

Re-FREAM

Re-Thinking of Fashion in Research and Artist collaborating development for Urban Manufacturing

Working Package WP 2
Art / Tech Transfer
Deliverable 2.2

Collaboration Training Concept

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Lead Beneficiary for this deliverable: IED

Contributions by: Consorzio ARCA

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Dissemination Level		
PU	Public	X
CO	Confidential, only for members of the consortium (including the Commission Services)	
Type		
R	Document, report (excluding the periodic and final reports)	X
DEM	Demonstrator, pilot, prototype, plan designs	
DEC	Websites, patents filing, press & media actions, videos, etc.	

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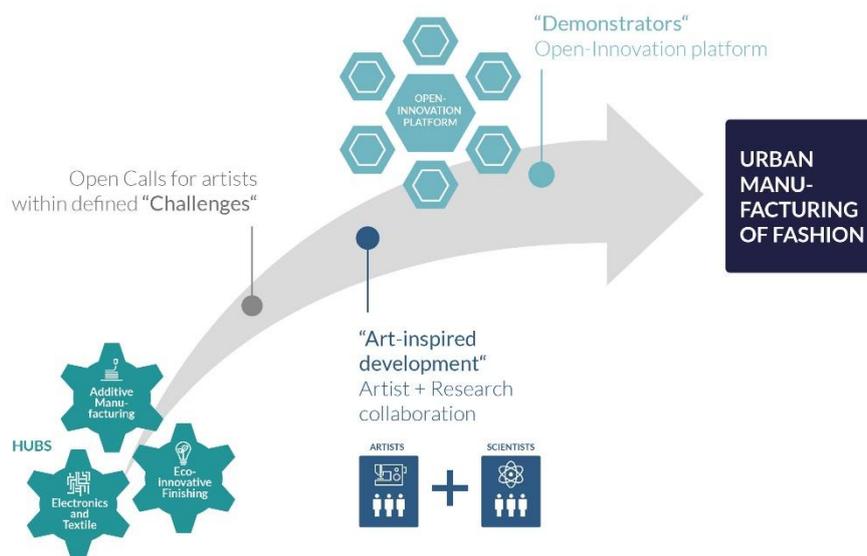
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0. Context Information

0.1 The Re-FREAM Project

Re-FREAM will support **art-driven innovation** in European R&I projects by inclusion of artists in research consortia via linked third-parties. The artistic community receives a strong support from art-related partners like the Art University of Linz (UFG) and the European Institute of Design (IED), creative hubs and facilitators like Wear-IT Berlin (FashionTech), AITEX, ARCA and Creative Region combined with remarkable technology from IZM Fraunhofer (E-textiles), Stratasys, Haratech (3D-printing), EMPA (3D body simulation), Care applications (Garement nebulization) and Profactor (Additive manufacturing).



Re-FREAM boosts **art-inspired urban manufacturing**, where the city becomes a new production space. Especially for **creative fashion**, urban manufacturing offers a great opportunity to create an alternative to the much criticized production in low-wage countries.

Three technologies (additive manufacturing, electronics on textiles and eco-innovative finishing of fashion) will be explored together. **In co-creation** 20 awarded Artist/ Researcher teams, digitalized manufacturing of fashion will be developed up to TRL 5 to enable small-scale production of fashion in urban environment. An **Open-Innovation Platform** will finally link the know-how and the communities of the hubs, will offer access to relevant facilities and make the Re-FREAM art-inspired urban manufacturing working model sustainable.

0.2 Description of the Work Package concerned

Work package number	2		Start Date or Starting Event						01.12.2018			
Work package title	Art & Tech Transfer											
Participant number	1	2	3	4	5	6	7	8	9	10	11	12
Short name of participant	CRE	PRO	AIT	WIB	CAR	IED	ARC	HAR	UFG	STR	IZM	EMP
Person-months	2	2	1	4	1	9	4	0	0	3	0	0

<p>Objectives</p> <ol style="list-style-type: none"> 1. Development of an Art & Tech Know How Transfer toolbox 2. Development of Guidelines for training in Art Tech Collaboration 3. Development of a detailed concept of a Co. Research process

<p>Tasks</p> <p>Task 2.1: Know How Transfer Concept [ARC] The aim of this task is to provide a sound concept for Tech / Art Transfer for Hub managements, including:</p> <ul style="list-style-type: none"> • Desktop research on relevant tech/ art transfer tools, methods and formats • Development of Toolbox on relevant Tech/ Art transfer tools, methods and formats <p>Task 2.2: Collaboration Training [IED] The aim is to provide a collaboration training concept for implementation in the hubs</p> <ul style="list-style-type: none"> • Desktop research on relevant collaboration tools, methods and formats • Development of training concept for collaborative methods and tools <p>Task 2.3: Co. Research Guidelines [ARC, IED] The aim is to provide a guideline for hub manager on executing the Co. Research projects including templates for agreements, meetings, description of the processes and administrative guidelines (working contracts etc.).</p>

Deliverable							
Del. No.	Deliverable name	Lead beneficiary	Type	Diss. level	Delivery date from Annex 1 (proj. month)	Delivered Yes/No	Actual / Forecast delivery date
D2.1	Tech/ Art Transfer Toolbox	ARC	R	PU	3	YES	31.05.2019
D2.2	Training Concept	IED	R	PU	6	YES	TODAY
D2.3	Co. Research Guidelines	ARC	R	PU	34	No	30.09.2021

0.3 Purpose and Scope of Deliverable Report D2.2

This deliverable reports on the collaboration training concept for implementation in the Hubs, as well as the development of methodologies, guidelines and tools for training in Art/ Tech collaboration.

1. Introduction

The Re-FREAM Project aims to unite the worlds of Art and Technology in order to provoke art driven, innovative projects that integrate new sustainable processes and solutions for improving current fashion production systems.

An initial Desktop Research provided a better understanding of the opportunities and difficulties of creating collaborative teams and processes, especially when their members come from different backgrounds.

For WP 2 a training concept has been developed for Co-Research and Co-Creation facilitation that provides guidelines and tools to enable effective collaborations between Artists and Technologists. The Art/Tech Facilitation Concept is based on a methodology that builds a cross-sectoral common space; an “unlearning-to-learn” environment that enables Co-Research and Co-Creation by means of a new mindset that represents a balance between Art and Technology.

Within this new a dimension of equality, the Artist must re-envision his/her initial project together with the Technologist. A de-codification process has been set up to analyze every essential feature of each project, integrating both points of view, and provoking a dialogue between the Artist and the Technologist. This requires them to take on a collaborative attitude, where both must listen, share, and learn from the other. Participants are encouraged not only to think “outside of the box,” but to understand “outside of the box.”

The outcome of this new relationship will result in the creation of hybrid languages, processes and know-how that will produce the shared value needed to rethink the codes and systems of the traditional fashion sector.

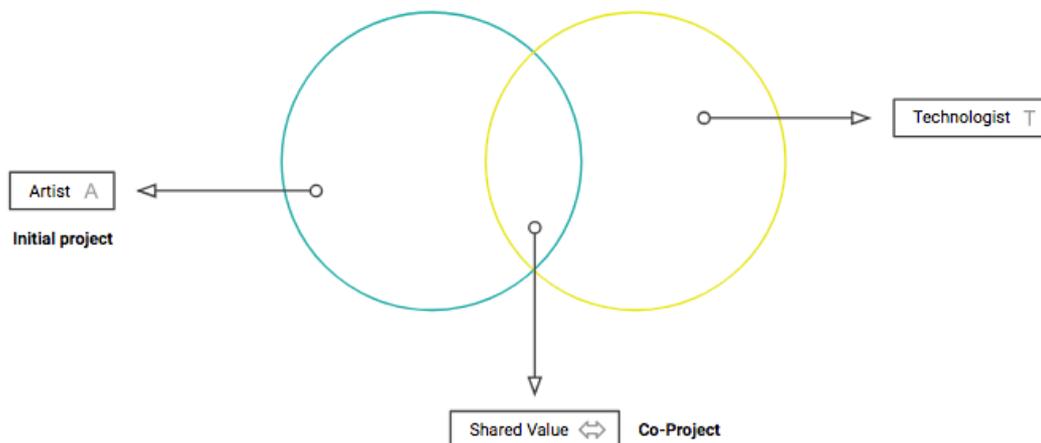


Figure 1: Art / Tech Collaboration

The role of the Hub Manager as the Art/Tech Facilitator is key to support the collaborative attitude and constant exchange between the Artists and Technologists throughout the entire process. He/she is the one who must strike the right balance not only between artistic sensibility and scientific pragmatism, but also between human relations and operational necessities.

The final results of the Art & Tech Co-Research and Co-Creation process are twofold:

A. The Research Documentation + B. The Product / Prototype

Both are equally important, and therefore the Collaboration Training Instructions are oriented to both fields of interest:

A. The Research Documentation:

One of the most significant benefits of juxtaposing Artists with Technologists in Re-FREAM is collecting and sharing the results of each step of the Co-Research stage, where unprecedented exploration, experimentation and collaborative research have taken place.

These observations should be exchanged, explained and documented throughout the entire Co-Research and Co-Creation lifecycles. In the final presentation it is essential to highlight the process itself and its findings, not just those of the Product/Prototype itself. Therefore the Hub Manager is expected to collect interesting audio-visual documentation (including drawings, images, videos, explanations) of the steps taken by the Art/Tech Teams.

Furthermore, the Teams will produce a Final Paper that analyses and concludes the research process, in which they also suggest ways for it to be applied/developed further in the future. This document should be drawn up in a collaborative manner, together (Artists and the Technologists), as both of their insights are fundamental to building a common statement.

B. The Product / Prototype:

The final prototype should integrate both approaches through a collaborative process of investigation, decision-making, and measurement. The Co-Research stage generates new knowledge and produces different outcomes/options to choose from. In turn, the concept and form of the final prototype will be determined within the resource limitations.

The prototype is a tangible result of the project. However, the project's concept, mission and values are also very important. Thus in the Final Presentation, the storytelling should feature all of these elements.

2. Collaboration Training Concept

The Art/Tech Collaboration Training Concept has been developed as a specific methodology to instruct the Hub Managers to employ the Co-Research Guidelines (D2.3) in an effective way.

This methodology is a structure to house the Co-Research Guidelines (D2.3) in a sequential manner, and guides, supports, and monitors the progress of the Art/Tech Teams during the entire duration of the Process.

This methodology consists in a project development timeline in three Phases: Prepare, Experience and Communicate. They make up the Collaboration Process, which has an overall duration of nine months. Each of these Phases is made up of several Stages.

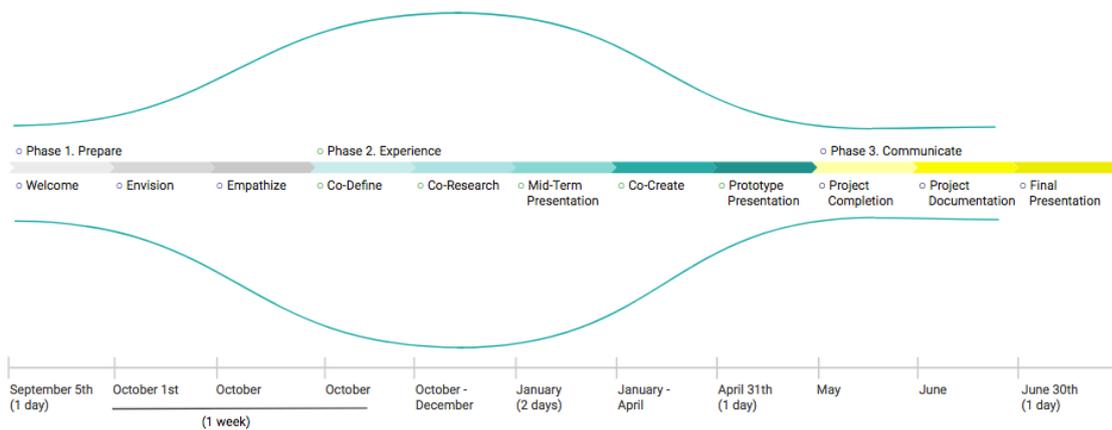


Figure 2: Collaboration Training Process – Timeline

Figure 2 provides an overview of the Process. The three Phases are broken down into eleven Stages, each of which must be successfully completed by each Art/Tech Team and validated by their respective Hub Manager(s) before advancing to the next.

3. Collaboration Training Manual

The Collaboration Training Manual will be delivered as a PDF to the Hub Managers. It outlines the aforementioned methodology and provides the necessary instructions for the Co-Research Guidelines (D2.3).

These instructions are organized according to the following questions: WHAT, WHEN, WHERE, WHO, WHY and HOW. They describe the objectives of each Stage and explain how to attain them.

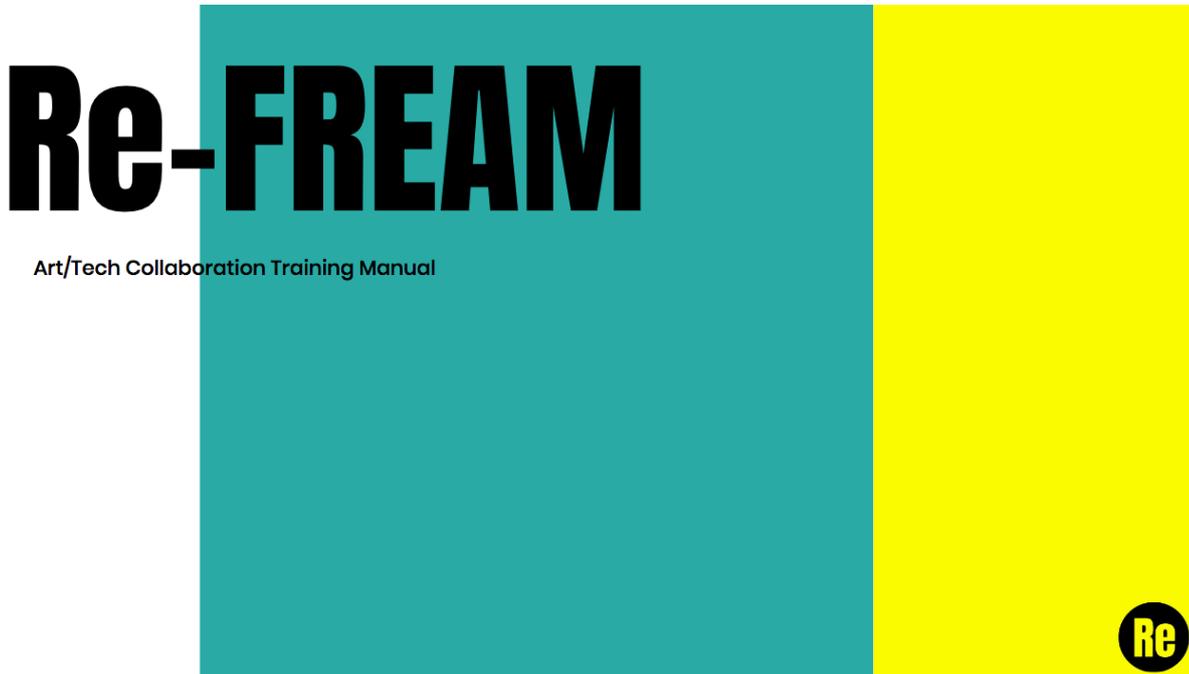


Figure 3: Collaboration Training Manual

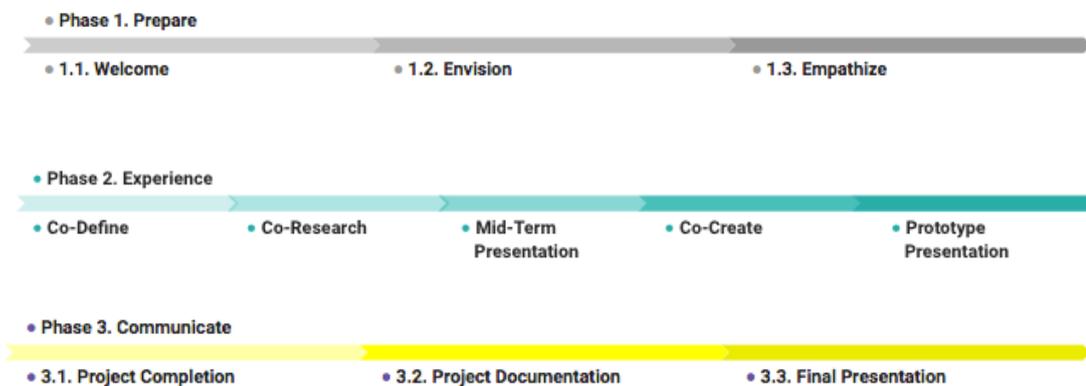


Figure 4: Collaboration Training Manual – Phases

In addition to the Co-Research Guidelines (D2.3), the Collaboration Training Manual will also contain The Guideline for Eco-Design Process for the Creation of Environmental-Friendly Artworks (D5.1)

Table 1: Art/Tech Collaboration Training Instructions - Phase 1 – Prepare

	WELCOME	ENVISION	EMPATHIZE
WHAT	<p>WELCOME RECEPTION. Welcoming of the Artists to Re-FREAM and supplying them with preliminary information.</p> <p>1.1 A_ Introduction: · The Hub Managers welcome the Artists to Re-FREAM and its community. · Re-FREAM Overview and Process: — Presentation of overall mission, values and goals. — Presentation of the Re-FREAM timeline, rules and procedure.</p> <p>1.1 B_ Experience Informal lunch or dinner.</p>	<p>HUB KICK-OFF MEETING. Meetup of the entire Hub Community.</p> <p>1.2 A_ Presentation: The Hub Manager presents all Hub-specific participants.</p> <p>1.2 B_ Envision: Space for dialogue and envisioning the Re-FREAM and Hub-specific goals.</p> <p>1.2 C_ Experience: Informal lunch or dinner.</p>	<p>ART/TECH TEAM KICK-OFF MEETING. Space for first exchange between each Artist and Technologist. First visit to the labs and first contact with the technologies.</p> <p>1.3 A_ Labs: The Technologists introduce the Hub-specific technologies to the Artists.</p> <p>1.3 B_ Conversation: Professional exchange between Artists and Technologists.</p>
WHEN	September 5 th .	October 1 st .	October (1 day).
WHERE	Face-To-face. Location: Linz.	Face-to-Face. Location: Hub headquarters, to be defined.	Face-to-face. Location: Labs.
WHO	Artists and Hub Managers. Other partners and team members from the Hubs are welcome.	Hub Manager and Art-Tech Teams (Artists and Technologists). Other team members from the Hubs are welcome.	Artists & Technologists.
WHY	<p>To capitalize on the attendance of all winning Artists in Linz to present Re-FREAM, the Team, and the Collaboration Platform.</p> <p>To get the Artists highly motivated and committed to the Re-FREAM Project, values and team.</p> <p>To initiate a strong relationship between the Artists, their Hub, and Hub Manager.</p>	<p>To provide a time to introduce and welcome the Artists to the Hub Community.</p> <p>To satisfy the need to generate a common understanding and awareness of the Re-FREAM values and goals, while fostering commitment to the Re-FREAM community.</p> <p>To identify the common Hub-specific research opportunities and challenges.</p> <p>To get the teams involved and highly motivated.</p>	<p>To provoke a relationship between the Artist and the Technologist through interactive/face-to-face meetings and knowledge exchange.</p> <p>To help the Artist to understand the possibilities of the technology offered by the Hub.</p> <p>To install the values of the "CO": Co-Research, Co-Creation, etc. between the Artist and the Technologist.</p>
HOW	<p>Do:</p> <p>Prepare a Welcome Presentation for the Artists. Provide general fundamental information about the Re-FREAM Project and individual documentation. Send out the same information to the Artists who will not attend this event.</p> <p>Offer an overview for the use of the Collaboration Platform to the Artists.</p>	<p>Do:</p> <p>Present the Collaboration Platform (this should be enabled and tested several weeks before). Instruct on how to upload and organize the documentation, and answer questions about its use and functionality.</p> <p>Explain how you expect the Collaboration Process to be achieved by the teams.</p> <p>Give enough time for conversation, questions, doubts, and suggestions. Keep a record of the key insights of the discussions.</p>	<p>Do:</p> <p>Provide the Artists with Hub safety indications and specifications.</p> <p>Take enough time to show the Artists how the technology functions. Help them to understand the possible outcomes by showing them a selection of tangible samples of each technology (this should be prepared beforehand and on display).</p>
	<p>Consider:</p> <p>Prepare a Welcome Kit to be waiting for the Artists in their hotel room.</p> <p>Organize a fun space for the reception of the Artists to the Re-FREAM Project. Plan a pleasant lunch or dinner at a place where everyone will be relaxed and great conversations can take place.</p> <p>Act as the host. You should be the main contact person for the Artists throughout the entire process.</p>	<p>Consider:</p> <p>Provide a time and space for networking and communication within the Hub Community.</p> <p>Make clear that <i>"Art and Tech are not so different: they surely have different perspectives and practices, but both of them are creative and innovative as well"</i> in order to reinforce the "co" values.</p>	<p>Consider:</p> <p>Give special attention to the conversation activity within the Art/Tech Team. Free the Technologist of other responsibilities in order to be with the Artist for a sufficient amount of time.</p> <p>Identify participants' doubts. Gather feedback.</p>

Table 2: Art/Tech Collaboration Training Instructions - Phase 2 – Experience

	CO-DEFINE	CO-RESEARCH	MID-TERM PRESENTATION	CO-CREATE	PROTOTYPE PRESENTATION
WHAT	<p>PROJECT CO-DEFINITION Space for the Art/Tech Team to review the presented Project and co-define what and how they are going to attain it.</p> <p>2.1 A_ Co-Decision: In-depth analysis of the Project and conclusion of common mission and goals.</p> <p>2.1 B_ Facilitation Kick-Off: Collaboration Process planning (considering timings, budget, goals, collaboration with other Hubs and/or Work Packages). Work on the Collaboration Platform begins (establishing consistent uploading/maintenance of ongoing documentation).</p>	<p>PROJECT EXPLORATION Space for collaborative research, experimentation and conclusion of the final version of the Prototype.</p> <p>2.2 A_ Study: Situate the proposal in a global context. Investigate similar projects and their solutions.</p> <p>2.2 B_ Co-Define: Reach a consensus on the focus of experimentation. Determine which technologies, materials, assembly techniques and usability should be explored.</p> <p>2.2 C_ Co-Research: Together, in the Lab, Artists and Technologists experiment with different artistic and technological possibilities.</p> <p>2.2 D Co-Decide: Reach a collective decision and agreement for the definitive version of the Prototype.</p>	<p>MID-TERM PRESENTATION Collective presentation of the Co-Research Process, Prototype Proposal, and conclusions.</p> <p>2.3.A_ Analysis: Revision of the Co-Research Results and the Prototype Proposal.</p> <p>2.3 B_ Validation Needs and risks of the Prototype Proposal, according to the Art/Tech Criteria.</p> <p>2.3 C_ Planning Definition of the Co-Create Stage (considering timings, budget, goals, collaboration with other Hubs and/or Work Packages). Project planning on the Collaboration Platform (consistent uploading/maintenance of ongoing documentation).</p>	<p>MATERIALIZATION Space for the realization of the Prototype. Coordination of the Project's specific procedures and needs.</p> <p>2.4 A_ Development: Development of the final Prototype.</p> <p>2.4 B_ Iteration: If required, exercises from prior stages (Co-Research) are revisited and repeated (with shorter durations if appropriate) to attain necessary solutions.</p> <p>2.4 C_ Coherence: Identification of solutions to meet the Art/Tech Criteria.</p>	<p>PROTOTYPE PITSTOP Hub-specific presentation/review of the final Prototype.</p> <p>2.5 A_ Revision Validation of the final Prototype according to the Art/Tech Criteria.</p> <p>2.5 B_ Fine-Tuning Decisions made for improvements to be made on the Prototype.</p> <p>2.5 C_ Testing Project-specific validation.</p>
WHEN	October.	October – December.	January (2 days).	January – April.	April 31th (1 day)
WHERE	Face-to-face. Location: Labs.	Labs + Collaboration Platform.	One common place for all Teams and Hub Managers. Location to be defined.	Labs + Collaboration Platform.	Face-to-face. Location: Labs.
WHO	Artists, Technologists, Hub Managers.	Artists, Technologists, Hub Managers.	All Hub Managers and Teams. WP2 Team.	Artists, Technologists, Hub Managers.	Artists, Technologists, Hub Managers.
WHY	<p>To provoke the transformation from a personal idea/proposal into a truly collaborative Project enriched by a constant flow of communication and documentation in which all viewpoints are integrated.</p> <p>To create a consensus between Artists and Technologists in alignment with the Grant Agreement, the Re-FREAM Mission, and the Art/Tech Criteria, in regards to a) the Project's value proposition, and b) the final version of the Project and its procedure.</p>	<p>To allow space for research, experimentation and collective decision-making by enriching the project with more in-depth exploration.</p> <p>To shape ideas, identify limitations and determine the brief for the final Prototype.</p>	<p>To define a collective and viable brief and final result for the Co-Creation process.</p> <p>To gather all Art/Tech Teams and promote the Re-FREAM Community through sharing and knowledge exchange.</p>	<p>To provide each Art/Tech Team the time and space to materialize the prototype.</p>	<p>To provide specific time to revise, validate, improve and test the Prototype.</p>
HOW	<p>Do: Decode the Project in a collective, impartial way using the Art/Tech Balance Toolkit.</p> <p>Ensure that the values that the participants define for the research and creation of the Project are balanced. Review its value proposition.</p> <p>Organize your integrated project management system (Collaboration Platform) for the meeting. Make some guidelines for this interaction.</p>	<p>Do: Make sure that all participants: — Fix a calendar and stick to it. — Keep the communication flowing by making calls and meetings when not working at the same place. —Nurture their Collaboration Platform archive with photos, pictures, drawings, notes, videos, etc. throughout the entire process.</p>	<p>Do: Make sure that the final definition of the Prototype and collaboration plan is planned and realized in a well-defined, feasible and collective result in regards to the Project.</p> <p>Organize a roundtable to discuss outcomes. Identify common trends, weaknesses and strengths that can bolster the mission and values of the Re-FREAM Project.</p>	<p>Do: Make a specific plan of action that can be adapted to each Art/Tech Team in order to a) know exactly what to check for during development, b) maintain the Art/Tech Balance, and c) safeguard that each Step is accomplished adequately before going on to the next. If not, it is necessary to stop and analyze before proceeding any further. Check the Collaboration Platform for weekly progress, to-do's, budget, timings, Weekly Report and Documentation Uploads.</p>	<p>Do: Use the Art/Tech Balance Toolkit to precisely revise the Final Prototype. Check to see that it is coherent with the goals of the Project and aligned with the original Re-FREAM Mission agreed upon originally.</p> <p>Ensure that photos, notes, sketches, etc are being uploaded to the archive in order to be used for presentations and research documentation.</p>
	<p>Consider: Break down preconceived notions and hierarchies while creating a positive and exciting mood.</p> <p>Be attentive towards keeping the collaborative attitude alive in this very significant stage.</p> <p>Be aware and solve possible disagreements that may arise between the Artists and the Technologists. Act as a true facilitator.</p>	<p>Consider: Observe participation and criteria from both Artist and Technologist to obtain balance.</p> <p>Maintain the focus and rhythm of participation of the Art/Tech Teams during the periods when they are not together, so that participation does not decline.</p>	<p>Consider: Prepare a comfortable environment and efficient workflow for this important milestone.</p> <p>Organize a group lunch or dinner for all participants.</p> <p>Generate extra time and space for networking between all participants.</p>	<p>Consider: Keep the collaboration between Artist and Technologist alive during the entire process by checking up on them and stimulating communication.</p> <p>Establish weekly meetings (physical, phone or video) with the Art/Tech Team to help them in planning the Project or solving problems.</p> <p>If tension or panic sets in within the Art/Tech Team, convoke a special "Don't Panic" meeting in order to address problems and solve them.</p>	<p>Consider: Detect communication needs and shortcomings within the Art/Tech Teams, such as understanding, rhythm, etc. Address what needs to be reinforced/improved in preparation for the Final Presentation.</p> <p>Ensure that the Art/Tech Teams are motivated to pursue the Project in a collaborative manner within the next Stages, even if the Prototype has not reached their expectations.</p>

Table 3: Art/Tech Collaboration Training Instructions - Phase 3 – Communicate

	PROJECT COMPLETION	PROJECT DOCUMENTATION	FINAL PRESENTATION
WHAT	<p>Space to analyse and complete the Project, to envision how it should be presented (Final Presentation), and to study the possibilities of how to develop it further in the future.</p> <p>3.1 A_ Conclusion Report on the Co-Research and Co-Creation Process.</p> <p>3.1 B_ Project Concept Document Creation of a precise and well-supported concept document for the Final Presentation.</p> <p>3.1 C_ Follow-up Plan Identify and describe further research opportunities to which the Project could be applied. Definition of an eventual distribution and/or communication strategy.</p>	<p>Space for the preparation of well-defined audiovisual material for the Project's internal and external communication.</p> <p>3.2 A_ Organization Summarization, selection and structuring of documentation material of the Co-Research and Co-Creation Processes.</p> <p>3.2 B_ Communication Art direction and content production for storytelling. Preparation of different communication materials and formats: Ephemeral (exhibition, event), Permanent (report, portfolio, web, press-release, etc.), Paper (Technologist) and Presentation (Artist).</p> <p>3.2 C_ Plan Define a specific strategic plan for the future development of the Project, post Re-FREAM.</p>	<p>Collective, Final Presentation of the Projects and final collective deliberation.</p> <p>3.3 A_ Presentation: All of the Art/Tech Teams share their Project with the Re-FREAM community.</p> <p>3.3 B_ Evaluation: Each Project is evaluated.</p> <p>3.3 C_ Conclusions: Roundtables, exchanges, and conclusions to give improvement guidelines/ innovative procedures and systems for the Fashion Industry.</p>
WHEN	May.	June.	June 30 th (1 day).
WHERE	Collaboration Platform.	Collaboration Platform.	One common place for all Art/Tech Teams and Hub Managers. Location to be defined.
WHO	Artists, Technologists, Hub Managers.	Artists, Technologists, Hub Managers.	Hub Managers, Art-Tech Teams and Consortium. The Jury Members would be a plus, if possible.
WHY	<p>To step back from the Prototype and focus on the Project in order to set a holistic mindset of overall values and goals. To be able to explain the Project in this light, from its mission to its possibilities.</p> <p>To embed the Prototype into a Project concept, development and communication strategy.</p> <p>To establish the most interesting points for continued research and define the Project's future development.</p> <p>To define and share new knowledge and research opportunities.</p>	<p>To identify the Project's definitive, collective identity and highlight the presentation and communication of the process as a whole.</p> <p>To guarantee the Project's effective external communication and prepare its documentation in different formats for different audiences and platforms (both scientific and art/fashion-related).</p> <p>To ensure that the next steps of the project are prepared properly.</p>	<p>To together conclude the Art/Tech Collaboration Process with a final presentation and share the results of the Projects with the Re-FREAM Community.</p> <p>To present the final results of the Projects to the Jury Members. To entertain a final collective discussion. To produce a definitive document of best practices for the Fashion Industry.</p>
HOW	<p>Do: Compare notes on the Projects' evolution and "the most interesting tipping points."</p> <p>Ensure that photos, notes, sketches, videos etc. are being uploaded to the Platform in order to be used for presentations and research documentation.</p> <p>Organize an Inter-Hub meeting, to begin to organize the Final presentation.</p> <p>In the Presentation, use the Art/Tech Balance Toolkit to achieve equilibrium between the Project and the Prototype, while bearing in mind the further, post Re-FREAM development of the Project.</p> <p>Consider: Keep the value of the "Co" alive within the Teams, maintaining a collaborative attitude for this key final stage of the Process. Observe that Artists and Technologists feel that they are co-owners of the Project, and invested in it.</p> <p>Generate excitement about the Final Presentation.</p>	<p>Do: Define and create templates for the different communication formats.</p> <p>Share technical requirements and instructions for the Final Presentations.</p> <p>Generate a conversation about the further possibilities of the research.</p> <p>Have the Art/Tech Teams propose a list of companies, institutions, foundations, organizations and NGOs that they would like to share their Prototype/Project with, in order to be developed further.</p> <p>Consider: Be aware of the importance of giving due time to structure content and create communication material/strategies for future development.</p> <p>Help participants center the tone, ideas, and aesthetics of their documents towards the needs of the market and of a potential customer.</p>	<p>Do: Help the Art/Tech Teams prepare their Pitch. Take close care to make sure that it is presented in a collective, balanced (Art vs.Tech) manner.</p> <p>Share, discuss, and generate a conversation about all of the Projects and their respective value propositions.</p> <p>Draw conclusions and ask participants to reflect on their roles.</p> <p>Encourage Teams to develop their Projects further (additional research, funding, communication, distribution options, etc).</p> <p>Consider: Prepare a special environment and efficient workflow for the grand finale!</p> <p>Pay attention to the details and check up on your Teams during this emotional time.</p> <p>Allow the Art/Tech Teams to be the protagonists and enjoy the final milestone.</p>

4. Collaboration Training Support Material

4.1 The Collaboration Platform

Given the fact that Re-FREAM integrates technologies and technologists from three different Hubs in four different countries (Germany, Austria, Israel and Spain), it is important to implement an effective **communication tool** to ensure a constant, integrated and transparent exchange between the Artists, Technologists and Hub Managers, as well as with all other participants during the Process: A singular, **centralized space** where all necessary materials are allocated, and where all participants are connected and informed about the development of each stage of the projects.

For this reason a **Collaboration Platform** should be used as an online, ongoing, centralized, interactive and monitorable platform for exchange and storage providing all participants with an overview of the entire project.

This **Collaboration Platform** should be made up of a Storage Platform and a Project Management Platform. We suggest the use of **Google Drive** and **Asana**, respectively. The Hubs will need to reach an agreement on which applications they choose, so that all information can be effectively centralized. There is no need to program any software.

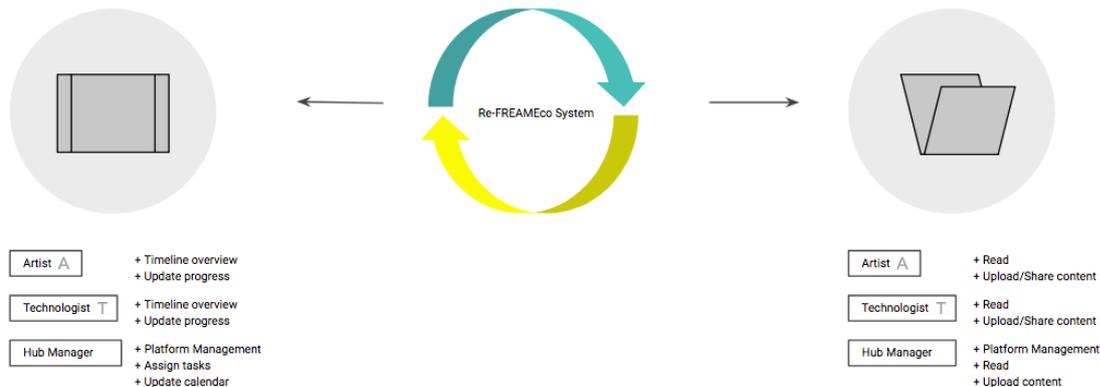


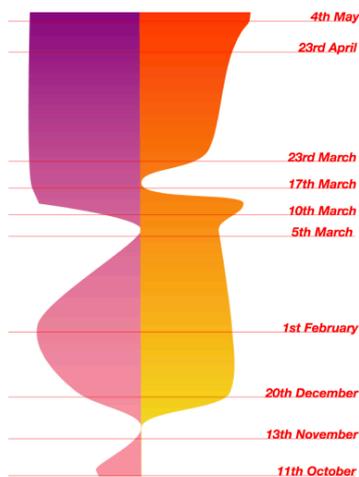
Figure 5: Collaboration Platform

The varied documentation generated in the Collaboration Platform by the Art/Tech Teams serves as useful content to help to contribute to the Open Innovation Platform (WP7).

4.2 The Art/Tech Balance Tool

The **Art/Tech Balance Tool** is a digital measurement tool for collaborative project development that will be shared with the Hub Managers to gain an equilibrium between artistic and technical criteria throughout the Projects's entire evolution. It has been specifically designed for Re-FREAM. This tool will help to focus attention on ideas, research and solutions within the specific values and goals that each Art/Tech Team has agreed on in the Co-Define Stage. It will help to validate the decision-making process within the acknowledged criteria and thus balance the artistic and technological considerations in each Stage of Project development.

LOGO



Edit project

Assess project

Preview the process

See the example



Create categories

Add different categories to evaluate your project. You can add maximum 10 categories

01	<input type="text" value="Name the category..."/>	Add category	06	<input type="text" value="Name the category..."/>	Add category
02	<input type="text" value="Name the category..."/>	Add category	07	<input type="text" value="Name the category..."/>	Add category
03	<input type="text" value="Name the category..."/>	Add category	08	<input type="text" value="Name the category..."/>	Add category
04	<input type="text" value="Name the category..."/>	Add category	09	<input type="text" value="Name the category..."/>	Add category
05	<input type="text" value="Name the category..."/>	Add category	10	<input type="text" value="Name the category..."/>	Add category

Continue



Create checkpoints

Add different categories to evaluate your project. You can add maximum 10 categories

01	<input type="text" value="Material"/>	Add checkpoints	06	<input type="text" value="Name the category..."/>	Add checkpoints
----	---------------------------------------	-----------------	----	---	-----------------

The most important

TECH

Add

Add

More

Medium important

Add

Add

More

ART

Add

Add

More

Add

Add

More

Figure 6: Art/Tech Balance Tool

4.3 Additional Training Material

Another useful component of Training Material will be shared with the Hub Managers, the **Collaboration Toolbox**: An open-source database of all selected collaboration tools and references to inspire and guide the Hub Managers and Art/Tech Teams. It is advisable to update this compendium with the research performed by the Art/Tech Teams throughout the entire Process. This tool can also prove to be a useful source of content for the Open Innovation Platform (WP7).

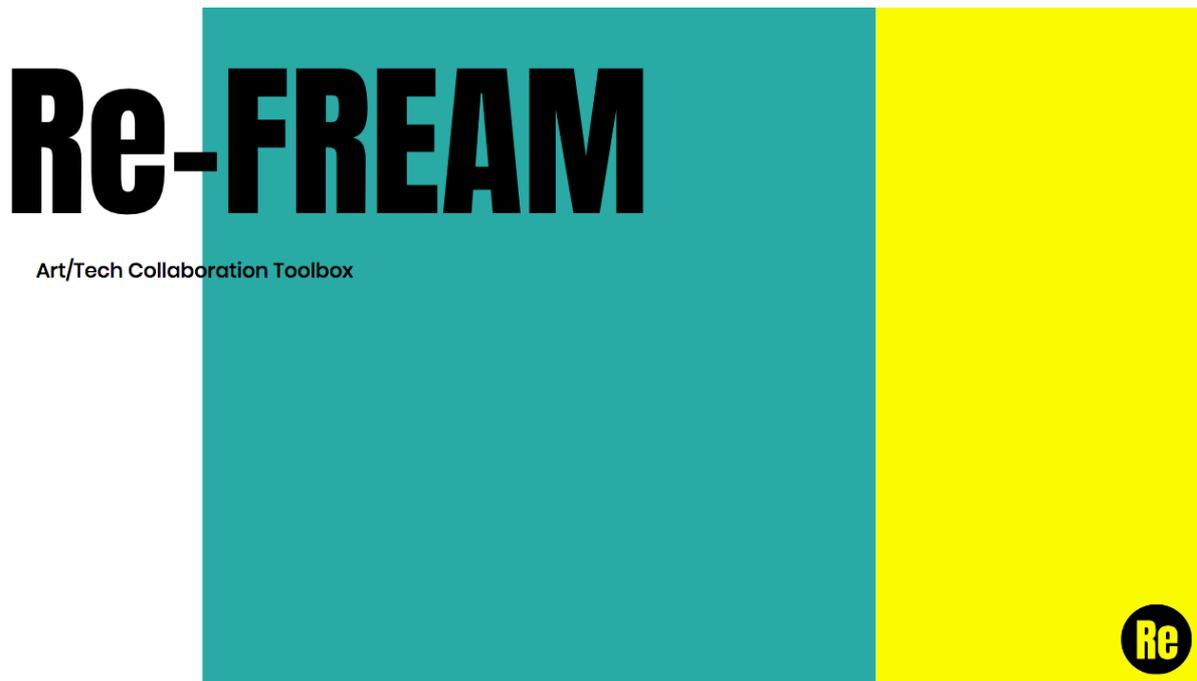


Figure 7: Art / Tech Collaboration Toolbox

1. References on collaborative processes management and community building.
2. Articles and references on the development of fashion and technology. Might be inspiring during the **Empathize** and **Co-Define** subphases in **Phase 1. Prepare** and **Phase 2. Experience**.
3. Articles and References for the **Co-Research** and **Co-Creat**e subphases in **Phase 2. Experience**.
4. Analysis exercises for the **Co-Define** and **Co-Research** subphases in **Phase 2. Experience** and preparing the **Final Presentation in Phase 3. Communicate**.

Figure 8: Art / Tech Collaboration Toolbox - Index

5. Other Considerations:

5.1 Interhub Projects

Special attention should be paid to Projects that are developed with technologies from more than one hub, otherwise known as **Interhub Projects**. The Artists who have presented these special projects should always re-start with the Empathize Stage (they employ a shorted process) if they have to collaborate with new Technologist from a different Hub. This will cause a more authentic and committed collaboration within the new Art/Tech Teams.

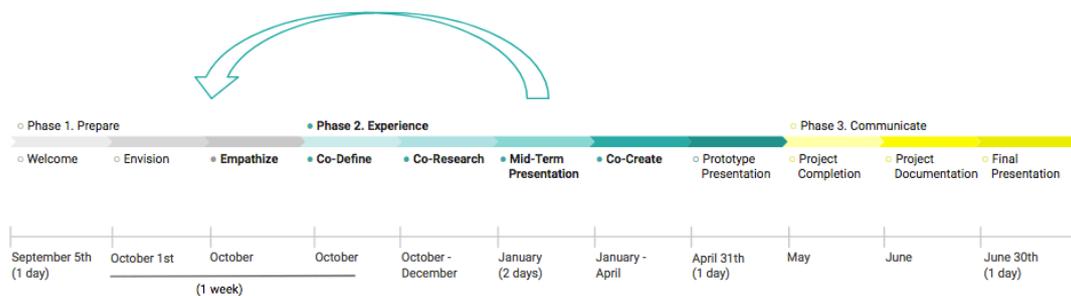


Figure 9: Interhub Projects

5.2 Repetition

If considered necessary, **Repetition** within the Co-Crete and Co-Research Stages should also be considered. This could occur when the proposed Prototypes don't turn out as planned, and new solutions are to be defined within a new, yet shorter Co-Research Stage. Thus it is deemed necessary to repeat certain Steps until the result is satisfactory.

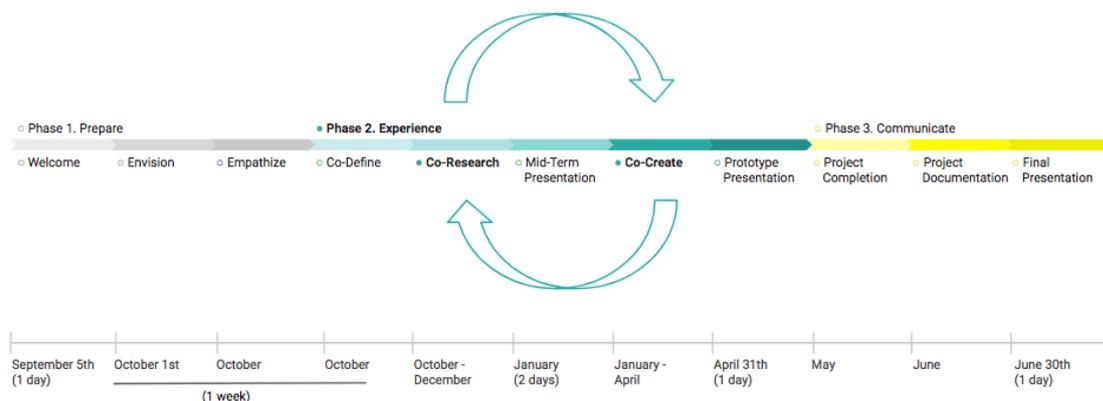


Figure 10: Repetition

Nevertheless, it is the responsibility of each Hub Manager to support each Project by taking into consideration its specific needs.

6. Summary and Outlook

The deliverable includes the Collaboration Training Concept and Instructions to efficiently facilitate the Art/Tech Collaboration. A specific Toolkit for Art/Tech Balance has also been researched, designed and developed.

The undertaking in this step of Work Package 2 serves as a foundation for defining the Co. Research Guidelines (WP2.3) to be delivered as a draft in September 2019. The guidelines and tools described within are to be applied in Work Packages 4,5 and 6 in the Hubs.

The content generated during these stages and stored on the Collaboration Platform can provide an important point of reference and an abundant source for storytelling in Work Packages 7 and 8.

The Training Concept as well as the Co. Research Guidelines should be reviewed and validated after the first round. After all discoveries and improvements have been integrated, it should be used for the second round.

It should be emphasized that the overall process will not only generate spectacular, innovative prototypes that evenly blend criteria from the worlds of art and technology, but will also yield priceless project-related research data that should be documented for whoever seeks to use them in the future.