

The 3rd Istanbul Design Biennial starts on 22 October 2016

ARE WE HUMAN? : The Design of the Species: 2 seconds, 2 days, 2 years, 200 years, 200,000 years

Organised by the **Istanbul Foundation for Culture and Arts (İKSVA)** and co-sponsored by **ENKA Foundation, Petkim** and **VitrA**, the 3rd Istanbul Design Biennial will take place from **22 October to 20 November 2016**. Entitled ***ARE WE HUMAN? : The Design of the Species: 2 seconds, 2 days, 2 years, 200 years, 200,000 years***, and curated by **Beatriz Colomina** and **Mark Wigley**, the biennial will explore the intimate relationship between the concepts of “design” and “human.”

To be held free of charge, the 3rd Istanbul Design Biennial will look at a time period that spans from the last 2 seconds to the last 200,000 years. The biennial will present **more than 70 projects** by designers, architects, artists, historians, archaeologists and scientists from **13 countries** in **5 main venues**; **Galata Greek Primary School, Studio-X Istanbul** and **Depo** in Karaköy, **Alt** in Bomonti, and **Istanbul Archaeological Museums** in Sultanahmet where entry will require a museum ticket. Aimed at rethinking design from the very beginning of humanity, the biennial is organised in 4 overlapping “clouds” of projects: **Designing the Body, Designing the Planet, Designing Life, and Designing Time**. The exhibition is also expanded with 3 major initiatives: The **Open Call for Videos** that received over 200 submissions from 36 countries; the **Superhumanity** collaboration with e-flux that will present more than 50 international writers; and the **Turkey Design Chronology** project that has brought together an interdisciplinary group of experts in Turkey to build a remarkable inventory of design and working library.

In addition to the biennial exhibitions, the **Academy Programme** will provide a platform for universities in Turkey and abroad to contribute to the discussions around the theme of the biennial. While an extensive programme of **panels and seminars** will expand the reach of the exhibition beyond the field of design, the **Creative Districts** project will bring together visitors with designers and professionals in Beyoğlu and its surroundings, Beşiktaş, Şişli, Eminönü, Kuruçeşme and Sarıyer districts and **Design Routes** will include visits to several design offices, stores, ateliers, manufacturing sites and architectural buildings in different parts of the city.

The exhibition design is by **Andres Jacque** and his Office of Political Innovation in Madrid. Graphic Design is by **Pemra Ataç, Yetkin Başarır, Özge Güven, Okay Karadayılar, and Sarp Sözdinler**. **Evangelos Kotsioris** is the assistant curator of the project and the online dimensions are being directed by **Iván López Munuera**.

Director of Istanbul Design Biennial, **Deniz Ova** said that preparations for the biennial continue on full pace and added: *“The 3rd Istanbul Design Biennial embraces the city wider than ever with exhibitions in 5 different venues. Having acquired a unique place among the artistic and cultural events in Istanbul, the region and the world with its innovative and critical approach to design, Istanbul Design Biennial poses its questions around the theme of “ARE WE HUMAN?” this year, and offers reflections on some of today’s most pressing questions through the lens of design. Awaiting us this year is a biennial that will foster a more intense discussion around its rich content, clustered around a striking theme. The 3rd Istanbul Design Biennial exhibitions will be open free of charge to the public for a period of 4 weeks.*

We profoundly believe that cultural events have the power to unify and heal; the reason why we are working towards the biennial with great enthusiasm, together with our participants and our team. Altogether, we will be looking at different layers of life with a new perspective through the biennial. With our exhibitions and events we are aiming at creating a space for all our visitors to breathe and think.

The 3rd Istanbul Design Biennial Exhibitions

The 3rd Istanbul Design Biennial, “ARE WE HUMAN?” explores the intimate relationship between the concepts of “design” and “human.”

The curatorial manifesto of the biennial reads:

“Humans have always been radically reshaped by the designs they produce and the world of design keeps expanding. We live in a time when everything is designed, from our carefully crafted individual looks and online identities, to the surrounding galaxies of personal devices, new materials, interfaces, networks, systems, infrastructures, data, chemicals, organisms, and genetic codes. The average day involves the experience of thousands of layers of design that reach to outer space but also reach deep into our bodies and brains.

Design has become the world and it is what makes the human. It is the basis of social life, from the very first artefacts to the exponential expansion of human capability. But design also engineers inequalities and new forms of neglect. More people than ever in history are forcibly displaced by war, lawlessness, poverty, and climate at the same time that the human genome and the weather are being actively redesigned. We can no longer reassure ourselves with the idea of "good design." Design needs to be redesigned."

The array of projects presented in the **Designing the Body** section of the biennial explores all the different ways in which the human body itself is an artefact that is continually reconstructed, from the unique way our hands work to the latest research on the brain. **Designing the Planet** presents a series of projects that ask us to rethink the human design of vast territories and ecologies. **Designing Life** looks at the new forms of mechanical, electronic and biological life that are being crafted. **Designing Time** presents a new kind of archaeology ranging from the deep time of the very first human tools and ornaments to the ways in which social media allows humans to redesign themselves and their artefacts in as little as 2 seconds.

The Academy Programme

The 3rd Istanbul Design Biennial will host many exhibitions and projects through the **Academy Programme**, organised in collaboration with universities from Turkey and abroad. The Academy Programme will include products and ideas created through workshops, competitions and projects by various faculties and departments of the universities in their campuses.

Istanbul Design Biennial Embraces the City with "Creative Districts"

The inhabitants of the city will meet with design not only through the exhibition venues but also with the **Creative Districts** in the 3rd Istanbul Design Biennial. The project will bring together the visitors with numerous professionals from small manufacturers and big brands, design and architecture studios in their own working spaces.

Creative Districts is a project in which designers and professionals from related fields in Beyoğlu and its surroundings, Beşiktaş, Şişli, Eminönü, Kuruçeşme and Sarıyer districts will find the opportunity to present their brands in their own neighbourhoods. Design-oriented brands in the city will come to the forefront in their own neighbourhoods with the project that will be experienced as a part of everyday life. Through works that will be presented within the scope of the project, the biennial will integrate into the whole of the city and create an environment in which the phenomenon of design will be visible. Various events will also take place on the weekends throughout the biennial as a part of the Creative Districts programme.

Design Routes

Design Routes of the 3rd Istanbul Design Biennial will include visits to several design offices, stores, ateliers, manufacturing sites and architectural buildings in different parts of the city, offering a brand new vision of Istanbul. The Design Routes, for example exploring Nişantaşı, Karaköy or Sultanahmet area will create the opportunity for participants to observe and get information on several disciplines and stages of design.

Results of the Open Call for video submissions

Co-curators of the 3rd Istanbul Design Biennial **Beatriz Colomina** and **Mark Wigley** invited industrial and graphic designers, architectures, artists, film producers, associations, non-governmental organisations from around the world to submit 2 minute videos that address the theme "Are We Human?" posed by the biennial.

An international and interdisciplinary jury consisting of curators **Beatriz Colomina** and **Mark Wigley**, Director of Istanbul Film Festival **Kerem Ayan**, Director of the Storefront for Art and Architecture **Eva Franch i Gilabert**, artist and film producer **Amie Siegel** and curator **Iván López Munuera** evaluated more than 200 videos from 68 cities in 36 countries and selected 5 videos to be highlighted in the biennial exhibition and catalogue. Other 141 submitted videos fulfilling the requirements of the Open Call will be presented in a dedicated section within the exhibition itself and will be online on the biennial website.

The selected videos to be highlighted in the biennial are:

- **Alper Raif İpek (Ankara, Turkey)**
- **Dimitris Venizelos (New York, USA)**
- **Görkem Özdemir (Istanbul, Turkey)**
- **Jonathan Hadari & Simona Katsman (Tel Aviv, Israel)**
- **Merve Bedir & Alican İnal (Rotterdam, Netherlands / Istanbul, Turkey)**

A joint project by the Istanbul Design Biennial and e-flux: “Superhumanity”

The 3rd Istanbul Design Biennial inaugurates a **special collaboration with e-flux**, a publishing platform and archive for artist projects and curatorial platforms. **Superhumanity** is the first project by *e-flux Architecture*, initiated by **Nikolaus Hirsch** and **Anton Vidokle** (e-flux) in collaboration with **Beatriz Colomina** and **Mark Wigley**. *e-flux Architecture* is a new platform for publishing and disseminating new ideas in architecture and design.

Superhumanity will introduce contributions from different fields that respond to the biennial's theme *ARE WE HUMAN?* by exploring and challenging our understanding of the relationship between concepts of “self” and “design”. **Superhumanity** aims to probe the radical implications of the idea that we are and always have been continuously reshaped by the artefacts we shape. These contributions will initially appear online as a series of dispatches circulated by e-flux as well as an installation in the biennial exhibition, and subsequently as a book. The list of authors includes over fifty writers, scientists, artists, architects, designers, philosophers, historians, archaeologists and anthropologists. Contributions will be published every other day starting mid-September.

Contributors include: Lucia Allais, Julieta Aranda, Shumon Basar, Ruha Benjamin, Franco 'Bifo' Berardi, Daniel Birnbaum & Sven-Olov Wallenstein, Ina Blom, Benjamin H. Bratton, Giuliana Bruno, Zeynep Çelik Alexander, Tony Chakar, Mark Cousins, Keller Easterling, Ruben Gallo, Liam Gillick, Joseph Grima, Boris Groys, Rupali Gupte & Prasad Shetty, Güven Güzeldere, Andrew Herscher, Tom Holert, Brooke Holmes, Hu Fang, Francesca Hughes, Andrés Jaque, Lydia Kallipoliti, Tom Keenan, Brian Kuan Wood, Laura Kurgan, Sanford Kwinter, Adrian Lahoud, Sylvia Lavin, Tom Levin, Lesley Lokko, MAP Office, Chus Martínez, Ingo Niermann, Ahmet Ögüt, Trevor Paglen, Spyros Papapetros, Paul Preciado, Raqs Media Collective, Juliane Rebentisch, Sophia Roosth, Martha Rosler, Felicity Scott, Jack Self, Hito Steyerl, Kali Stull & Etienne Turpin, Pelin Tan, Alexander Tarakhovsky, Paulo Tavares, Territorial Agency, Stephan Trüby, Eyal Weizman, Mabel O. Wilson, Liam Young, and Arseny Zhilyaev & Anton Vidokle.

Two centuries of design in Turkey under spotlight

Parallel to the theoretical framework of the 3rd Istanbul Design Biennial, a major chronological inventory is being assembled entitled **Turkey Design Chronology**. It is an attempt to bring together fields such as packaging, graphic design, communication and advertisement, housing, furniture, landscape, industrial buildings, and others which have not been addressed from the perspective of design yet, like lighting, toys, music, ceramics, health or non-governmental organisations, within a time frame starting from the Ottoman *Tanzimat* reform era (beginning around 1839) until today. It is an effort to list thresholds, indicate a beginning point in our design history, in the social, spatial, urban or historical sense, so that a platform can be achieved to create fruitful discussions in history writing. Topics are being prepared in the coordination of **Pelin Derviş**, with the contribution of many people who are experts in their fields. Within this framework, another component of the project entitled **Archive of the Ephemeral** seeks to become a visual source on objects and spaces, through a collection of family photos and found photographs. This huge group that calls itself **Curious Assembly** seeks to spark debate and reach others who may partake in these dialogues by highlighting an interconnected selection. To this end, part of **Studio-X Istanbul** will be turned into a research laboratory during the biennial, and topics highlighted in the chronology will be the focus of a series of events and panels. The events will be organised around provocative “**curiosity desks**” (mini exhibitions) prepared by the Curious Assembly. Additionally, in parallel to this project, Studio-X Istanbul is establishing a research **library of design** in Turkey, which will serve as an open source for designers during and after the biennial. Details of these events can be seen on <http://arewehuman.iksv.org/>

Sustainability in Fashion Design workshop with H&M

A workshop called “**Sustainability in Fashion Design**” was held within the scope of the 3rd Istanbul Design Biennial, under the sponsorship of **H&M**, and in collaboration with the **Consulate General of Sweden** and **Swedish Institute**. 20 young designers and students of textile and fashion design attended the workshop held by **Hülya Sevindik Özyiğit**, H&M's Global Material Team Business Development Manager, Swedish designer **Johanna Törnqvist** and **Mehtap Elaidi**, fashion designer and the President of Turkish Fashion Designers Association. Based on the possibility of fashion to be sustainable and eco-friendly, the workshop encouraged the participants to work in recycled materials only.

Designs of the participants will be displayed as an installation curated by Demirden Design, at **Adahan Istanbul Hotel** from 12 October through 20 November. Also, one designer among the participants will be awarded by a jury consisting of the CEO of Föreningen Handarbetets Vänner / Friends Of Handicraft **Lotta Ahlvar**, H&M Turkey's PR Manager **Pelin Atay Kuran**, Chief Editor of Glamour Magazine **Özge Sarıkadılar**, Istanbul Moda Academy's fashion design educator **Raf Stesmans**, creative consultant **Ece Sükan**, and fashion writer **Zeynep Tosun**. Details can be seen on <http://arewehuman.iksv.org/>

The 3rd Istanbul Design Biennial Publications

The publications of the 3rd Istanbul Design Biennial include a **book** of reflections on the biennial theme by Beatriz Colomina and Mark Wigley entitled *Are We Human?: Notes on the Archeology of Design*; a **guide** for the visitors to include details on the exhibitions and the associated events; and a **catalogue** with texts on all the exhibited projects by the contributors themselves, presentations of the Open Call, Superhumanity and Turkey Design Chronology projects and presentations of the exhibition design, graphic design and social media experiments made in the biennial. While the book will be co-published by **İKSV** and **Lars Müller Publishers**, the guide will be published by **İKSV**, and the catalogue will be distributed by **Yapı Kredi Publications**.

The publications will be available at Galata Greek Primary School, Alt, and selected bookshops by 22 October. The guide and the catalogue will also be accessible online for free through *İKSV Kitaplık* application, available on AppStore.

The 3rd Istanbul Design Biennial supporters

The 3rd Istanbul Design Biennial is co-sponsored by **ENKA Foundation**, **Petkim** and **VitrA**.

“Sustainability in Fashion Design” workshop is sponsored by **H&M**, in collaboration with the **Consulate General of Sweden** and **Swedish Institute**. *Superhumanity* project to be realised with the collaboration of e-flux is supported by **Ernst Schering Foundation**, **MMCA**, and **Govett-Brewster Art Gallery**. The panels and seminar programme is sponsored by **VitrA**. Other contributing corporations and institutions to the biennial are **Princeton University**, **Columbia University School of Architecture**, **Acción Cultura Española (AC/E)**, **Graham Foundation**, **Japan Foundation**, **Elise Jaffe + Jeffrey Brown**, **British Council**, **SAHA**, **University of Southampton Winchester School of Art**, **Türk Tuborg AŞ**, **Hero Yazılım** and **3Dörtgen**. **MasterCard** and **OMNIA** collection of Paşabahçe Stores are the special project sponsors of the biennial. **OMNIA** will present a special installation at Kanyon. The automotive sponsor is **Volvo Car Turkey**.

The Leading Sponsor of the **Istanbul Foundation for Culture and Arts** is **Eczacıbaşı Holding**, the Official Communications Sponsor is **Vodafone Turkey**, the Official Carrier is **DHL**, the Official Hotel Sponsor is **The Marmara Collection**, the Insurance Sponsor is **Zurich Insurance Group**, Healthcare Sponsor is **Memorial Health Group**, and the Service Sponsors are **Navitas**, **GFK**, **directComm Marketing Group** and **AGC**.

The Istanbul Design Biennial is realised with the contribution of the **Republic of Turkey's Promotion Fund**, **Ministry of Culture and Tourism**, **Istanbul Metropolitan Municipality** and **Beyoğlu Municipality**.

Media, Professional and Academic Accreditation

To request media, professional, or academic accreditation for the preview days of the 3rd Istanbul Design Biennial, an online form must be submitted no later than 14 October 2016 through <http://arewehuman.iksv.org/press/>. The 3rd Istanbul Design Biennial's preview dates are **20 and 21 October 2016**. The press conference will be held in the morning of 20 October.

For further details: <http://arewehuman.iksv.org/> - <http://www.iksv.org/en>

For high-resolution images: <http://www.iksvphoto.com/#/folder/9d434j>

For questions: media@iksv.org

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