



**ACT Project  
Hackaton Dissemination event:  
Hack and Art  
17<sup>th</sup> June 2017  
at Estruch cultural centre  
in Sabadell, Barcelona, Spain**

**organized by  
Trànsit Projectes  
in collaboration with  
Mediaestruch, Sabadell City  
Council and matics**

## 1. AGENDA AND LOGISTICS

Date: 17<sup>th</sup> June 2017

Venue: Cultural Centre Estruch and mediaestruch, Sabadell, Barcelona, Spain

Web: <http://lestruch.sabadell.cat/> , <http://www.mediaestruch.cat/>

Time: 17:00 to 24:00

**The programme:** <http://www.mediaestruch.cat/hack-and-art-day-9-programa/>

5pm - Manufacturing Workshop of Electronic Instruments by FamiliarDIY (pre-registration: [mediaestruch@lestruch.cat](mailto:mediaestruch@lestruch.cat))

6 pm - Free sample of prototypes, digital art installations and Jam of Electronic Music and synthesizers: come, play and play.

- INO Interactive Installation, by Mónica Rikić,
- Interactive table ping pong,
- Installation of Puntalaberinto,



- Sónar streaming,
- Video Game of Opi Fai: "I Came To Forget My Daily Life"

7pm - Ene\_Ene Collection: Presentation of CINESTESIA, Devices for an Algorithm of the Body

8pm - Electronic music concerts:

- Eli Ningú, HYPERSONNIA Electronic Concert, Water on the Moon
- Silky Disturbance, electronic concert

12pm close

## 2. PARTICIPANTS

The event brought together 134 people from different contexts, such as artists, cultural managers, students from a local secondary school, general public.

## 3. EVENT DESCRIPTION

The HACK AND ART DAY on 17th of June 2017 was the 9th in a series of events concerned with experimenting with art and technology. It was celebrated at the Estruch Creation Factory and co-organized with the in house Mediaestruch team. The hackaton included electronic music and experimentation, electronic concerts, sound installations, technological actions, visuals and a workshop for the manufacture of DIY electronic instruments. One of the aims was to explore accessibility through new artistic and technological expression. The visitors were able to experiment, play and test a series of prototypes or digital art installations during the event.

The event was ceased as an opportunity by Trànist to showcase the ACT project website and aims, through the event posters that included the logos and the project flyers disseminated at the event.

## 4. PHOTOS, SOCIAL MEDIA AND FOLLOW UP

Some event **photographs** are on flickr: <https://flic.kr/s/aHsm2PdoQm>

Before the event, an **online Facebook event** was promoted to invite participants and post updates.

In addition updates were posted before, during and after the event on the **Trànist two FB pages**: <https://www.facebook.com/MakingProjectsCEPS/> and <https://www.facebook.com/TransitProjectes/>

its **twitters** [https://twitter.com/Making\\_Projects](https://twitter.com/Making_Projects) and <https://twitter.com/TransitCultura> various staff twitters, with the #access4culture

