

A journey through the wormhole

How art & entrepreneurship should interact for the future of our society

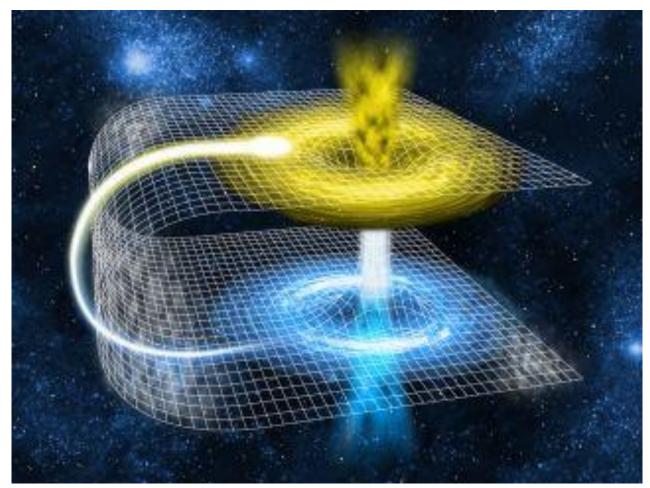
Collaboration by:











Wikipedia: A wormhole is a speculative structure linking disparate points in spacetime.

Space.com: Wormholes may not only connect two separate regions within the universe, they could also **connect two different universes**.

© Shutterstock (taken from space.com)









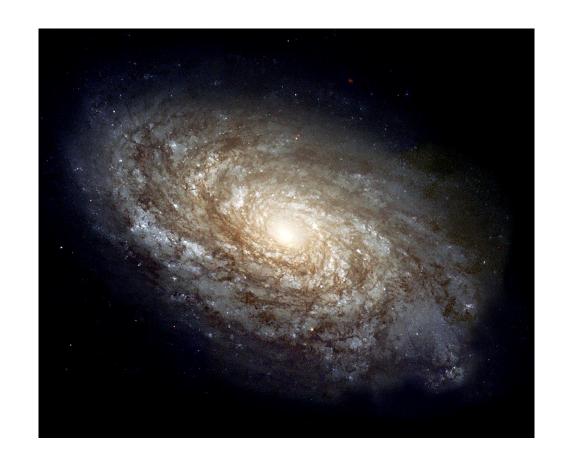






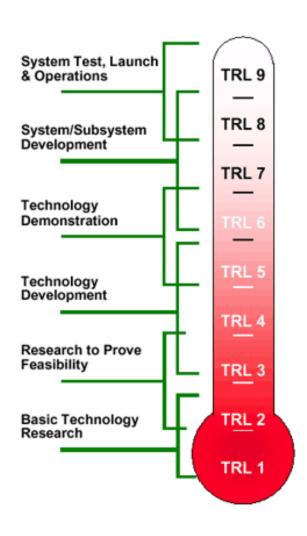








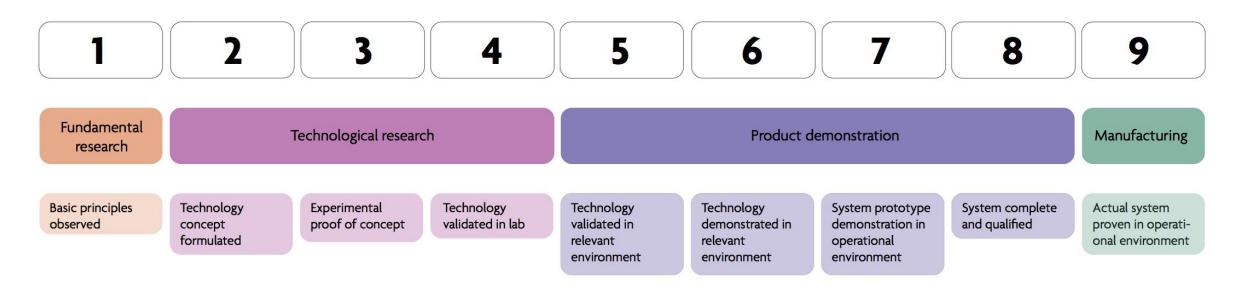
Let's launch something into space



Technology Readiness Level (TRL) NASA – 1970's



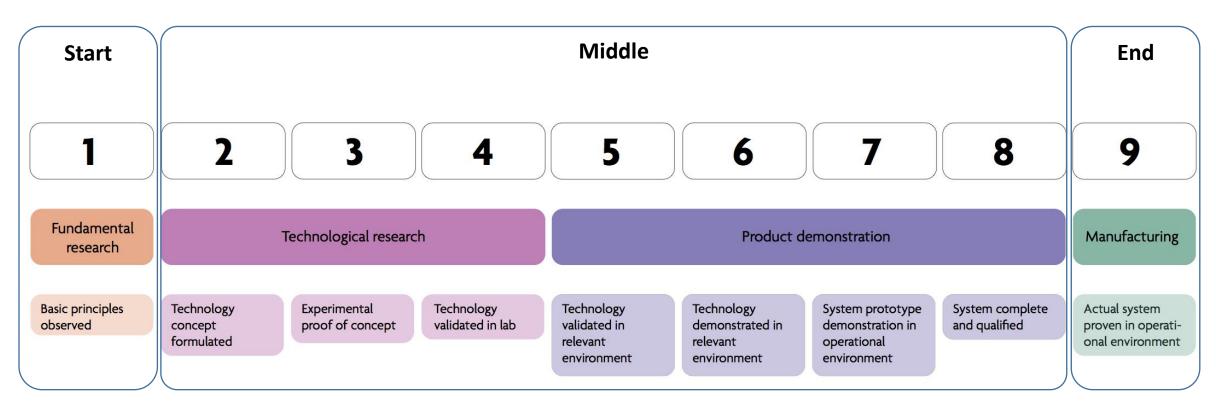
Adopted by technology and startup scene



Adapted from ©WEAR Sustain



Adopted by technology and startup scene



Adapted from ©WEAR Sustain



Adopted by technology and startup scene

Fundamental research

Technological research

Product demonstration

2019: Press announcement functional prototypes

2012-2016: Student race "World Solar Challenge"

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Can we make an energy-positive car?



Manufacturing

2022: Manufacturing

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7.5 miles perhour of sunlight450 miles on fullbattery

©Lightyear



Tuned towards creative industries

Fundamental research

Technological research

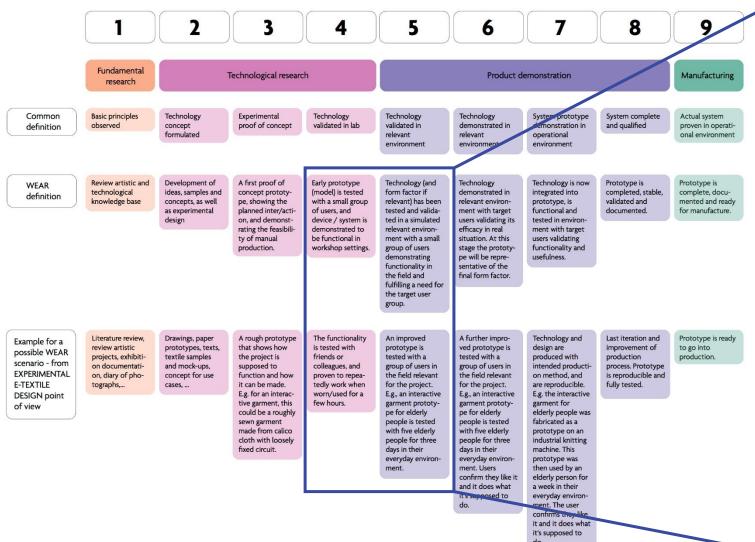
Product demonstration

Manufacturing





Tuned towards creative industries



Early prototype (model) is tested with a small group of users, and device / system is demonstrated to be functional in workshop settings.

Technology (and form factor if relevant) has been tested and validated in a simulated relevant environment with a small group of users demonstrating functionality in the field and fulfilling a need for the target user group.

The functionality is tested with friends or colleagues, and proven to repeatedly work when worn/used for a few hours.

An improved prototype is tested with a group of users in the field relevant for the project. E.g., an interactive garment prototype for elderly people is tested with five elderly people for three days in their everyday environment.

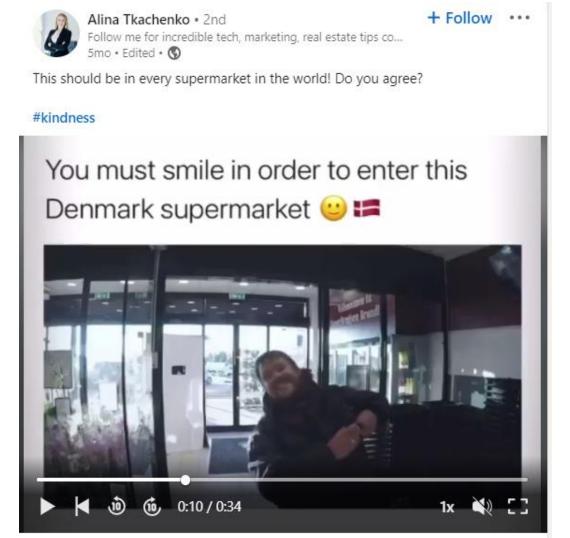






From smiling doors to smiling doors







From smelling iPad to NFC-enabled games



©Peter De Cupere



© Hasbro



Common framework for art & entrepreneurship

1 | 2 | 3 | 4 | 5 | 6 | 7 | 8



W

Art project (or derivative thereof) recognized as having potential for further development in a context other than cultural presentation settings.

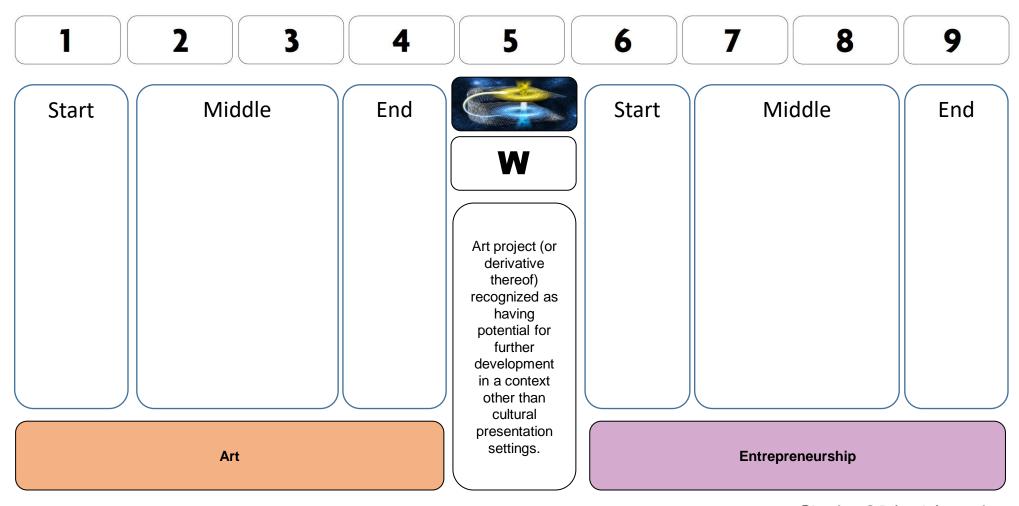
Entrepreneurship

Art

9



Common framework for art & entrepreneurship





Common framework for art & entrepreneurship

3 5 8 9 6 Middle Middle Start End Start End **A3 E3** W **E2 A4 E1 E4** Working Ready to Minimal prototype. Initial Production Working be dupli-Art project (or First viable (Artistic) Allows for version of idea. of the cated / derivative definition product: experime interactio Sketches prototype artwork manufacthereof) of potential sold and nts and n with a of artistic demonstr tured / and recognized as product or tested in technical test concept ated in scaled presentati having service operation iterations audience relevant and on in a (incl. its potential for (sketch, to refine in a practical environm public value further mockup...) environm concept controlled feasibility context. ent generadevelopment or private ent tion) in a context setting other than cultural presentation settings. Art **Entrepreneurship**



Time for some role-playing

Enjoy your trip through the wormhole!





Where is the potential value?

Discussion:

"For which people or organizations could this framework be helpful? Describe concrete scenario's on how and when the framework could be used."



Let's start using it

Discussion:

"For which people or organizations could this framework be helpful? Describe concrete scenario's on how and when the framework could be used."

- We identify 4 main user groups:
 - Artists
 - "Clients" / "Innovators" (public and private)
 - Policy makers
 - 'Intermediary' / support organizations (e.g. Baltan)



Embrace collisions

The unexpected always beats the obvious...

Want to know more? Invite us for a lecture or workshop.



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