

# Playgrounds – ars, techné and the Socialization of People and Things

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Interdisciplinary Summer School

Padua, September 15- 20, 2019

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What is a playground, how is play induced by ars and techné, and in which sense do technologies involve people and things in a playful choreography of gestures? If play affords the development of habits of action, what does the designed interplay of people and things afford? What are the grounds and limits of play in the present and past as we participate in different socio-technical systems and orders of knowledge? These are questions for the philosophy of technology, for cultural studies, for art and design theory, and the history of science and technology – questions that go beyond child's play to the arrangements of relations in space, the development of habits of action, the familiarization of lifestyles and to the aesthetic dimensions of participation in socio-technical systems and regimes of knowledge. A playground is created by specific technical and/or artful interventions that offer opportunities to play – be they the creation of a sandbox, the placement of a sculpture, the position of a lectern or the experimental set-up on a laboratory bench. A playground provides models for relating people and things, for developing knowledge practices, sequential gestures and choreographies, and finally for the socialization of people and things in behavioral routines and relational assemblages.



The city of Padua offers occasions and examples of this. Thus the Summer School is framed by two historical sites as intellectual starting points. **Orto Botanico di Padova** - simultaneously the oldest and one of the newest botanical gardens in the world, is a gateway for reflecting different systems of knowledge, the organization of locomotion/transfer/relocation and the structuring of attention. Like all gardens it prompts different routines of exploration. Similarly, the **Teatro Anatomico** originally served as a stage to initiate students to the power of the word. Eventually it evolved into a laboratory site in which the work of the hand became integrated with the surgical intelligence of sight. In both cases, the notion of playground reveals the integration of people and natural things as a theatrical machine and model of display. In that way we invite analogue explorations of architectures, scenes, objects and routines which created playgrounds as laboratories and fields of experimentation, as choreographies of motion and attention and new forms of sociality.

If you are interested to explore the composition of such working orders, send you application to [adamowsky@medienwissenschaft.uni-siegen.de](mailto:adamowsky@medienwissenschaft.uni-siegen.de) and describe your motivation and interest in English or German (two pages should be enough, plus a short CV). Deadline is 10th June 2019.

There are no costs for participation in the summer school, accommodation and meals at the mensa are already covered. The Summer School is open to advanced MA students, PhD candidates and postdocs from philosophy, STS, media studies, art and cultural history, and related fields.

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