

Progressive Products for Social Europe

5:30 pm, Colégio dos Jesuítas, rua dos Ferreiros, Funchal

Speaking series



NOV. 20

Nishant Shah

Designing Technologies for Survival:
Touchstones for a Digital Future

Dr. Nishant Shah is the Dean of Graduate School at ArtEZ University of the Arts, The Netherlands, a Visiting Professor at Leuphana University, Germany, and the co-founder and former Research Director of the Centre for Internet & Society, India, which he also co-founded. He is committed to producing and expanding public and open infrastructures for digital connectivity, networking, mobilisation and organisation towards resilient lives, equitable societies, and inclusive futures. His research, education, learning, and activism is at the intersections of material digital technologies, identity politics, emergent political organisation, and connected critical learning.

<https://2018.transmedial.de/content/nishant-shah>

NOV. 21

Nadia El-Imam

How can we build systems that are more than
human but better than Algorithms?

An engineer and designer born in Sweden to African parents, raised in Europe and Asia, now living and working in Brussels. Most of her time is dedicated to building Edgeryders, a company living in symbiosis with an online community of about 5000 hackers, activists and just normal people that want to make sense of how to live and do well. The company both serves the community and uses its collective smarts to power its own activities.

<http://nadiacre8tives.org/work/>



For more information contact: admin@m-iti.org

Affiliated with the class:

Progressive Product Prototypes (PPP) | Funchal, Madeira | Portugal

PPP seeks to equip students with the ethical, organization, and practical knowledge required to imagine and develop products that advance and strengthen “social Europe” values of inclusion, diversity, and equality.

Combining visiting lectures, hands-on laboratory work, and art & design methods, the class tightly integrates critical discourse with prototyping and speculation. Drawing from the empirical history of Science, Technology, and Society, and mixing with speculative techniques from the plastic arts, the course will look at how products are made, by whom, and for what ends, then imagine new and different forms of work and production.

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