

APPLICATION for the

Agora Collective Residency Programme CAPP 2016

BY Lars Zimmermann

on

Open Modularity Park

[IMG Placeholder Image – a quick experiment with the modular Berlin Grid in XYZ connections and different materials]

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***Community Practices:** <http://bloglz.de/community-practices>

Berlin, June 24, 2016

SHORT STATEMENT

On me.

I am an Artist and Economist. Economy is a collection of practices of collaboration between individuals, artefacts and concepts. I try to make new knowledge and new approaches to economy available. For this I explore community practices – I am building communities. Mostly and most successful around festivals and events so far. So far.

The topics I mostly explore(d) are Circular Economy and Open Source, always in combination.

I will sharpen my focus in the coming months on Open **Modularity**.

Modularity is a community practice like standards. It is a technique of communication and collaboration, a shared language that enable communities of people and artefacts to engage quickly in productive, transformative and elevating actions.

I plan to focus on Open Source “Circular” Modularity. “Circular” Modularity means basically “reversible objects”: The parts and materials in an object can be won back and be reused completely for something entirely different. The “matter” a community is made off can be transformed into something new, allowing the community to grow and transform. Think of Lego as an example for reversible modularity.

Open Source means to engage in communication and collaboration with the world. **Open Source Circular Modularity** has the potential to enable the outside world to participate creatively in a community's transformation process and also absorb and inject the results anywhere else.

This is what I want to do now. Hands on stuff! I bought myself some sophisticated machinery in the past months and I am ready to use it :-)

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WEBSITE LINK

I created a sub page with 10 images and links to a selection of projects from the past years dedicated to **communities** and/or **education**.

Please follow this link:

<http://bloglz.de/community-practices>

You will find for example the:

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(1) Open Source Circular Economy Days

The largest and most successful project so far. Open Source Circular Economy Days (oscedays.org) is a global event and community exploring Open Source for Circular Economy. It happened in 2015 and 2016. This year in June **73 cities across the globe** took part. I am one of the initiators and main drivers of this global community.

[IMG WORLD MAP]



(2, 3, 4, 5, 6, 7, 8, 9, 10) . . .

Please find more projects here by following the link: bloglz.de/community-practices

SIMPLE STATEMENT

Outlining the plans for the 3 month residency:

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GENERAL INTRODUCTION: **Open Modularity Park (OMP)**

Open Modularity Park (OMP) is a project I would like to start during the residency. It investigates:

- (1) **Openness** as a community and economy methodology.
- (2) **Modularity** as sustainable circular economy practice and different approach to the design and use of our everyday objects.
- (3) **Community Practices** for interaction with and production of open source circular modularity solutions.

The project will get a sub page at Mifactori (mifactori.de – my hardware company and exploration project). The website will consist of three columns.

(1) System | (2) Solution | (3) Community Practices

The “**System**” column will link to descriptions of and tutorials about open source circular modular systems, for example the BerlinGrid (a 3x3cm Meccano like system for physical objects) or Lego.

The “**Solutions**” column will contain links to blue prints of real life objects made with this modular systems, for example a table with the Berlin Grid (example on mifactori.de).

The “**Community Practices**” column will collect practices how to creatively engage as a community with these Systems and Solutions. For example to create “transformation performances” reconfiguring the space periodically or “parts production sessions”.

With “Systems”, “Solutions” and “Community Practices” Open Modularity Park will be a **big open and itself modular “toy” system**. A physical and social Weltbaukasten (world-building-box).

I will produce (manufacture) all parts together with collaborators and create a huge and growing library available in the CRCLR lab and run events around it and invite others to do so.

Phases

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PHASE ONE: **Ethnographer** (Voices & Actions)

In phase one I will look around in Neukölln and investigate 3 communities that are established there. One of this communities will be the Agora Collective. The other two I will try to find as close as possible to the CRCRL lab space run by the Agora Collective. I will investigate: How do this communities work? What practices are in use? And I will ask the question: Where are those practices “linear” or “circular” and how can they be transformed or celebrated?

The goal is to start to build relationships. Because I want this communities later to play with and grow OMP.

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PHASE TWO: **Researcher/Translator** (Atoms)

In this month I will start following from the research of phase one to develop or build the physical library and suggested practices. I will build and explore early physical prototypes, source materials in the neighbourhood and so on. I will set up a first OMP and create the documentation around it.

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PHASE THREE: **Educator** (Play)

In this phase we will **play** with in OMP! A one month open workshop at the CRCLR lab with some highlight events in between. We will collectively use the OMP – test the parts, create and document together solutions (like 3 day temporary playgrounds for example). We will use and develop community practices for interaction with the OMP like “creating new parts”, “solve problems” and so on.

How can OMP help the 3 communities to do what they do, but now more circular and open?

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Ok, that's it. Thanks for reading.

I really would love make OMP come true and give it a permanent and lasting home in the CRCLR lab, and deepen my connections to the Agora Community and it's work.

Lars

June 24, 2016, 17:45 ☺

Vita Lars Zimmermann

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SHORT PITCH (2016)

English

Lars Zimmermann (1980) is an Artist and Economist based in Berlin. He works on several projects exploring Open Source for Circular Economy like the Open Source Circular Economy Days (oscedays.org), Mifactori (mifactori.de), Open It Agency (openitagency.eu) and The City Is Open Source (thecityisopensource.de). | More information about him you can find on his website: larszimmermann.de

German

Lars Zimmermann (1980) ist Künstler und Ökonom und lebt in Berlin. Er arbeitet an zahlreichen Projekten zu Open Source und Kreislaufdesign wie z.B. die Open Source Circular Economy Days (oscedays.org), der Open It Agency (openitagency.eu), The City Is Open Source (thecityisopensource.de) und Mifactori (mifactori.de). | Ausführliche Informationen zu seinen Projekten finden sich auf seiner Website: larszimmermann.de

Formal Education

2001 – 2007, University Studies

- 2004 – 2007, Media Culture, at Bauhaus-University Weimar, Bachelor of Arts
- 2003 - 2004, Physics, at Humboldt-University Berlin
- 2001 – 2003, Biology, at Ruprecht-Karls Universität Heidelberg and TU Dresden

Work: Publications, Projects, Grants, Talks (Selection)

Since 2007 active as Artist and Economist. Since 2008 exploring Openness for Circular Economy.

2016

Artist, Open Source Economist, Designer

- PROJECT: Planet B (invited artist) – I am invited to be part of the art-experiment and exhibition “Planet-B” in Düsseldorf in the Summer of 2016, where I will work on Open Source Circular Design and Economy with the public – www.nrw-forum.de/ausstellungen/planet-b
- PUBLICATION (Book): “Open Source Circular Design is unfassbar hässlich! – Ein Briefwechsel zwischen André Wendler und Lars Zimmermann”, in “Alternativen”, publication date: July 2016
- PROJECT: OSCEdays Berlin 2016, Organizer, Developer, Community Manager
- PROJECT *Start*: OSCE e.V. – Founding an Association to house the Open Source Circular Economy Days; Chairmen of the Board Of Stewardship
- Continued Projects: Open Source Circular Economy Days, Mifactori, Open It Agency
- TALKS: Innonatives Conference Munich, Open Tech Summit, Re:publica

2015

Artist, Open Source Economist, Designer

- FELLOWSHIP: Künstlerdorf Schöppingen, August & September
- EXHIBITION: 'The City Is Open Source City Interactive Hacking Room' – at 'Galerie im Park Viersen', August to October
- PUBLICATION (Journal): 'OSCEdays Mission Statement', in 'Umwelt Aktuell'; 'OSCE' in TAZ
- TALKS (Selection): Open Commons Kongress Linz, Think DIF Festival, Circular Design AT, Open IT (im Berliner Abgeordnetenhaus) – on Open Source & Circular Economy – Minden, Viersen on Open Source Circular Cities & City Hacking
- PROJECT *Start*: Mifactori – Open Source Circular Design Development, Communication and Collaboration – mifactori.de
- PROJECT *Start*: The City Is Open Source – City Hacking Street Art Research and Development on the Open Source Circular City – thecityisopensource.de
- PROJECT: Local OSCEdays Berlin 2015; Organizer, Developer, Community Manager
- PROJECT: Global Reporting OSCEdays 2016 - Project inside OSCEdays 15; Organizer, Community Manager – oscedays.org/documentation-2015
- PROJECT: 'What Is Open Source?' (Video), with Sam Muirhead (cameralibre.cc)
- PROJECT: OS-IS-Coming – An Open Source Themed Christmas Calendar creating resources on Open Source, with Jenni Ottilie Keppler (ottilie.cc); Tech and Author – osiscoming.openitagency.eu
- Continued Projects: Open Source Circular Economy Days, Open It Agency, Blog, Baubus

2014

Artist, Open Source Economist, Author

- PUBLICATION (Book): „Business Models For Open Source Hardware“, Chapter in „Building Open Source Hardware“, by Alicia Gibb & Friends, Addison-Wesley Professional, 2014

- PUBLICATION (Digital): „Open Source Hardware & Freedom“, 5 long posts about different aspects in the relation between Open Source & Freedom, published on my Blog
- TALKS (Selection): Degrowth Conference Leipzig, Ouishare-Fest 2014, TU Berlin, HU Berlin, Sieben Linden, Open Up Camp
- PRIZE: Science Hack Day Berlin 2014, for IPO-tables – Open Source Hardware Documentation Project – Hackathon – ipotables.net
- PROJECT *Start*: Open Source Circular Economy Days – Global Event, Platform and Community exploring Open Source for Circular Economy – oscedays.org
- PROJECT *Start*: Open It Agency – support for Open Source Hardware with Consultings, Resources and Communications, Cofounder – openitagency.eu
- Continued Projects: OWi – Open Ecological Economy, Blog

2013

Artist, Open Source Economist, Author

- TEACHING: Open Design & Open Source Hardware 3 Day Workshop with Industrial Design Students, Burg Giebichenstein Halle
- TALKS (Selection): at Chamber of Commerce Austria (Wirtschaftskammer Österreich), Vienna Open, Berliner Innovationskreis, Several Universities, Solidarische Ökonomie Kongress
- PROJECT: OPENiT Festival – City Hacking Festival & Open Experiment For City Futures; Initiator, Creative Developer – openit.cc
- PROJECT *Start*: OSHW-Documentation Research (IPO-tables) – research and project on better tools for open source hardware documentation – ipotables.net
- PROJECT: Refugee Camp Trade School – An integrative trade school with refugees from the Oranienplatz Berlin – cityhackingacademy.tumblr.com
- PROJECT: City Hacking Academy – City hacking and the translation of our cities to an open and sustainable future – cityhackingacademy.tumblr.com
- PROJECT: Open Source It Manual & OSHW License Guide – ‘OSHW’ embedd button like Creative Commons – owiowi.net

- PROJECT *Start*: My Blog, mostly with texts about open source hardware, open design and related issues – bloglz.de
- Continued Projects: OWi - Open Ecological Economy, Nature Digital, OWi Poster Laboratory

2012

Artist, Researcher

- TALKS: Experimentdays, Sustain IT, Berlin Berlinale (OCC), TU Berlin, BTU Cottbus, Universität des Saarlandes
- PROJECT *Start*: OWi Poster Laboratory – developing an open source biodegradable poster for the OWi project (2012-2013)
- Continued Projects: OWi Open Ecological Economy, Nature Digital

2011

Artist, Researcher

- FELLOWSHIP: Künstlerdorf Schöppingen, for 'Art, Economy, Science'
- TEACHING: 'Interactive Journalism', at University Leipzig,
- PROJECT *Start*: OWi Open Ecological Economy – Exploring Openness as a driver to regenerative design (circular design) – owiowi.org (2011-2014)
- PROJECT *Start*: Nature Digital – exploring relationships between (open) digital media and nature, with Sub-projects like LÖWi – Lexikon Ökologischer Wirtschaft (2011-2013, *)
- PROJECT *Start*: Baubus – Open Source Regenerative Toy Bricks For Kids (2012, 2015, *)

1995 – 2010

Artist, Researcher, Student

- TEACHING (2009): at University Leipzig, 'Interactive Journalism/Research on the future of Journalism'

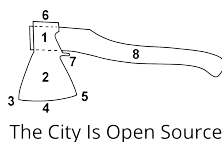
- PUBLICATION (2007): 'Robert Siebkopf' – Book for Children
- PROJECT *Start* (2007): Research Project On Economy & Digital Media – This is still the Meta-Project running. All projects are part of this project or Agenda. Some works produced between 2007-2009 are "Connected Nature", "Blind Spots" or "Fleurs Du Utopie"
- PROJECT (2007): 'Phytias Brain' – a poietic play for stages, part of my Bachelor Thesis

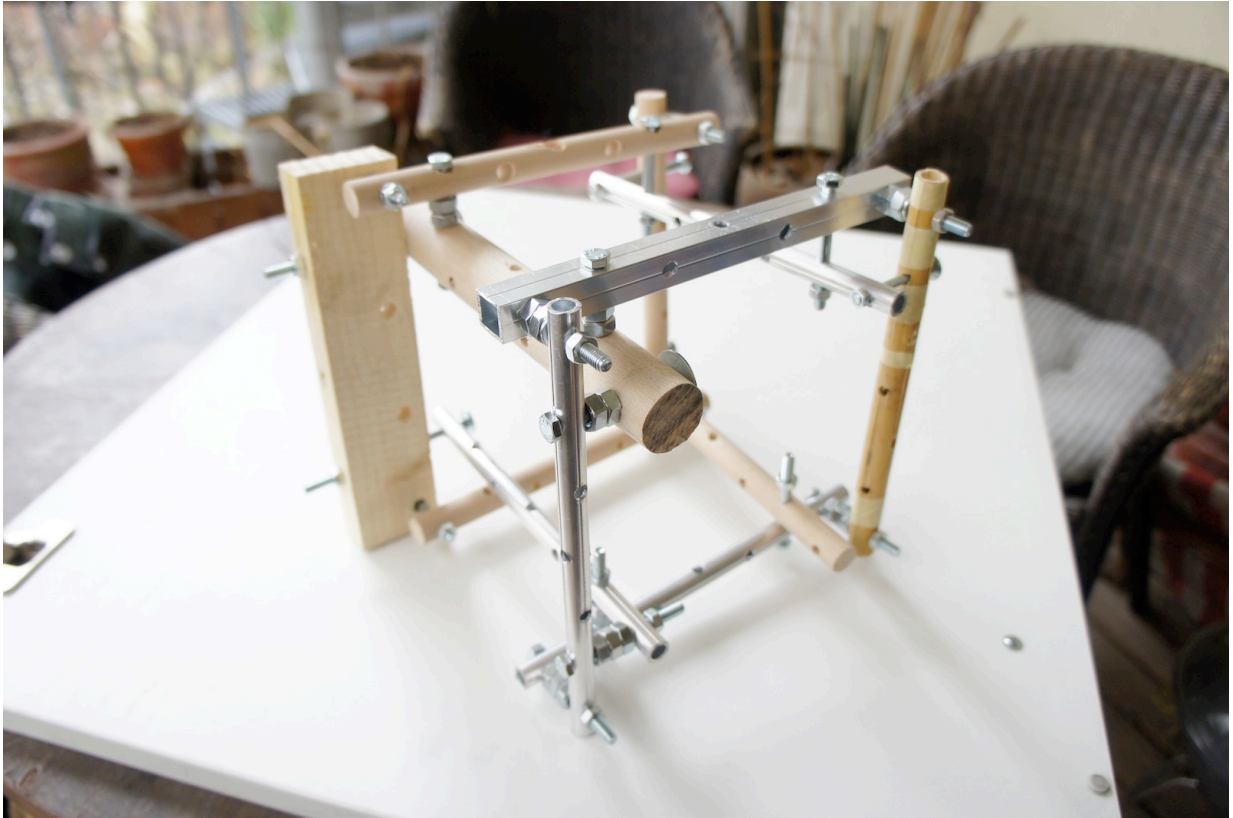
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- "FACTORY"-WORK (2001-2004): Between 2001 and 2004 I was working at a lot of and very different factories and organisations like metal, printing, construction, food industry and at theatres like "Staatstheater Dresden" in different jobs. Making experiences in a lot of different crafts.
- THEATER (1995-2001): Actor, Dramatic Advisor & Directing at "theater-spiel-laden-Rudolstadt"
- MUSIC (1995): I play instruments, sometimes I publish(ed) music – albums or scores for short movies of friends, always as a hobby.

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LOGOS of some of the created projects





[IMG Placeholder Image – a quick experiment with the modular 3erlin Grid in XYZ connections and different materials]