

## smARTcities and Waste Network 2<sup>nd</sup> Workshop

### *Techno-Scientific Innovation and Waste: Opportunities and Consequences*

Jan van Eyck Academy, Maastricht, 9<sup>th</sup> December 2016, 9.30 am – 5.00 pm

Academieplein 1, 6211 KM Maastricht

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#### Programme [Presentations + Q&A]:

- 9.15 **Welcome & Introduction: Professor Graeme Evans**, Maastricht University (MACCH); and **Dr Alex Plows**, Bangor University, Wales, **Convenors - *smART Cities & Waste International Research Network***
- 9.30 **Professor Marco Scoponi**, University of Ferrara, Italy  
*Some technological solutions for replacing fossil derived commodities polymers with bioplastics: the sustainability of the biobased polymer materials from renewable origins*
- 10.15 **Dr Nora Vaage**, Maastricht University  
*Bio Art*
- 10.45 *Tea & Coffee*
- 11.15 **Anhilde de Jong**, Gemeente Maastricht  
*From Waste to Resources*
- 11.45 **Paul Koenen**, artist  
*Matters of an industrial past*
- 12.15 **LUNCH**
- 1.15 **Dr Yvonne van der Meer**, Maastricht University  
*Biobased materials at Maastricht University: a sustainable future*
- 1.45 **Tilman Mayer-Faje**, artist  
*The limit of the feasible* - Material research and construction workshop
- 2.45 **Maria Louise Vandenput**, artist  
*Worlds on drift off grids, an installation*
- 3.15 Exhibition catalogue *Time Zero-Expired and Dust*, **Marike Schuurman**, artist
- COFFEE**
- 3.30 **Workshop/Discussion** [led by Graeme Evans, Alex Plows, Irene Janze, James Baker]
- 4.30 **Summing Up – Next Steps/Workshops 2017**
- 5.0 **END / NETWORKING**

**The workshop is free of charge but places are limited!**

Please email [a.plows@bangor.ac.uk](mailto:a.plows@bangor.ac.uk) to reserve a place by November 30<sup>th</sup>

## **Speakers and Contributors**

- **Professor Marco Scoponi**, Bioplastics scientist, **University of Ferrara**, Italy. Coordinator of EU LIFE project: Biomop [www.life-bimop.eu/2/upload/lr\\_v8\\_eng.pdf](http://www.life-bimop.eu/2/upload/lr_v8_eng.pdf)
- **Dr Yvonne van der Meer**, Head of Biobased Materials, Associate Professor - Sustainability and Environmental Impact of Biobased Materials, **Maastricht University**, Chemelot Campus [www.maastrichtuniversity.nl/fhs/biobased-material](http://www.maastrichtuniversity.nl/fhs/biobased-material)
- **Anhilde de Jong**, Policy Advisor Waste Management, **Gemeente (City of) Maastricht**, <https://www.gemeentemaastricht.nl/english/waste/>
- **Dr Nora Vaage**, Assistant Professor, Philosophy of Art & Culture, **Maastricht University** Faculty of Arts & Social Sciences, <http://fasos.maastrichtuniversity.nl/weekly/introducing-nora-s-vaage/>
- **Professor Graeme Evans**, Special Professor of Culture & Urban Development, **Maastricht University**, FASoS/Maastricht Centre for Art, Culture, Conservation & Heritage; Director of Research/Professor of Urban Cultures & Design, **Middlesex University**, Faculty of Art & Creative Industries <http://adri.mdx.ac.uk.contentcurator.net/graeame-evans>
- **Dr Alex Plows**, Research Fellow, **Bangor University**, Principal Investigator - smART Cities & Waste International Research Network [https://www.bangor.ac.uk/so/staff/plows\\_research.php.en](https://www.bangor.ac.uk/so/staff/plows_research.php.en)

## **Artists:**

- **Paul Koenen**, designs benches from old minestones. These benches will be placed on top of old mineshafts. The invisible “underworld” is made perceptible again [www.paulkoenen.com](http://www.paulkoenen.com)
- **Tilmann Mayer-Faje** [www.tilmann.nl/](http://www.tilmann.nl/)
- **Maria Louise Vandenput** <http://marialouisevandenput.com>
- **Marike Schuurman** [www.marikeschuurman.com/nl/](http://www.marikeschuurman.com/nl/)

**Artists & Waste coordinator - Irene Janze**, <http://www.burojanze.nl>

**Aims and Objectives - [smARTcities and Waste](#): Developing an arts-led, interdisciplinary, European network for waste management and treatment innovation.**

The overall aim of the UK-Dutch Network, funded by the Arts and Humanities Research Council (AHRC, UK), is to develop a forum for knowledge exchange and debate across art & humanities and science disciplines and subject areas, with a common focus on waste treatment, management and innovation. This will seek to develop responses to the questions:

***how can arts & humanities-based approaches inform waste innovation techniques and processes; and secondly, how does place - local context, identity, culture, governance - make a difference to waste generation, waste innovation delivery and uptake?***

The Network is strongly informed by the importance of “upstream” public engagement for ensuring “local knowledge” is key to policy, planning & innovation.

**Key Objectives** of the Network are as follows:

1. To develop interdisciplinary Knowledge exchange and capacity building between arts/science/policy/practitioners and ‘the public’, through interactive workshops , art & design-led public engagement, “pop ups” and social media;
2. To identify key “intervention points” most suitable for developing interdisciplinary, ‘participatory design’ approaches

The primary focus of the network is thus Knowledge Exchange across a range of communities of practice, academic and otherwise, around the very broad theme of **waste in European cities**. Waste is an extremely broad and “slippery” concept and as such can be understood as a “boundary object” and “wicked problem”. Exploring this in different contexts and across different disciplines is an important first step towards interdisciplinary participatory design in relation to waste innovation. The multiple meaning(s) of waste was a key topic at our first workshop in Amsterdam and has also been the subject of a number of project [blogs](#).

Over two years we are running four workshops in four European cities ([Amsterdam](#), [Maastricht](#), London and Bangor in Wales, UK) and are also creating a number of 'pop-up' events piloting creative approaches to public engagement and waste. Each workshop has its own theme, focusing on a different aspect, or understanding of waste, which has emerged organically as a result of local context and the interests, and the involvement of particular people in each workshop location. Our first workshop in Amsterdam had a theme of buildings, places and spaces. We have already run a number of creative pop-up events and you can find out more about these [here](#).

We aim for the workshops to be iterative, in that issues and discussions raised in previous workshops can feed into the next. We therefore strongly encourage participants in the Maastricht workshop to have a read of the report from the first workshop in Amsterdam which is available [here](#).

## **Maastricht Workshop: Format and Theme**

**Format** - The Maastricht workshop (as in Amsterdam) will follow a format of a mix of speakers from science/industry, social science, arts and waste policy backgrounds. There will also be a selection of art installations broadly based on the workshop and network theme, allowing for a more creative and inspiring space for us to interact together. We will also be running some participatory discussions around the workshop's key topics and organising theme, allowing all participants to interact and share and discuss ideas. Lunch will be provided.

***We are very excited by the wide range of speakers and the additional contribution of installations from a number of artists, some of whom have contributed to our first workshop and art pop-ups in Amsterdam.***

**The workshop is free of charge but places are limited! Please email [a.plows@bangor.ac.uk](mailto:a.plows@bangor.ac.uk) to reserve a place by November 30<sup>th</sup>.**

**Theme** - The theme of the Maastricht workshop is ***Techno-Scientific Innovation and Waste; Opportunities and Consequences***. This theme has developed "organically" from two main sources:

- The local context of Maastricht, particularly in relation to the post- industrial status of the city and the legacy of its mining and manufacturing heritage; the new industrial/scientific and academic expertise and focus in the Maastricht region on bio polymers and recycling innovation, as well as the pursuit of a cultural & creative city and quality of life;
- The need to explore not only the opportunities and successes/"best practice", but also the "unintended consequences", of techno-scientific innovation in relation to waste, which has been an underlying theme of the network from its earliest origins and emerged as a key issue during the Amsterdam workshop.

In this workshop, we will not simply learn more about new techno-scientific innovations and their potential to tackle waste problems, although this is of course, an important and exciting aspect of the day! We also anticipate exploring "bigger picture" issues, such as to what extent are today's solutions tomorrow's problems? Are we looking at "the problem of waste" the wrong way round? Is it possible for arts, humanities and social science to be a "critical friend" to science & technology in a way which facilitates rather than precludes interdisciplinary and innovative participatory design? What role should art play in critiquing or collaborating with science & technology and innovation?

To give an example - the concept of a "smart city" means more than simply having high-tech IT based solutions ("internet of things"). The idea that a "smart city" is about more than technology is one of the main reasons we used the word smART when we named our research network. Many solutions to urban problems may not need a "tech fix" at all. Or they might work better if they were people-led, rather than technology-led. Furthermore, much "smart technology" has an ethical, social and environmental footprint; for example e-waste is a major ethical and environmental issue, with millions of tons of illegally shipped e-waste being disposed of in dangerous conditions (*UNEP waste risks waste crime*, 2016). Identifying these issues doesn't make us "anti technology", however! ☺ As Leonardo first observed: 'there is no such thing as waste: one industry's waste should be another industry's starting material'. Nature makes no waste, she recycles everything. Waste is a human invention. Now we need to spend some effort to "de-invent" it. (Connett, *Zero Waste*, 2014).