to form working duos. Participants also engaged in communal activities such as cooking and maintaining shared spaces. Morning sessions focused on the trajectory theme, *The 21st Century Alchemist*, while project presentations and one-on-one coaching were provided by Lorenzo Gerbi, Marlou van der Crujisen, Lukáš Likavčan and Alessandro Y. Longo

15/11/2025

Workshop DIY Microphones with Francesco Zedde at BlaBlaLab

|

The workshop, led by multimedia artist Francesco Zedde, explored DIY approaches to building lo-fi microphones using recycled and discarded materials. Participants were introduced to the basic principles of how microphones function before creating low-cost devices, including piezo contact microphones, electromagnetic sensors, and hydrophones for capturing underwater sound.

The session encouraged experimentation with alternative designs and sustainable practices in sound-making. Zedde's approach emphasises the musical event as a social practice, combining technical exploration with critical reflection on material reuse and collaborative creation.

20/11/2025

5th European Culture and Technology Lab + Annual Conference Day 1

|

The programme for the 5th European Culture and Technology Lab+ Annual Conference, *EpisTeaM – Epistemology in Science, Technology, Engineering, Arts, and Maths*, was presented. The two-day conference featured keynotes, panels, workshops, and artistic interventions exploring diverse ways of knowing and sensing in relation

to the digital age.

Bringing together artists, designers, researchers, technologists, and scientists, the event examined the intersections of culture, technology, and epistemology. Day 1 took place at Foundation We Are and included keynote contributions such as Ianis Dobrev, whose work explores ecological perspectives and interdisciplinary knowledge systems. The conference aimed to foster dialogue across disciplines and generate



5th European Culture and Technology Lab+ Annual Conference Day 2 (© Barbara Medo)

new approaches to understanding contemporary technological and cultural contexts.

21/11/2025

5th European Culture and Technology Lab+ Annual Conference Day 2

|

Following the first day, the 5th European Culture and Technology Lab+ Annual Conference, *EpisTeaM – Epistemology in Science, Technology, Engineering, Arts, and Maths*, continued on 21 November at Natlab Eindhoven. The conference brought together interdisciplinary perspectives on knowledge, technology, and culture in the digital age.

Day 2 featured keynote speaker Laura Tripaldi, writer and researcher at the Center for AI & Culture at NYU Shanghai. With a background in Materials Science and Nanotechnology, her work explores the agency and materiality of emerging technologies across philosophy, science, and the arts. Her contributions addressed multidisciplinary approaches to understanding



5th European Culture and Technology Lab+ Annual Conference Day 1 (© Barbara Medo)

intelligence and matter in contemporary technological contexts.

24/11/2025

Spinozalens Prize Award Ceremony at Kunstmuseum Den Haag

|
On 24 November, the Spinozalens Awarding Ceremony took place, centred on the theme of future-proof solidarity. The jury recognised Achille Mbembe for his rigorous and innovative engagement with this topic.

In collaboration with the Spinozalens Foundation, Baltan Laboratories supported the Achille Mbembe Challenge, a design competition addressing pressing global issues in the context of the 2025 Spinozalens Prize. Open to secondary school pupils and students from vocational, higher professional, and university education in the Netherlands and Flanders, the challenge also welcomed international participants. The competition encouraged multidisciplinary teamwork and invited participants to apply not only intellectual capabilities, but also creative, practical, and communicative skills.

Prior to the 2025 Spinozalens Award ceremony in The Hague, finalists were invited to meet laureate Achille Mbembe and further develop promising concepts in the makerspace of Baltan Laboratories. During the ceremony, the winning pupil and student teams received a replica of the Spinoza statue from Jan van Zanen, alongside the official presentation of the Spinozalens Award to Mbembe.

25/11/2025

Live Coding music with Strudel.cc: Workshop by Will Rinkoff at BlaBlaLab

|
A live coding workshop took place at BlaBlaLab, led by artist and performer Will Rinkoff (also known as c_robo_), introducing participants to Strudel, an open-source platform for live coding music.

The session focused on real-time music creation using laptop-based interfaces, without the need for specialised hardware. Participants explored how digital environments can function as expressive musical instruments.

Will Rinkoff is a live coder based in Los Angeles who works with tools such as TidalCycles, SuperCollider, Neovim, and Strudel. His practice investigates the musical potential of laptops as performance instruments for real-time composition and improvisation.

December

02/12/2025

TechClub Film Screening Ex Machina at Natlab

|
As part of the TechClub initiative, a screening of Ex Machina (Alex Garland, 2014) took place at Natlab in December. The film, shown in English with Dutch subtitles, explores AI development through a humanoid robot evolving into a super-intelligent android. A short post-screening discussion followed each viewing.

03/12/2025

Raise Your Voice Content Session (Online) #4: Thomas Moynihan | Panacea: Should We Develop a World Brain?

|
The Raise Your Voice lecture Panacea of the Planetary: Must we build a world-brain? explored historical and philosophical ideas surrounding the concept of a "planetary brain" formed through global information exchange. The talk traced these notions from ancient theories of group minds and pre-Darwinian evolutionary thought to figures such as Teilhard de Chardin and Vladimir Vernadsky, while also highlighting lesser-known perspectives.

It examined contrasting visions of a



Raise Your Voice at Onomatopoe (© Barbara Medo)

“world-brain” as either a collective solution to existential challenges or a threat to human autonomy. The lecture was delivered by historian of ideas Thomas Moynihan, affiliated with the University of Cambridge, Oxford University, and the Berggruen Institute, whose research focuses on the transformation of worldviews in relation to scientific and cosmic understanding.

03/12/2025

Practical Session Raise Your Voice: Simon de Leeuw – Dutch Culture

The session focused on local and international opportunities for artists and creative practitioners. DutchCulture presented information on international funding schemes and residency opportunities, offering guidance on cultural cooperation and support structures for the Dutch cultural and creative sector.

04/12/2025

RYV Workshop Rat King: Migration of the Brown Rat by Yi Zhang

The workshop Rat King: Migration of the Brown Rat, led by Yi Zhang, used a board game format to explore the transnational and transhistorical migration of the brown rat (*Rattus norvegicus*). Participants collectively speculated on rat movement patterns and their entanglement with climate change, colonial navigation, human expansion, global trade, and eradication efforts, while reflecting on possible “glitches” within these interconnected systems.

Yi Zhang is an interdisciplinary artist, researcher,

and storyteller based in Eindhoven, working across media such as writing, drawing, cooking, video, performance, and site-specific installations, with a focus on “in-betweenness” as a liminal state of transition and mobility. The session formed part of the Raise Your Voice 2025 tryout programme for future fellowships.

08/12/2025

TechClub Lecture: Love and Friendship Online at Bibliotheek Best

The lecture Online Connection: from message to meaningful bond was organised by TechClub to make digital technology more accessible to participants who may feel distanced from it due to its speed and complexity. The session focused on social media and online communities, aiming to create moments of encounter, discovery, and shared learning.

It explored how digital communication is embedded in everyday life through messaging, video calls, photo sharing, and participation in online communities and dating platforms. The lecture addressed how online interactions can support friendships and relationships, especially across distance or shared interests, and encouraged reflection on the role of digital contact in building meaningful social connections.

10/12/2025

Game Session | The Black Chapel: A Role-playing Game about Religion

The workshop The Black Chapel was an open-ended role-playing game developed as part of research into fiction as a medium for communication between opposing perspectives. Using horror aesthetics and collaborative worldbuilding, participants co-authored an imagined narrative exploring religion and its intersections within a constructed environment. By adopting roles outside themselves, participants were encouraged to question assumptions and engage with alternative viewpoints.

The workshop was led by Benji Sheppard, storyteller and sculptor studying at Design Academy Eindhoven. His interdisciplinary practice spans sculpture, writing, and game design, and engages themes such as religious deconstruction, economic precarity, and neurodiversity through

transdisciplinary storytelling and large-scale installations.

10/12/2025

Live Coding Meet-Up #6 at BlaBlaLab

|

Live Coding Meet-up #6 took place at BlaBlaLab, Eindhoven, on Wednesday, 10 December (18:00–21:00). The monthly gathering brought together live coders to share screens, present work-in-progress, and engage with the creative coding community. The event was open donation and supported through pay-what-you-can contributions, with participation via Eventbrite registration.

14/12/2025

Tech Club Lecture: From Internet Art to A.I. at Bibliotheek Eindhoven

|

An interactive lecture led by artist Wilbert Vogel explored the development of digital art, from early internet art (net.art) to contemporary AI-based practices. The session

examined how artists have historically engaged with new technologies and how digitalisation, particularly since the 1990s, has transformed artistic production. Addressing concerns about AI as a threat to creativity, the lecture highlighted its potential as a supportive tool for artistic work. Following the presentation, participants engaged hands-on with AI tools to explore their creative possibilities. The session was open to a broad audience, requiring no prior knowledge of AI.

16/12/2025

TechClub Film Screening Thelma at Natlab

|

A TechClub screening of *Thelma* (Josh Margolin, 2024) was held at Natlab. The film follows a 93-year-old grandmother who becomes the victim of a phone scam and takes action to resolve it herself, highlighting themes of digital vulnerability and resilience. The film is shown in English with Dutch subtitles. A short post-screening discussion followed each viewing.



Introduction to Outdoor Recording (© Barbara Medo)