

Public Engagement & Technology

A Transdisciplinary Approach

ME...

CREATIVE PRODUCER & CULTURAL PROGRAMMER

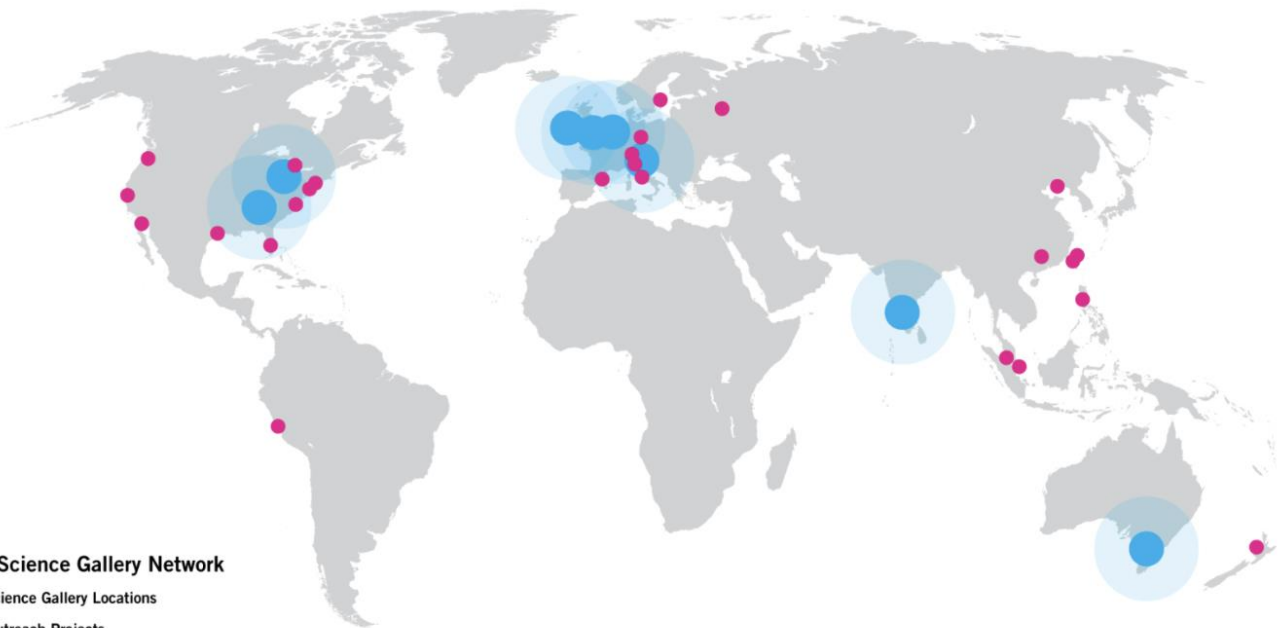
- BACKGROUND IN PRODUCING, RESEARCH: EVOLVING ROLE OF THE SPECTATOR
- CREATING LOW BARRIER ACCESS FOR AUDIENCES
- ART, SCIENCE & TECHNOLOGY
- SOCIALLY ENGAGED WORK





THE SCIENCE GALLERY MODEL

- 1. An ever-changing programme.
- 2. An open call process
- 3. A focus on young adults
- 4. A porous membrane between the university and the city
- 6. Accessibility
- 7. A unique approach to innovation and public engagement
- 8. A focus on the future



The Science Gallery Network

- Science Gallery Locations
- Outreach Projects



Connect / Participate / Surprise

Connect with young adults' lives, and be tuned-in to their changing interests and concerns.

Offer opportunities for active participation in programmes for young adults

Surprise people with programmes that are dynamic, exciting, controversial and sometimes even a little bit subversive.

SCIENCE GALLERY Trinity College Dublin

INTIMACY

19.10.18
24.02.19

SCIENCE GALLERY AT TRINITY COLLEGE DUBLIN

SCIENCE GALLERY Trinity College Dublin

25.10.19
09.02.20

PLASTIC

10.19
20

CAN'T LIVE WITH IT,
CAN'T LIVE WITHOUT IT.

PLASTIC

SCIENCE GALLERY Trinity College Dublin

PERFECTION

21.06.19 – 06.10.19

SCIENCE GALLERY Trinity College Dublin

OPEN LABS

15.06.19
03.06.19

OPEN LABS 15.06.19 - 03.06.19

POSTER BY SAM TURNER

SCIENCE GALLERY Trinity College Dublin

24.10.14 – 25.01.15

BLOOD

NOT FOR THE FAINT-HEARTED

FORGE YOUR OWN FUTURE. PLAN YOUR VISIT AT DUBLIN.SCIENCESGALLERY.COM/BLOOD

SCIENCE GALLERY Trinity College Dublin

BIAS

SCIENCE GALLERY Trinity College Dublin

SCIENCE GALLERY Trinity College Dublin

IN CASE OF EMERGENCY

13.10.2017

13.10.2017

13.10.2017

13.10.2017

SCIENCE GALLERY Trinity College Dublin

TRAUMA

BUILT TO BREAK

EXHIBITION 20.11.15 - 21.02.16

EXHIBITION 11.01.17 - 15.02.17

SCIENCE GALLERY Trinity College Dublin

SOUND CHECK

09.06.17
24.09.17

MAKE IT. PLAY IT.

EXHIBITION 12.06.17 - 12.06.20.00 14.06.17 - 18.06.17 19.06.17 - 18.00.00 CLOSED MONDAYS

SCIENCE GALLERY Trinity College Dublin

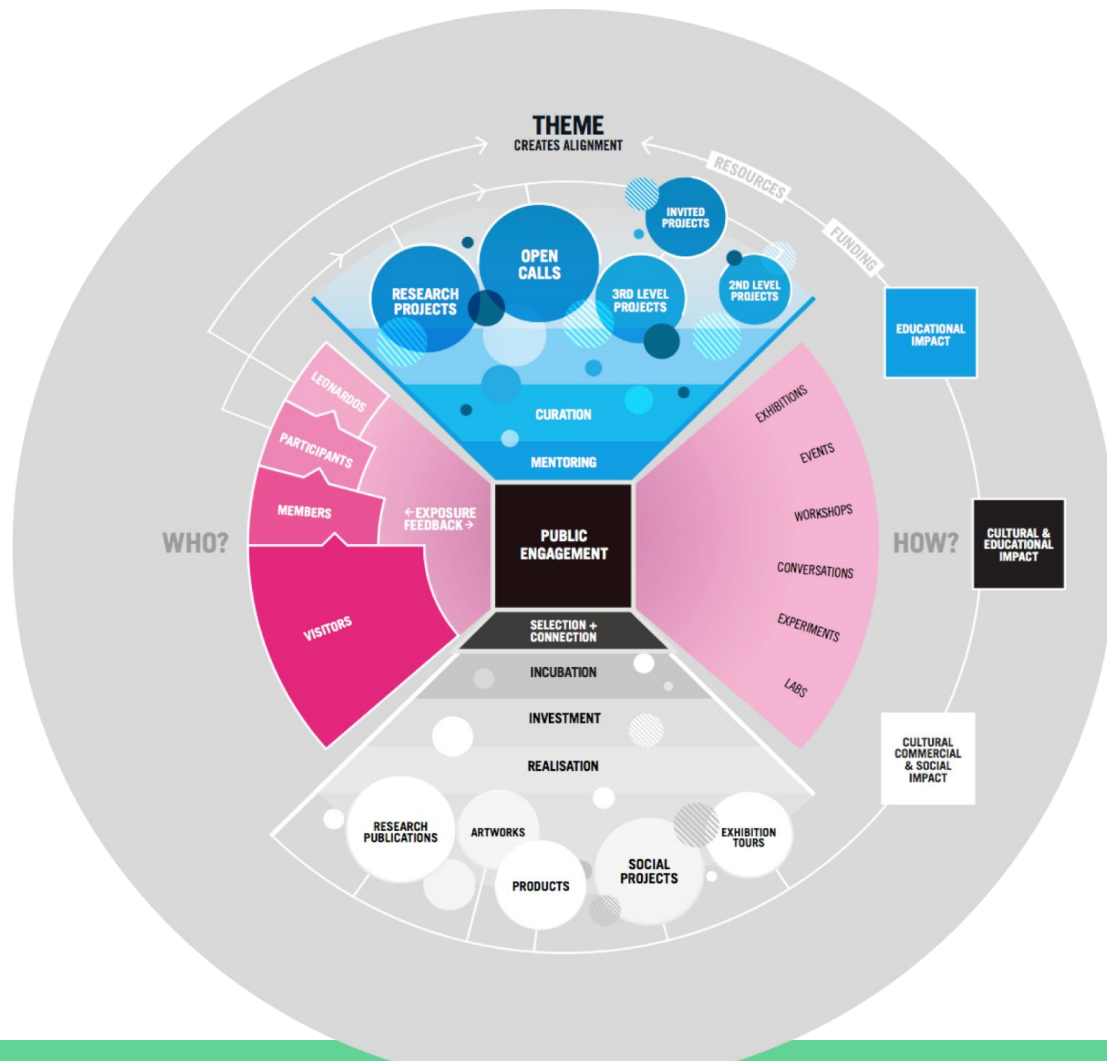
SECRET

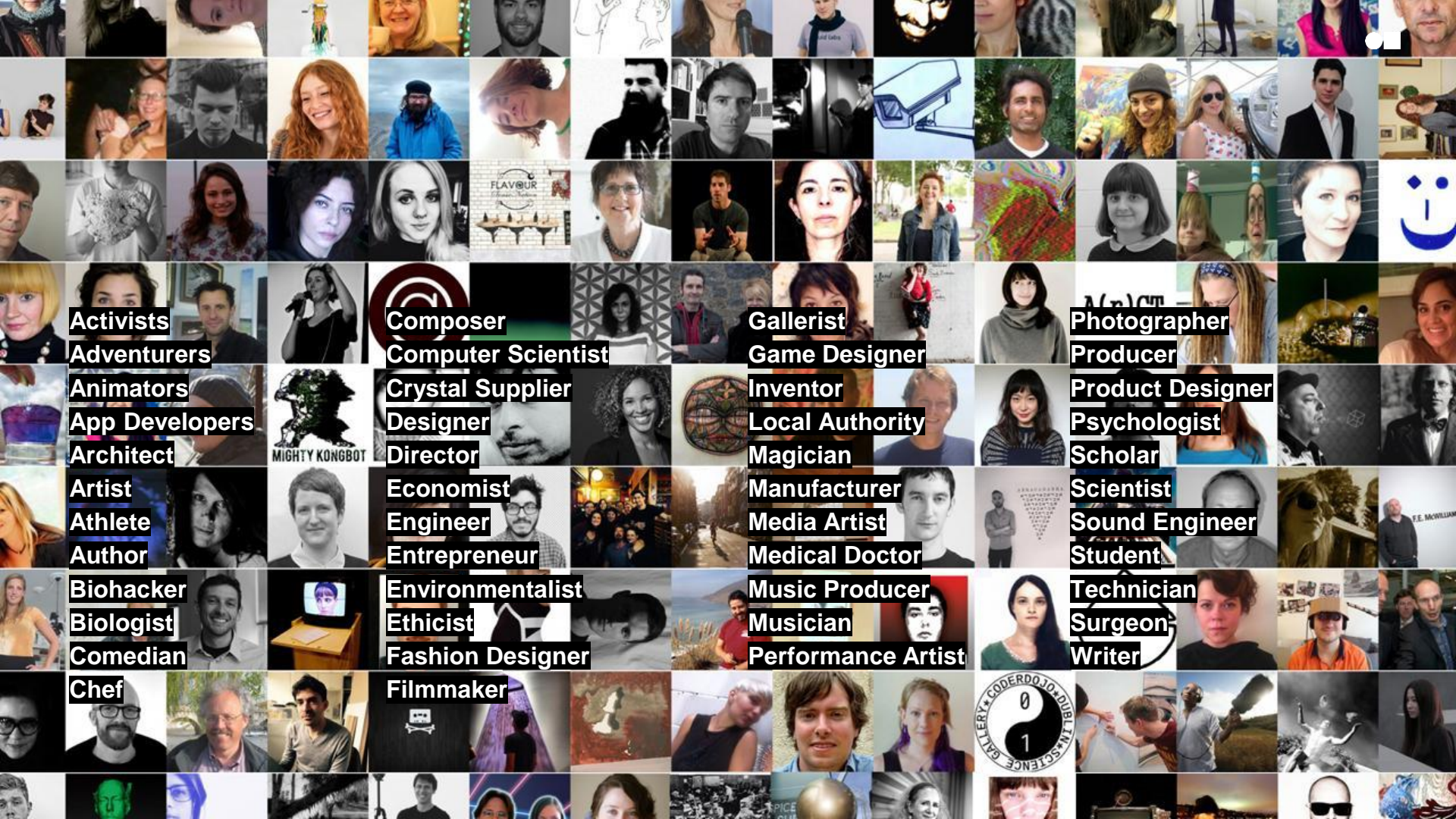
NOTHING TO SEE HERE

EXHIBITION 07.08.15 - 01.11.15

EXHIBITION 13.06.17 - 18.06.17 19.06.17 - 18.00.00 CLOSED MONDAYS

Transdisciplinarity connotes a research strategy that crosses many disciplinary boundaries to create a holistic approach.





Activists

Adventurers

Animators

App Developers

Architect

Artist

Athlete

Author

Biohacker

Biologist

Comedian

Chef

Composer

Computer Scientist

Crystal Supplier

Designer

Director

Economist

Engineer

Entrepreneur

Environmentalist

Ethicist

Fashion Designer

Filmmaker

Gallerist

Game Designer

Inventor

Local Authority

Magician

Manufacturer

Media Artist

Medical Doctor

Music Producer

Musician

Performance Artist

Photographer

Producer

Product Designer

Psychologist

Scholar

Scientist

Sound Engineer

Student

Technician

Surgeon

Writer



Technology as spectacle or engagement

Technology as subject

Pulse Index



By Rafael Lozano-Hemmer

Huddlewear by Rhona Byrne



- **Engaging Experiences:** Instrumentalization of art by science and technology
- **New tools:** Instrumentalization of science and technology by art
- **Canaries:** “Precautionary” art/design as “early-warning system”
- **Co-Creation** (equal exploratory partnership) between science, technology and art

LOCI Food Lab

By The Centre for Genomic
Gastronomy



DALL-E



Second Livestock



By Austin Stewart





Biometric Mirror

Hierarchy of Exhibition needs:

1.

VISITOR

2.

ARTWORK / EXHIBIT

3.

DESIGN



CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

CONVERSATION

EXHIBITS:

1. Installed in a compelling or interactive way
-
2. Conversation presented in an unusual or compelling way

Be Another Lab





Hugs by Simon Menner



THE ASSESSMENT

WHO ARE YOU MOST LIKELY TO SUCCEED?



10:00 2:00 2:58 3:00

THE GAME

10:00

THE GAME

00:00



Technology as spectacle or engagement

Technology as subject

“A museum is a not-for-profit, permanent institution in the service of society that researches, collects, conserves, interprets and exhibits tangible and intangible heritage. Open to the public, accessible and inclusive, museums foster diversity and sustainability. They operate and communicate ethically, professionally **and with the participation of communities, offering varied experiences for education, enjoyment, reflection and knowledge sharing.**”

Observation...

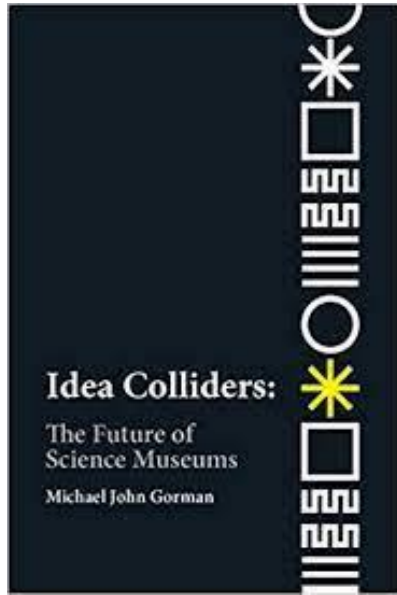


The New European Bauhaus is a creative and **transdisciplinary** movement in the making

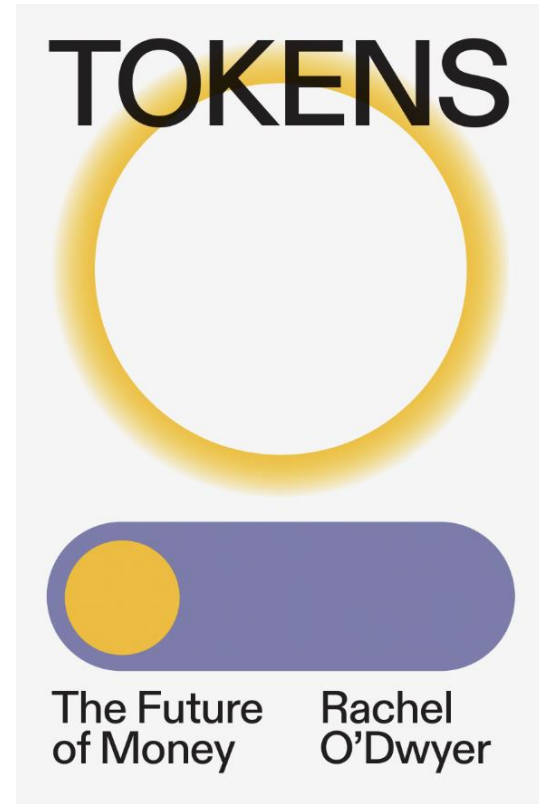
- It is a bridge between the world of science and technology, art and culture.
- It is about leveraging our green and digital challenges to transform our lives for the better.
- It is an invitation to address complex societal problems together through co-creation.

Beta - A critical inquiry in art & technology

November 2023



Idea Colliders: The Future of Science Museums



Thank you!

Aisling Murray, Ireland

T. 00353870648730

E. ashomurray@gmail.com

@murray_aisling