

MEDIACTIVISM

Practical Information & Logistics

Welcome to the **MediActivism European Hackcamp**! From May 25th to May 28th, we -a group of 40 participants across Europe- will gather in a virtual event to reclaim our right to the city. We can't wait to meet you all and start exchanging ideas, learnings, methods, strategies... We will think about the shape of caring cities, we will share solarpunk methods to rethink our future, we will outline games with the city as a board, we will train our collaboration capacities in journalism... Among other things!

You will find all the relevant information in this document: the link to join the meeting, the agenda, table focuses, or some simple technical needs for the development of the event.

There will be a public presentation of the Hackcamp and MediActivism on Monday 24th at 19:45. It's an optional event for the participants in the Hackcamp, but we will be most happy to see you around.

We want this European Hackcamp to be a constructive space where we all feel comfortable to share our point of view and... Enjoy above all!

Digital Tools

Zoom

[Zoom meeting link](#)

The meeting will happen at this Zoom room for the whole four days.

Miro board

Miro is an online collaborative board where we will have some methodologies during the hackcamp. The link will be shared at the beginning of the event. Short use tutorials will be shared at the beginning of the Hackcamp.

Whatsapp group calls

At some point, different groups will go out to have a walk while talking. We will use whatsapp group voice calls to do it. That is why we asked for your telephone number. We will share the whatsapp groups at the beginning of the event. Alternatively, groups can use the zoom breakout room if they prefer it.

Technical Needs

- **A computer**
Some of the work will be done simultaneously in Zoom and Miro. You will need a computer to work comfortably on the Miro whiteboard.
- **A cell phone**
We will use it during the walk through the city to talk with each other. Remember to charge it before the walk on the first day!
- **Headphones with mic (if possible)**
The Walk and Talk session will be much more comfortable for you if you use headphones with a microphone. Even though, you can also go for the traditional bent arm in your ear.

Daily Schedule

Session 1. Tuesday, 25 May // 9:30 - 12:30 CEST

Schedule	Session
9:30 - 9:35	Welcome
9:35 - 9:55	European Hackcamp Presentation
9:55 - 10:10	Working table presentation
10:10 - 10:50	Get to know each other
10:50 - 11:00	Break
11:00 - 11:40	Walk & Talk about the prototype
11:40 - 12:20	Defining the prototype
12:20 - 12:30	Wrap-up

Session 2. Wednesday, 26 May // 9:30 - 12:30 CEST

Schedule	Session
9:30 - 9:55	The Day Before...
9:55 - 10:10	Definition of the prototype
10:10 - 10:40	To Do List!
10:40 - 10:50	Break
11:00 - 12:00	Working on it!
11:00 - 12:10	Sharing status

12:10 - 12:30	Wrap-up
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Session 3. Thursday, 27 May // 9:30 - 12:30 CET

Schedule	Session
9:30 - 9:55	The Day Before...
9:55 - 10:05	Catching up
10:05 - 11:15	Working on it!
11:15 - 11:50	Finishing the prototype
11:50 - 12:30	Wrap-up

Presentations. Friday, 28 May // 16:00 - 17:15 CEST

Schedule	Session
16:00 - 16:10	Welcome & Coffee
16:10 - 16:20	Visual reporting of the Hackcamp
16:20 - 16:30	Table #1. Caring City Map prototype presentation
16:30 - 16:40	Table #2. Solarpunk Workshops prototype presentation
16:40 - 16:50	Table #3. Right to the City Game prototype presentation
16:50 - 17:00	Table #4. Soundscapes of Europe
17:00 - 17:10	Table #5. Collaborative journalism: How to
17:10 - 17:15	Closing up

Hackcamp Tables

#1. Caring City Map

What would a real caring city look like? Visualization of common topics, challenges and tools related to the right to the city will be used as the key to develop a visual road map and manifesto for a city that is human-scaled.

This table will be facilitated by Toni Arribas

#2. Solarpunk Methodologies

Solarpunk, as a sub-genre of SF, provides a fruitful framework for designing emerging and utopian futures in formal and non-formal educational contexts. This prototype seeks to create a replicable pedagogical experience with solarpunk and social imagination at its centre.

This table will be facilitated by Helen Torres

#3. City Game

From bots and apps to performative mapping, gaming is the source of potential “city hacks” and political usages of digital media. Participants of this table will produce a working prototype in which civic engagement is achieved through a playful engagement with the urban environment.

This table will be facilitated by Mateja Rot

#4. Soundscapes of Europe

At the crossroads between artistic and journalistic practices, the Soundscapes prototype aims to convey the current struggles of European citizenship in its diversity through layers of urban ambience, voices, and “accented” (singular) experiences.

This table will be facilitated by María Andueza

#5. Collaborative Journalism: How to

This table’s prototype will dive into the possibilities of collaborative journalism and media-making in the European public sphere to produce a creative training on tools, experiences or possible ways of funding related to that, among many other things!

This table will be facilitated by Menno Weijs

Contact

If you have any doubt, you can reach the coordinators of the event at:

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MediActivism is a project coordinated by **European Cultural Foundation**. Partners of the project are **Krytyka Polityczna** (Poland); **Kurziv** (Croatia); **Les tetes de l’art** (France); **Fanzingo** (Sweden); and **ZEMOS98** (Spain), which is coordinating and facilitating the digital European Hackcamp. The project is funded through an Erasmus+ grant.