warehouse

Grant

warehouse will announce three calls for a Digital Residency that address the categories of the project. For each call two persons or collectives will be selected for a four-week »Digital Residency« which is rewarded with 650 € to support the realization of a project during this time. Applicants must not exceed the age of 30 years.

Format

All formats accepted: e.g. websites, installations and software, applications, etc., presentation slides, videos, writing, social media projects (on Facebook, Twitter, Linkedin, etc.).

Jury

First call: Monika Fleischman, Christian Sievers und Dirk Baecker.
Together with experienced referees the winners of the first residency will be part of the jury for the next residency.

Application

Submit your project proposal in the form of:
– a headline
– a concept in English (1000-1500 characters incl. spaces)
– a header image (high resolution, landscape format, i.e. 1500x1125px)
– a short bio in English (500 characters incl. spaces)
– a portfolio PDF (images, text, links, videos)

An ethnography on strategies of digital friction

Reality is organized in discrete units. We are trapped in filter bubbles, surrounded by comfort and uniformity – "digital islands of isolation that are drifting further apart each day." In other words, seamless surfaces are stacked on top of each other, engaging us in the cosy architecture of Gated Communities. Personalized interfaces endure into homophilia – we are encircled with more of the same. Comfortable exclusions of the Other touch upon an easy space of segregation.

> *warehouse* is a curatorial project researching into artistic and scientific strategies of digital friction. The aim is to research into a condition of homophilia to provide solutions: *warehouse* configures ethnographic categories *[pray]*, *[soft-fiction]*, *[entropy]*, *[adobe]*, *[mind]*, *[wetware]*, *[home]*, *[stranded]*, *[elsewhere]*: a geometry to map a new normal; a topography for overcoming segregation. How may friction look like in times of

total seamlessness? For 5 month *warehouse* will go on an ethnographic field trip by collecting, archiving and distributing scientific and artistic data around modes of digital resistance. We will seek models of friction, local utopias and distributive infiltrations.

Call No. 1 - June 2017

The first call addresses the first two categories of warehouse: [home] and [entropy]. Each proposal must respond to one of the two categories:

[Home]
Tepping1337: RIP HOME!!!
Tinki Winky: :O
Tepping1337: It was fun!!!!
Jasmin: one minute
Window_Viper: I love u a all.... :<
The final 60 seconds of playstation home before sony unplugged their virtual wonderland.

There is no plug. You cannot but return. Home urges to explore so-called »roots«, to investigate what it is that structures. Home is an attempt to recover a place mental and real, in which past and futures collide. There is no RIP. Home is where the heart is. Home is where it hurts.

[Entropy]
Imagine a cup of coffee. You put sugar in it. You mix it with a spoon – either slow or fast. The coffee gets sweet. However, what if you put too much sugar into the cup? It is too late. Two substances have become one. This is the uniform direction, the 'arrow pointed through time,' entropy is based on: The irreversible deterioration of energy in every system resulting in a state of non differentiation within matter. If you mix long enough everything will become this sweet brownish indiscernible liquid – everything will deteriorate into chaos. However, as much as too much sugar may turn to bitterness it is entropy that implies both the dissolution of necessity and the beginning of the end – and maybe even a new beginning.

Timeline
Application period: 25.04. – 15.05.2017
Jury selection: 17.05.2017
Digital Residency: 01.06. – 30.06.2017 (4 weeks)

Contact
Please use our form to upload your application

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warehouse is a project of super_filme e.V. and flatness