

HUNGRY ECOCITIES

A S+T+ARTS RESIDENCIES PROJECT

AGENDA



KNOWLEDGE SHARING EVENT
28-29 NOV, TURIN



S+T+ARTS



Co-funded by
the European Union

Day 1 - 28th November, 2023

Location: Talent Garden, Via Giuseppe Giacosa, 36/38, 10125 Torino

#	Item	Responsible	Time
	Arrival - meet & greet		09:30 – 10:00
1	Opening remarks, Agenda of the event	lead by Rodolfo/ CRA	10:00 – 10:30
2	Guest Speaker <i>Inspirational speech on Food Systems.</i>	ALL	10:30 – 11:30
	coffee break		11:30
3	Get to know each other	ALL/ small groups	11:45 – 13:00
	Lunch		13:00
4	Tech session 1- AI Tools <i>explainable AI, frameworks to assess the Sociality of AI, algorithmic driven supply chains, advanced sensing and data analytics (incl. satellite data processing).</i>	ALL	14:00
	State of art of tech tools	KU Leuven	(30min)
	Creative studio applied experience using similar tools		
	- Studio presentation	Eat This	(15min)
	- Studio presentation	CRA	(15min)
	group discussion	ALL/ lead by Rodolfo	(20-30min)
	coffee break		15:30
	Artists experimenting with these technologies		
	- Artist presentation	The Council of Foods	(20min)
	- Artist presentation	Culinary Journeys	(20min)
	- Artist presentation	Symposium.AI	(20min)
	group discussion	ALL/ lead by ...	(20-30min)
	End of Tech Session 1		17:00
5	Aperitivo @TalentGarden	open to invited guests	17:30
	End of Day 1		19:00

Day 2 - 29th November, 2023

Location: Talent Garden, Via Giuseppe Giacosa, 36/38, 10125 Torino

#	Item	Responsible	Time
	Arrival		09:00 – 09:30
1	Tech session 2 - Biotech tools <i>“green” molecular biotechnology, algae and plant cultivation, plant acoustics and spectra, UV analytics.</i>	ALL	09:30
	State of art of tech tools	Mendell University	(30min)
	Creative studio applied experience using similar tools		
	- Studio presentation	CRA	(15min)
	- Studio presentation	SOS	(15min)
	group discussion	ALL/ lead by Rodolfo	(20-30min)
	coffee break		11:00
	Presentation by Artists experimenting with these technologies		
	- Artist presentation	Acoustic Agriculture	(20min)
	- Artist presentation	Ecoshroom	(20min)
	- Artist presentation	MVP x FFF	(20min)
	group discussion	ALL/ lead by ...	(20-30min)
	Lunch		13:00
2	Tech session 3 - Digital Tools <i>IoT enabled systems and agents, virtual reality, autonomous robotic systems.</i>	ALL	14:00
	State of art of tech tools	BUOT	(30min)
	Creative studio applied experience using similar tools		
	- Studio presentation	SOS	(15min)
	- Studio presentation	EatThis	(15min)
	group discussion	ALL/ lead by Rodolfo	(20-30min)
	coffee break		15:30
	Presentation by Artists experimenting with these technologies		
	- Artist presentation	Food Dystmorphia	(20min)
	- Artist presentation	Low Carbon Climate	(20min)
	- Artist presentation	Cookbook	(20min)
	- Artist presentation	Future Protein	(20min)
	group discussion	ALL/ lead by ...	(20-30min)
3	Next steps, closing remarks	ALL	17:30
	End of Day 2		18:30
	Closing Dinner @Monferrato restaurant: https://www.ristorantemonferrato.com/en/home-page/		20:00

Tech Session Presentation Brief

Humanizing technologies are at the heart of Hungry EcoCities. As such, the knowledge sharing and networking event in Turin will unfold with a series of presentation and discussion sessions highlighting technological theories and tools aligned with the program's objectives. Each of the presentation and discussion sessions will last for three hours and be dedicated to one of the following technologies: **Artificial intelligence, Digital tools, Biotech**. The Studio mentors, Technology mentors, Art-driven Innovation mentors and resident artists from all three directions of investigation will take turns sharing their own perspectives on these subjects in relation to the development of urban food systems.

PRESENTATION BRIEF FOR UNIVERSITIES (30min)

Each Tech session will begin with a 30-minute presentation by a Technical Mentor. Therefore, in some way, it will set the tone for the presentations by other mentors and artists. The presenters are recommended to contextualize their investigated technological tool set in relation to urban food systems, introducing the state-of-the-art development and ongoing research at university labs. In addition, the conversation can be expanded to discussing:

- How the toolset will evolve in the near future, and what the limitations (or opportunities) might be.
- How the artistic experiments at HEC correspond to their research, and what opportunities they present.
- What is the research potential impact in terms of publications, talks, and collaboration opportunities with the industry.

PRESENTATION BRIEF FOR CREATIVE STUDIOS (15min)

Creative Studios are asked to prepare 15-minute presentations for two separate sessions, each reflecting on a technological toolset. The content could include an overview of the influence these technologies have on the Creative Studio's work, illustrated through past and ongoing (research) projects. Above all, the presentations should be conceived to maximize interaction and stimulate responses from all event participants.

PRESENTATION BRIEF FOR ARTISTS (20min)

Every resident artist unit is invited to prepare a 20-minute presentation based on their work, research and thoughts on the assigned technological toolset. You are free to approach the topic in any way but in any case, the presentation should be conceived to maximize interaction and stimulate responses from the event participants. You are welcome to cover more than one main idea in the presentation. However, it is advisable that you spend enough time on every idea to ensure it is dissected thoroughly.

Below are a couple of possible ideas:

- Explore the role of the chosen technology in enhancing the EU food framework and its relevance to your HEC experiment, while avoiding repetition of your previous presentations.
- Examine the obstacles and consequences associated with implementing the selected technology within food systems.
- Reflect on how the experiment aligns with the concept of "Humanizing Technologies," considering the questions raised about ethics, safety, potential biases by AI and beyond.
- Consider giving a brief overview of the dataset collected to offer insights and find similarities with other artists.

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