

RECORD NUMBERS AT THE 3rd ISTANBUL DESIGN BIENNIAL

5 venues, 120,000 visitors, 70 projects, 250 participants, 37 panels and workshops, 49 parallel events and 155 speakers over four weeks of investigation on design

The exhibitions in Alt Art Space and Istanbul Archaeological Museums are extended until 4 December 2016.

The 3rd Istanbul Design Biennial, organised by the **Istanbul Foundation for Culture and Arts (İKSVA)** and co-sponsored by **ENKA Foundation, Petkim** and **VitrA** ended on **Sunday, 20 November 2016**. **The exhibitions in Alt Art Space and Istanbul Archaeological Museums are extended until 4 December 2016.**

Since its opening on 22 October, the four-week long and free-of-charge event hosted **over 120.000 visitors**. Titled ***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 3rd Istanbul Design Biennial presented more than 70 projects by over 250 participants.

The curators of the biennial **Beatriz Colomina** and **Mark Wigley** said *“In such a frightening moment of human history, it was deeply gratifying for us to see the daily crowds of public, professionals, teachers, students and children coming to the biennial and engaging so intensely with the difficult, urgent and ancient question ARE WE HUMAN? It was a real privilege for us to show in Istanbul the work of a remarkable galaxy of thought-provoking people and hopefully launch a new kind of conversation.”*

The 3rd Istanbul Design Biennial with numbers

From **22 October** to **20 November**, the **3rd Istanbul Design Biennial** exhibitions met with remarkable interest and were attended by **over 120.000** people.

The 3rd Istanbul Design Biennial explored the intimate relationship between “design” and “human” for a month with panels, seminars, performances, design routes and Creative Districts Programme in addition to the programme of exhibitions that took place in **five different venues**.

The biennial featured **37 panels and workshops, 23 children and youth workshops, 49 parallel events and 155 speakers**.

146 submissions from 68 cities in 36 countries responded to the biennial’s open call and **5 videos** were selected for the exhibition by a jury consisting of the curators of the biennial, **Beatriz Colomina** and **Mark Wigley**, Director of Istanbul Film Festival **Kerem Ayan**, Director of the Storefront for Art and Architecture **Eva Franch i Gilibert**, artist and film producer **Amie Siegel** and curator **Iván López Munuera**.

39 brands brought their designs to **16 districts** of Istanbul with the Creative Districts programme.

The “design stories” of the city were witnessed through design routes in **6 quarters** of Istanbul.

This year, Istanbul Design Biennial brought projects that offered different points of view to the theme “Are We Human?” together with the audience, in collaboration with **26 universities** from **6 cities** in Turkey and the Royal Academy of Art in The Hague in Netherlands.

More than 1000 children attended the workshops with expert trainers and questioned the role of design for a habitable and sustainable future.

Articles written by **50 writers, scientists, artists, architects, designers, philosophers, historians, archaeologists and anthropologists** for the *Superhumanity* project have reached more than **100.000** people worldwide through *e-flux*, starting mid-September.

200 years of history of design in Turkey under the spotlight

Design Chronology Turkey / Draft started at the 3rd Istanbul Design Biennial and has been prepared under the coordination of **Pelin Derviş**, with precious contributions from a vast array of experts in each respective field and focused on the **200 years of history of design in Turkey** under **13 headings**, such as packaging, graphic design, communication and advertisement, housing, furniture, landscape, industrial buildings. **Design Chronology Turkey / Draft** presents the first phase of a three-year research project by a team of more than 50 Turkey-based experts into the last 200 years of design in Turkey. This huge group of experts, naming itself **Curious Assembly**, turned a part of **Studio-X Istanbul** into a research laboratory during the biennial, the topics highlighted in the chronology were the focus of a series of events and panels. The events were organised around provocative **“curiosity desks”** (mini exhibitions) prepared by the Curious Assembly.

Design spread over the city with its Creative Districts project

For the first time in the Istanbul Design Biennial history, the inhabitants of the city met with design not only through the exhibition venues but also with the **Creative Districts** in its 3rd edition. The project brought together the visitors with numerous professionals from **39 different brands**, ranging from small manufacturers to established brands, design and architecture studios in **16 different districts**, including Karaköy, Eminönü, Beyoğlu, TomTom District, Nişantaşı, Akaretler, Beşiktaş, Şişli, Ortaköy, Levent, Etiler, Arnavutköy, Kuruçeşme, Sarıyer, Kadıköy, and Büyükdada.

Sustainability in Fashion Design with H&M

A workshop named **“Sustainability in Fashion Design”** was held at the 3rd Istanbul Design Biennial, sponsored by **H&M**, and in collaboration with the **Consulate General of Sweden** and **Swedish Institute**. 19 young designers and students of textile and fashion design attended the workshop, which was based on the possibility of fashion to be sustainable and eco-friendly, and encouraged the participants to work with recycled materials only. Designs of the participants are displayed as an installation at **ADAHAN Istanbul Hotel** until 4 December.

The Youth and Children’s Workshop Programme, ‘Imagine, Think and Design for the Planet’ for the young visitors of the biennial

Held at the Galata Greek Primary School, under the co-sponsorship of **ALLIGATOR Boya** and **BASF**, the Youth and Children’s Workshops titled ‘Imagine, Think and Design for the Planet’ was organised by the Informal Education – çocukistanbul every day throughout the biennial. **More than 1000 children** attended the workshops, where they debated subjects on design and human in an interactive and fun environment and combined different design strategies with their problem solving, creativity, and communication skills to create their own designs.

Design Routes in 6 different quarters

The 3rd Istanbul Design Biennial witnessed the “design stories” of the city through its **Design Routes** which included guided visits to several design offices, stores, ateliers, manufacturing sites and architectural buildings in **six different quarters** spanning both sides of Istanbul including **Beyoğlu, Çukurcuma, Tophane, Pera, Galata, Karaköy, Nişantaşı, Sultanahmet, Kuzguncuk, Fener** and **Balat**. Offering a brand new vision of Istanbul, these routes demonstrate the timelessness of design by embracing the city’s architectural edifices and created the opportunity for participants to observe and get information on several disciplines and stages of design.

26 universities from 6 different cities participated in The Academy Programme

The 3rd Istanbul Design Biennial hosted many exhibitions and projects through the **Academy Programme**, organised in collaboration with 26 universities from 6 different cities. The Academy Programme included products and ideas created through workshops, competitions and projects by various faculties and departments of the universities in their campuses.

146 open call videos submitted from 68 cities in 36 countries

The basic idea of the biennial was further expanded by 146 two-minute **Open Call** videos from **36 countries** on the theme **ARE WE HUMAN?**. An international and interdisciplinary jury evaluated **more**

than **200 videos** from **68 cities** in **36 countries** and selected **5 videos** which were highlighted in the biennial exhibition and catalogue. **Other 141 submitted videos** fulfilling the requirements of the Open Call were presented in a dedicated section on the top floor of the Galata Greek Primary School and are also available online on the biennial website.

A special collaboration by Istanbul Design Biennial and e-flux: “Superhumanity”

The 3rd Istanbul Design Biennial inaugurated 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**.

Superhumanity presented **50 essays** on the design of the self. These contributions initially appeared 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 fifty writers, scientists, artists, architects, designers, philosophers, historians, archaeologists and anthropologists. Contributions have been published every other day starting mid-September. For detailed information: <http://arewehuman.iksv.org/superhumanity/>

The 3rd Istanbul Design Biennial supporters

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

The Istanbul Design Biennial was realised with the contribution of the **Republic of Turkey's Promotion Fund**, **Ministry of Culture and Tourism**, **Istanbul Metropolitan Municipality** and **Beyoğlu Municipality**. The programme of **Creative Districts** was supported by **Beşiktaş Municipality**.

“Sustainability in Fashion Design” workshop was sponsored by **H&M**, in collaboration with the **Consulate General of Sweden** and **Swedish Institute**. *Superhumanity* project realised with the collaboration of *e-flux* was supported by **Ernst Schering Foundation**, **The National Museum of Modern and Contemporary Art, Korea (MMCA)** and **Govett-Brewster Art Gallery**.

The panels and seminar programme were sponsored by **VitrA**.

Other contributing corporations and institutions to the biennial were **Princeton University**, **Columbia University School of Architecture**, **Alt Art Space**, **American Embassy**, **Acción Cultura Española (AC/E)**, **Graham Foundation**, **Elise Jaffe + Jeffrey Brown**, **Goethe-Institut Istanbul**, **Japan Foundation**, **British Council**, **SAHA - Supporting Contemporary Art from Turkey**, **Fusun ve Faruk Eczacıbaşı**, **University of Southampton Winchester School of Art**, **Institut français**, **Italian Institute of Culture in Istanbul**, **Bursa Metropolitan Municipality**, **BTM Exhibit**, **Istanbul Technical University**.

MasterCard and **OMNIA** collection of Paşabahçe Stores were the special project sponsors of the biennial. **OMNIA** presented a special installation by Ayşe Birsal at Kanyon Büyükdere Square. MasterCard promoted special biennial tours for its costumers under the project of 'design the night with priceless Istanbul'.

Koç University Hospital was the sponsor of 'Designing the Body', which was one of the clouds of the biennial.

The workshops for children and youth were held under the co-sponsorship of **ALLIGATOR Boya** and **BASF**.

Under the sponsorship of **Zorlu Holding**, university students were able to participate free of charge guided tours every Friday.

The automotive sponsor was **Volvo Car Turkey**. **Türk Tuborg AŞ**, **Borusan**, **AKDO**, **3Dörtgen**, **ERSA**, **ADAHAN İstanbul Otel**, **HERO Yazılım** and **Fikirbazzenger** were among the other contributors.

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 3rd Istanbul Design Biennial exhibitions and 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 Archaeology of Design](#); a **guide** for the visitors with 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 *Design Chronology Turkey | Draft* projects and presentations of the exhibition design, graphic design and social media experiments made in the biennial. While the book is published by **Lars Müller** in collaboration with **İKSV**, the catalogue and guide are published by **İKSV**, and the catalogue is distributed by **Yapı Kredi Publications**.

The publications are available at selected bookshops. The guide and the catalogue are accessible online for **free** through **İKSV Kitaplık** application, available on AppStore.

The fourth edition of the Istanbul Design Biennial will take place in the fall of 2018. The curator and theme of the biennial will be announced in 2017.

About İKSV

Istanbul Foundation for Culture and Arts (İKSV) is a non-profit cultural institution that was founded in 1973. The general objectives of the Foundation are to make Istanbul one of the world's foremost capitals of culture and the arts; to create continuous interaction between national and universal values and traditional and contemporary values via culture and the arts; and to contribute actively to the development of cultural policies. With these objectives, İKSV organises the Istanbul Festivals of Music, Film, Theatre and Jazz, as well as the Istanbul Biennial, the Istanbul Design Biennial, Leyla Gencer Voice Competition, autumn film week Filmekimi and one-off events throughout the year. The Foundation hosts cultural and artistic events at its performance venue Salon, located at the Nejat Eczacıbaşı Building. İKSV also organises the Pavilion of Turkey at la Biennale di Venezia and coordinates an artist residency programme at Cité International des Arts, France. Furthermore, İKSV conducts studies and drafts reports with the aim of contributing to cultural policy development. The foundation also supports artistic and cultural production through presenting awards at its festivals, commissioning works and taking part in international and local co-productions.

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

Press Office at Caro Communications
0044 (0) 207 7139388
Marta Bogna-Drew: Account Director marta@carocommunications.com
Lucy Price: Account Manager lucy@carocommunications.com

To follow Istanbul Design Biennial on social media:
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