

"DESIGN H(ij)ACK": while "HACK" has been widely used to describe the destructive behavior of anarchist activism, "HIJACK" is to interrupt the original continuity of an ongoing process and divert it towards its (hijacker's) own desired course or purpose. This program proposes to merge these two phenomena.

The main objective of the program is to generate tangible prototypes and solutions along the theme of "DESIGN H(ij)ACK - When Art & Design Meet Public Space". Cross-disciplinary collaboration is a necessity, combined with strong knowledge integration from research, concepts, design, to execution, "DESIGN H(ij)ACK" encourages all participants to think differently, design efficiently, and work economically, mostly important: collectively. May it be a discarded chair, an abandoned Hutong space, or public infrastructure that is no longer functioning or valid, through "DESIGN H(ij)ACK" interventions are expected to become innovative inventions. Collaborative initiatives within architecture and public art will be emphasized. We will address different areas of design that manifest in new media technologies, social spaces and public art.

Situated in the unique context of the city of Beijing, students will produce a series of design solutions that aim to solve the pressing issues only manifested within the high-speed urbanization of China. Since this process must necessarily involve first hand experiences, this direct engagement is key for students to excel outside the academic realm. Students will go through a full process to realize their visions from concept to production. And are expected to learn from this experience by balancing outcome and resource limitations such as labor, speed, budget, material, location, and technology. Parallel to the design program, "DESIGN H(ij)ACK" hosts a series of thematic lectures on art and architecture delivered by international masters and local art & design practitioners, simultaneously it also offers fun trips to major cultural sites and production factories.

The course will be held from June 26th to August 7th, 2017. Application deadline is May 15th, 2017.

In this first edition of BHi5 Residence Program students of art, architecture, industrial design, and computer science are invited to apply.

List of mentors:

//Thomas Kosbau (Principal of ORE Design +Technology, Brooklyn, NY)
//Lulu Li (Founder of Interaction Design Collective Moujiti, Beijing, CN)
//Burak Pekoglu (Principal of BINAA, Istanbul, TK)
//Orkan Telhan (Artist/Designer/Reseacher and professor at Upenn)
//Ewa Harabaz (Artist and professor at Harvard Graduate School of Design)
//James Shen (Principal of People's Architecture, Beijing, CN)
//Allesandro Rolandi (Artist / Curator / Writer Beijing, CN)
//Matt Hope (Multi-media / Artist / Sculptor Beijing, CN)
//Brendan Warford (Artist / Designer Brooklyn, NY)

////Visiting critic is world renowned artist Krzysztof Wodiczko and Professor in Residence of Art, Design and the Public Domain at the Graduate School of Design at Harvard University

Students taking part in the program will be provided seminars in parametric design using Grasshopper and programming with Arduino, as well as Chinese language lessons.

At the end of the 6-week program, the students will present and exhibit their work . The special part of the residency is that students will be living, eating, working, wondering together in a unique social cultural environment . This encourages an extraordinary setting for an experimental teaching and learning experience.



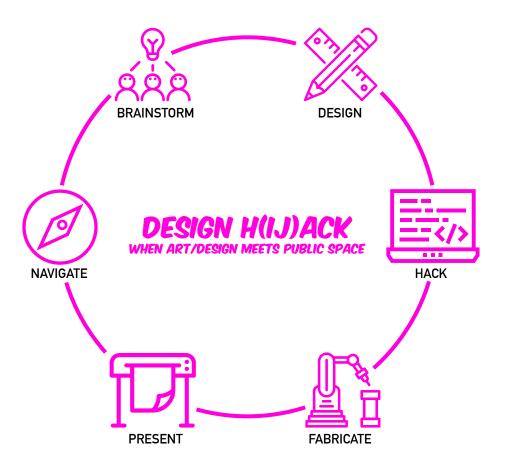












SCHEDULE

Week #01: Introduction

Week #02: Research & Development

Week #03: Ideation & Concept

Week #04: Design Development

Week #05: Production & Fabrication

Week #06: Presentation & Exhibition (tbd)

TEAM

The main focus of our programme is the collaboration between diverse disciplines and backgrounds. Therefore we are only offering this program to a selected number of students from the following discipline:

//6 Architects

//5 Industrial Designers

//5 Programmers / Hackers

//4 Artists

//5 Local Chinese Artist/Designers

//NOTE

//possible design team combination:

TEAM I

ARCHITECT INDUSTRIAL DESIGNER

ARCHITECT PROGRAMMER

LOCAL DESIGNER

TEAM 2

ARCHITECT INDUSTRIAL DESIGNER

ARTIST PROGRAMMER

LOCAL DESIGNER

TEAM 3

ARTIST INDUSTRIAL DESIGNER

ARTIST PROGRAMMER

LOCAL DESIGNER

/////The local artist/designer on each team will help with navigating in and around Beijing or any communication problems that may occur.



KRZYSZTOF WODICZKO Artist / Designer

Professor Harvard **Graduate School of Design**

New York, NY



ORKAN TELHAN Artist / Designer/Researcher

Professor **UPenn** School of Design

Istanbul, TK



EWA HARABASZ Artist / Painter

Professor Harvard **Graduate Design School**

New York, NY



LULU LI

Artist / Designer / Curator Partner of Moujiti

Co-Founder **Interactive Beijing**

Beijing, CN



BURAK PEKOGLU

Architect / Designer

Founder / Principal BINAA

Istanbul, TK



THOMAS KOSBAU

Architect / Designer

Founder / Principal ORE design+technology

Brooklyn, NY



MATT HOPE

Artist / Sculptor

Beijing, CN



JAMES SHEN

Architect / Designer

Founder / Principal **Peoples Architecture**

Professor MIT

Beijing, CN



ALESSANDRO ROLANDI

Artist / Curator / Writer

Beijing, CN



BRENDAN WARFORD

Artist / Designer

Brooklyn, NY



contributes.

A key aspect of this programme is how our mentors engage with each member of the design group. By break-

ing down the traditional hierarchy of roles usually charac-

terizing relationships between teacher and pupil or master

and apprentice, it creates a platform for reciprocal

exchanges of dialogues and co-development of ideas. Further more it encourages every participant not only

anticipating to the changes in the process of design development, but also embracing the differences each member

Mentors will follow the projects proposed by each team

step-by-step, setting up "horizontal" interaction with them.



APPLY

//Admission to the workshop is by selection only. All applicants are asked to submit a PDF worksample and CV. The application formatted as a single digital file, in PDF format, should not exceed 10 MB. Applicants will be contacted via email upon receipt of their application.

//Applicants must be 4th year students or above.

REGISTRATION

//To register please go to our website www.bhi5.com

//Accepted applicants is **first come**, **first serve basis**.

//Selected applicants will be notified with in a day or two after submission deadline.

HOUSING

//We provide the first 7-days in Beijing.

//Students will be required to find their own housing after their first seven days in Beijing. Housing typically cost around 11 USD to 30 USD per night.

//For an extra \$550 USD we will provide housing for 6-weeks

EAT

-Mom's Beijing Cooking

Lunch (Mon. to Fri.) Lunch (group trips)

TRIPS

- Transportation to and from Beijing Airport
- Great Wall
- Forbidden City + Tiennamen Sq
- Olympic Park

Birds Nest

Water Cube

Water Park (swimming)

- Modern Architecture Tour

CCTV Building (Rem Koolhaas)

Soho Galaxy (Zaha Hadid)

John Galaxy (Zaria Hadia)

Soho Wangjing (Zaha Hadid)

MOMA (Steven Holl)

Three Shadows (Ai Weiwei)

258 Caochangdi (Ai Weiwei)

- -798 Art District
- Local Architecture/Design Studio Visits

M.A.D. Studio

People's Architecture Office

2x4

Cross-boundries

Ai Weiwei Studio

Art Sculpture Foundry

"DESIGN H(IJ)ACK"	flight	housing	eat	health insurance	studio + production	trips	programme fee	total
student		7 day			•	•		3,200 USD
student [CHINA]								19,950 RMB

STUDIO + PRODUCTION

- Working / Studio Space (with WIFI)
- Model Making Materials
- Production Materials
- Fabrication (Labor)
- Delivery of work to Exhibition Site

HEALTH INSURANCE

- We do not provide insurance.

//if needed please go to website below for more info. www.WorldNomads.com

PROGRAMME FEE

- Instructor Fee
- Lectures
- Presentations
- Group Critics
- Professional Guidance
- Exhibition
- Publication / Catelogue
- Chinese Lessons

ATTENTION

// All fabrication will be done by the workers at Beijing Yidongyuan Sculptural Production Center.

// For students safety we will not allow anyone to touch equipment that may result in injury. Lets leave it up to the professionals:)

//PLEASE SEE WEBSITE FOR MORE INFORMATION www.bhi5.com



IS BEIJING SAFE?

with a population of over 20 million, Beijing is probably one of the safer capital cities in the world with regard to violent crime, according to the US Department of State Bureau of Diplomatic Security.

//For more safety concerns please visit our website www.bhi5.com

HOW ONE KEEPS IN CONTACT?

//To talk, txt, voice/video chat, or send photos from Beijing, we ask participants and ones at home to download an app called "WeChat" to your mobile device before you leave.

//We will put everyone in a group chat provided with updates of what's happening in Beijing.

SAFETY

/////Attention: Safety of the students is our highest priority.
// Students will not use any type of equipment that may result in Injury.
Lets leave it up to the professionals:)

PROGRAMME LOCATION?

Caochangdi and 798 Art District in Beijing, China.

//Caochangdi is a thriving early twenty-first-century urban space of mostly illegal structures being built by entrepreneurial farmers, contemporary art dealers, and artists. **798 Art District** comprises a complex of 50-year-old decommissioned military factory buildings built by the East Germans, boasting a unique architectural style that houses a thriving artistic community.

PASSPORT

VISA

(US Passport holders)

//it usually takes 4-6 weeks // 2-3 weeks (Expedited Service) //4 business days to process

ACCEPTED APPLICANTS

//Upon acceptance and payment received you will be provided with a "Welcome Package" (via email) including all necessary information to prepare you for your trip/programme and your housing accommodations.

