



We
Will
Design

ENG

The Convivial Laboratory

The Convivial Laboratory

“We have lost the pleasure of being together. Thirty years of precariousness and competition have destroyed social solidarity. Media virtualization has destroyed the empathy among bodies, the pleasure of touching each other, and the pleasure of living in urban spaces. We have lost the pleasure of love, because too much time is devoted to work and virtual exchange”¹

Welcome to We Will Design 2024:
The Convivial Laboratory.

Conviviality, understood as a collective desire based on cooperation, mutual care and solidarity becomes an exceptional architectural tool to promote inclusive design dynamics, where different voices join and share common principles.

Spaces that are touched and influenced by conviviality are more likely to reduce racial, ethnic, religious, class, and gender discrepancies: they are an antidote to inequalities.

Public spaces become spaces of “visibility and encounter between strangers”: how can we inscribe conviviality in the definition of such encounters? And what can these encounters generate in terms of new design ideas and attitudes?

On the occasion of Design Week 2024, BASE becomes the construction site of a temporary community of designers, architects, and artists, who are invited to inhabit and work within the building, transforming it into a “convivial laboratory”. We wish to encourage a reflection on the most innovative practices of coexistence, cohabitation, and sharing on a global scale, highlighting the relationship of such topics with migration, cultural heritage, as well as issues related to gender, physical and mental health.

While cities erect futuristic and elitist constructions, utopian visions of domesticity survive and autonomous solutions of informal settlements proliferate: living becomes a gesture of resistance and affirmation of human dignity.

We begin to inhabit thoughts and projects and not anymore just spaces and objects. We inhabit the future, we inhabit disturbance, we inhabit worlds that do not exist, bodies that are collective organisms.

¹ Francesco Bifo Berardi and Geert Lovink. 2011. “A Call to the Army of love and to the Army of Software,” published online by the Institute of Network Cultures, Amsterdam

We Will Design 2024:

Lightweight yet giant installations, a campsite on the terrace, performers and designers from all over the world, over 4000 square metres of exhibition space, 5 design residencies and a music festival: welcome back to Design Week at BASE Milano.

We Will Design is the programme that since 2021 has been bringing the best of architecture and design experimentation. This year's theme is The Convivial Laboratory.

Installations

TALAMO, the performative sculpture by Lemonot (Sabrina Morreale and Lorenzo Perri) in collaboration with Xavier Madden and Katja Banović; an immense suspended bed, a restless stage that is activated through the encounter with the public.

FLOWAIR, Ingo Maurer's large site-specific installation that brings the wind back into people's lives.



Exhibit

A place for research and experimentation on democratic and plural design that brings together the work of academies, universities, design studios, emerging designers, and presents the unprecedented restitution of residency processes.

Temporary Home

A special residency for five designers and artists from all over the World. Five rooms of casaBASE - our hostel - become home and place of experimentation for the designers, who will develop, exhibit and tell the public about their projects here.

The Camp

A group experiment exploring different forms of dwelling. Over the course of 10 days, 20 designers and students from around the world will reside in a campsite set up on the terrace of BASE, where they will share their practices and activate discussions on the theme of precarious living. The public will be invited to participate in activities ranging from live bread-making to radio broadcasts.

Public Program & Music

A true festival of music, entertainment and talks, with international collaborations.

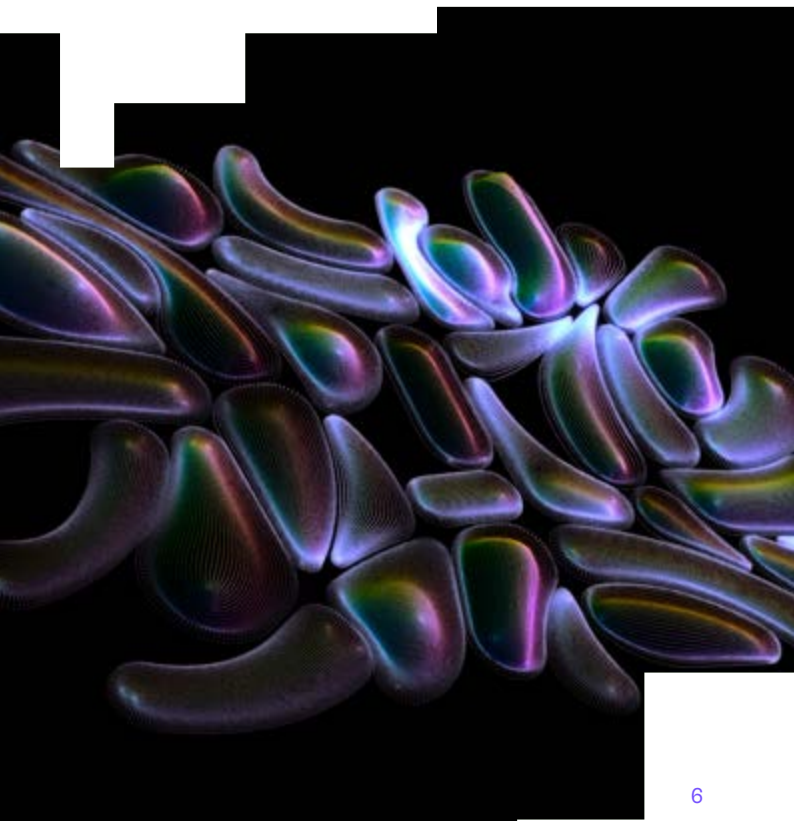
Lemonot (Sabrina Morreale and Lorenzo Perri)

Talamo in a restless state

“Talamo” [from lat. thalāmus] is an Italian word with multiple meanings. Since the classical age it has indicated the bridal chamber and in literature and poetry, by extension, the nuptial bed. In mediaeval representations it was the stage on which liturgical dramas were performed, while in anatomy it denotes the central part of the brain.

It is our bodies' information relay station: it processes the sensory signals - including motor signals - before sending them to the brain's cerebral cortex for interpretation. It also plays a role in sleep, wakefulness, consciousness, learning and memory.

Within the premises of BASE, TALAMO is a performative - hanging and inhabitable - sculpture, trying to take on all these nuances.



An immense but light bed, which becomes a room without delimiting a volume, without ever enclosing it. A soft, fluid landscape that will take shape through its incessant movement between floor and ceiling, shaped by the force of gravity and the interactions with various bodies - which will alter, or rather create, its topography.

A restless stage that originates fantastic choreographies and configurations - first with the performers arisandmartha and then involving the public - blurring the boundaries between inanimate matter and human bodies. Everyone is free to express and reinvent their own gesturalità, within a small, convivial architecture - which embraces everyone's physicality and projects it within a dimension of renewed collective confrontation.

TALAMO is an ergonomic mirror, a cathartic device for everyone's differences: a place to claim one's identity, but at the same time where to construct dialogues, learning to accept oneself and others. In its continuous making and unmaking, TALAMO is therefore a living artefact - in a restless state - conscious of how complicated it is to build shared languages that yet allow for heterogeneity, while rejecting sameness.

With the collaboration of:
Xavier Madden and Katja Banović
Performance: arisandmartha
(Aris Papadopoulos and Martha Pasakopoulou)
Produced by: BASE Milano
With support of: Culture Moves Europe
In partnership with: Noctis spa

BASE



Funded by
the European Union



Noctis

The Camp

The notion of camping in tents as we mean it today originated in the early 1900s - between the two industrial revolutions. Tents, however, have also historically served as a symbol of protest, appearing in a variety of applications throughout history. The shared desire to collaboratively reshape the world and its fundamental structures is common thread linking all these iconic interpretations of the tent.

From April 12th to the 23rd, BASE Milano presents The Convivial Laboratory — The Camp: designers, students, curators, and cultural workers, will live in a campsite set up on the venue's terrace. A collective experiment that wishes to create a meeting spot, combining the energy of the protest movements occurring in large urban landscapes, with the soft power of the counterculture operating in wild natural settings.

The daily rhythm is shaped by moments of discourse and open sharing of practices, among the small community that inhabit and renew the space: activities include bread-making, tea rituals and Elevator Radio's live broadcasts, among many others.

With support from:



The Camp has been realized in collaboration with Parasite2.0, design and research agency founded by Stefano Colombo, Eugenio Cosentino and Luca Marullo. The Camp lives in connection with DOPO?, a space for cultural work and shared recreation, and its “Runways” project.

Technical partner:



Elevator Radio

Listen here:



Elevator Radio, operated independently by students from Design Academy Eindhoven, serves as a dynamic radio network amplifying voices within the design community. It provides space for experimentation and collaboration in the medium of live broadcasting and audio.

Temporary Home

casabase — our guesthouse — becomes Temporary Home: a unique residence for five designers and artists from all over the World. Five rooms are home and place of experimentation of the designers, that develop, exhibit and tell their projects to the public.

They're waiting for you at the 1st floor!

casabase
1ST FLOOR



Computer Room Found in Translation

ROOM
01

Commissioned by: British Council as part
of the programme "Circular Cultures"

The collective-presented by the British Council and consisting of Andu Masebo, Charlie Humble-Thomas and Jesse Butterfield-starts with five personal stories in five different languages, and from these stories the designers have drawn inspiration for as many artifacts that tell the fragile beauty of different cultures. Inspired by the global nature of Milan Design Week, Found in Translation uses language as a gateway to unfamiliar cultures. It starts with naive but very human interpretations that end up stimulating new narratives.

Born out of the meeting of Andu Masebo, Charlie Humble-Thomas, and Jesse Butterfield at the Royal College of Art in 2019, Computer Room is a design studio funded by the British Council's Circular Cultures program that focuses on the impact of object production and its cultural significance by integrating their diverse individual practices.



Montjoi Institut Angeli's the light

ROOM
02

Angeli's the light is a reflection on conviviality starting with sharing a meal with loved ones, from preparation to its consumption, represented by a series of kitchen utensils, objects but also symbols. Each of these tools constitutes a study of the structure of our industrial world and our emotional ties to it.

Montjoi Institut is a collective formed by Théa Brochard, Nathan Raccah, Perle Venzal, Louise Dousset, Ward Lauwers, Xander Maclaren.



forty five degrees Radical Rituals 45°N 1°W-45°N 35°E

ROOM
03

Allianz Foundation, Institut Français Bureau des arts plastiques, PERSPEKTIVE FONDS, Akademie Schloss Solitude, Alfred Töepfer Stiftung, Goethe Institute Bucharest, Arc Bucharest, PUNCH Bucharest

Radical Rituals is a collection of spatial practices: following an imaginary line, the 45th parallel north, across Europe from the Atlantic coast to the Black Sea, the itinerant survey seeks scenarios, methods, and actions that strengthen the potential of collective action to foster systemic change, encouraging reflection toward possible futures.

forty five degrees is a collaborative research and design studio committed to the critical design of space. Through research, design and artistic experimentation, analyzing its physical, social and economic interconnections at different scales, the studio promotes collective approaches to develop alternative models of urban living, engaging local communities to create inclusive and accessible spaces.



Erica Curci MOULTING

ROOM
04

In collaboration with Regione Lombardia.

In the exploration of human existence, the microbiome thrives within every individual, connecting us intimately with our environment. Through a transformative ritual, the artist seeks to render this invisible communication tangible. Using silicone casts and petri dishes, Erica Curci engages participants in an immersive process, uncovering new forms of connection and conviviality across species boundaries.

Erica Curci, a graduate in Design from the Academy of Fine Arts in Rome, is focusing her research on the connection between species, analyzing human skin and the relationship between bodies and microbes. She uses bioart techniques, inspired by contemporary scientific theories. Her work has been exhibited in several international galleries and selected by Vogue Talents and other publications.



Sophie Conroy

Without a House


ROOM
05

In a six month long experiment, Sophie Conroy chose to live without her own house in the city of Eindhoven on a quest to find more connected ways of living, exploring a stronger connection to community, nature, and the self.

Sophie shares her experience in an intimate installation, raising questions of home, comfort, need and dependence, with the hope of sparking conversation and connection.

What do we really need? This is the starting point for Sophie Conroy, a designer and researcher who uses her life as a laboratory to experiment with different modes of existence, seeking to better understand the world and herself. Through her experiences, she creates narratives to communicate and exchange with others, developing practices to reconnect with others, the environment and herself.

EXHIBIT

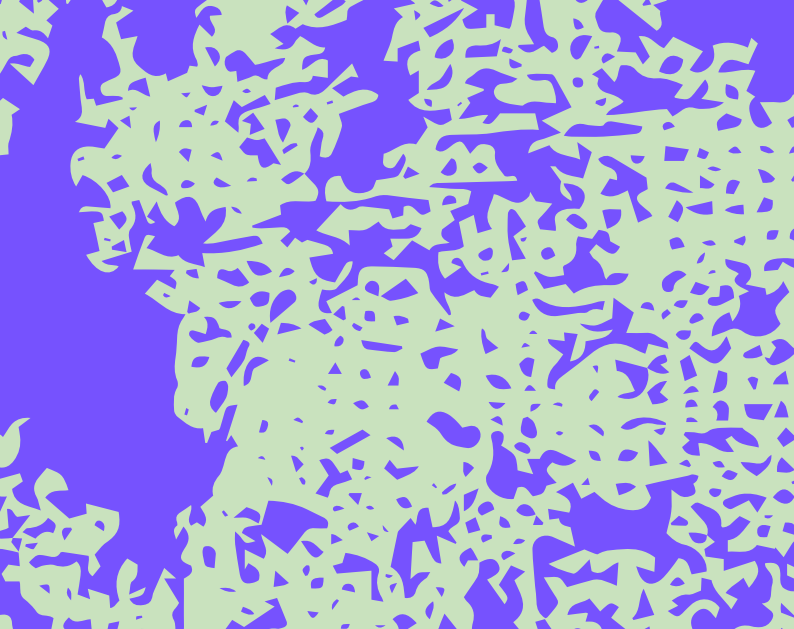


✂ FLOOR 0
✂ 1ST FLOOR

4000 squaremeters of exhibitions distributed on two floors.

A place for Design research and experimentation that gathers works from Academies, Universities, design studios, emerging designers from all over the World, as well as presenting the final outcome of residency processes.





Anas Chao — Architects Against Housing Alienation (AAHA) — Augustina Lavickaitė — Berta Grau Sánchez — Bhavneet Kaur — Central Saint Martins — Tin Ayala — Claudia Rao Hackett — Elle Hey & Ildoppiosegno Design Studio — Erica Petrillo — Eros Risiglione — Falsework & Bovrie — Femke Hoppenbrouwer — Gijs Schalkx — Giulia Del Gobbo — Holly Zambonini — Ilaria Cavaglià — Ingrid Enache — Kasia Rachuba — Design for Sustainability Lab, Università degli Studi di Firenze — Laura Stachon — Liana Kuyumcuyan — Lison Guéguen — Marco Loi — First Last Name — MTMY — NOI Libreria + Eccentrico — Onomatopee & Baltan Laboratories — Dóra Léhy — Laura Papke x Nino Basilashvili — Qiaochu Guo — Yeon Sung 연성 — Faculty of Architecture and Urban Planning, Politehnica University Timișoara — Rosalie Piras — ADS7, Royal College of Art — Sintetica Collettivo — Slovak University of Technology (Vladimír Boroň, Petra Hurai, Vlasta Kubušová, Filip Maukš, Martin Mjartan, Martin Sombathy, Lucia Suchá) — SO — Sonia Górecka — Susanna Tomassini — T12 Lab — Department of Furniture and Interior Design, Technical University in Zvolen — Tecnológico de Monterrey — Pjorkkala, Academy of Fine Arts and Design, University of Ljubljana — Yufei Gao — Ziyi Lian — Agora du Design — Marine Rouit-Leduc — Hors-studio — Emma Pflieger & Antoine Føeeglé

Beginners

↳ ROOM 2100

Emerging designers exhibiting for the first time during Milan Design Week.

Creative Industries Fund NL

The Creative Industries Fund NL is the national cultural fund for design, architecture, and digital culture. It finances innovative design projects of makers and cultural institutions in the creative industry. Many of these projects are interdisciplinary.



¹ Gijs Schalkx The Plastic Car (is made from metal)

Gijs Schalkx redesigned an abandoned car to run on fuel made from plastic waste. The de-refinery converts plastic waste into fuel and is installed on the top of the car, making the vehicle independent of fossil fuel infrastructure. It celebrates the power of DIY and the individual agency it brings.



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² Eros Risiglione The Plantslator

Born from the desire to communicate with a special hill, Eros translates bio-electricity into sound, revealing unique patterns. This project aims to enhance appreciation of nature's complexity and open new perspectives on nature management. Here you can listen to local plant signals turned into sound and symphonies through headphones, strengthening our connection to nature and its state.

³ Laura Stachon Walls That Match My Mood

A transformative installation that fosters neurodiversity-friendly spaces, emphasizing shy gestures. Shy individuals often face societal pressure to conform to extroverted norms, leading to stigma in public settings. This is a refuge for expressing vulnerabilities to make public spaces accommodating to diverse needs.

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⁴ Falsework & Bovrie RGD Furniture

This system aims to fuse adaptability and coherence: while it allows (and encourages!) creative and unpredictable uses, it ensures that each object remains a recognisable part of an ever growing assemblage at the same time. A solution to a compelling challenge: how can we introduce, or make visible, a unifying element within a heterogeneous group of users with equally heterogeneous demands?

⁵ Susanna Tomassini The Southern Thruway

While being a stage for the flaws in today's economical system, shared households can become platforms for enacting disruptive politics, where concepts like common goods, shared work, and non-codified relationships come into play. This is a video installation that weaves personal stories with political concepts, exploring themes of uncertainty, forced collectivity, transiency, and unconventional love.



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⁶ Sonia Górecka Slavic phantasmagoria

Amidst Slavic geopolitical destabilisation, the project reinterprets ancient folklore symbols into contemporary totems, merging old and new techniques. It creates a contemplative hybrid space with tapestries and movable engraved bricks reflecting the constant restlessness of the Slavic lands.

⁷ Anas Chao An Inquiry into Dutch Dumplings

This installation portrays Anas Chao's research into the existence of Dutch dumplings in the hodgepodge of today's society. The idea of home is the entanglement in a network of history and power, leading to the exchange of origins and Otherings. Identity can no longer be found in singularity, belonging is ever-shifting and constantly on the move.

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⁸ Holly Zambonini Poison Apple

It is hypothesized that if a person of 65 kg were to eat 200 apple seeds, they would likely die from cyanide poisoning. In *Poison Apple*, the apple is recontextualized as a lethal object through the proposal of a speculative end-of-life scenario. By exploring alternative ways of dying and mourning with the aid of biotechnology, *Poison Apple* highlights the evolving nature of death rituals post-COVID.

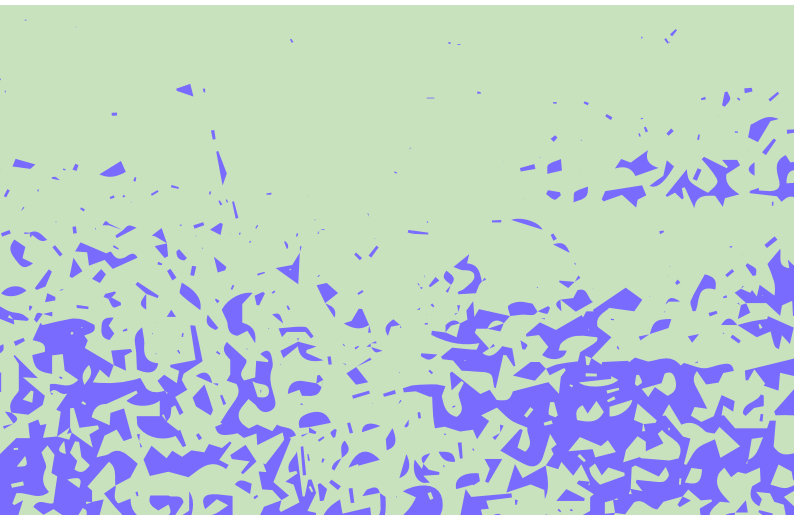
⁹ Marco Loi Queen, Folks.

Marco Loi analyses the relationship between queerness and Sardinian rural geographies, exploring how the performativity of folk tradition produces norms and illusions of consistency. Motifs and symbols firmly rooted in the agro-pastoral imaginary become means to explore how queerness can be expressed through a restaging of the folk grammar.



¹⁰ Augustina Lavickaitė Information Smuggling

This project examines the complex relationship between people, infrastructure, and terrain situated on the borders of Lithuania, Belarus, Poland, and Kaliningrad. By employing diverse modes of witnessing—via the landscape, historical narratives, and the viewer’s perspective—the installation positions the terrain as an active participant, facilitating the smuggling of information as acts of resistance.



Universities

↳ ROOM 1400 + 2100

Central Saint Martins, Royal College of Arts, Academy of Fine Arts and Design | University of Ljubljana, Politehnica University-Timisoara, Technical University-Zvolen, Slovak University of Technology, Design for Sustainability Lab | Università degli Studi-Firenze, Tecnológico de Monterrey.

Join us at:

BEING WITH-IN

17.04 — h 5PM

talk with Lemonot & Royal College of Art ADS7 in conversation with Adrian Lahoud, Beth Hughes, Dubravka Sekulić, Zowie Broach and Delfina Fantini van Ditmar

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¹¹ Faculty of Architecture and Urban Planning, Politehnica University Timișoara TAKE A SIT WITH ME

This exhibition presents small, original state objects, made by students which reinterpret the traditional Romanian chair from the perspective of different concepts and themes such as: recycle, relax, and style. In the last six years of doing this project, the main concept has remained an invitation, addressed to all people who spend a lot of time on gadgets, to Sit With Us and admire the art.



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¹² Department of Furniture
and Interior Design, Technical
University in Zvolen, Slovakia
BioWdesign

BioWdesign is an ongoing interdisciplinary project funded by The Slovak Research and Development Agency conducted by the Design Department of the Technical University in Zvolen. The project merges design and science through biomimetics and biomimicry, drawing inspiration from the marvelous mechanisms found in wood's structure. By mimicking nature's efficiency, it addresses functional and design challenges in furniture design and housing, unlocking the full potential for beautiful and sustainable solutions.

¹³ University of Ljubljana, Academy
of Fine Arts and Design Echoes
of Tomorrow

This installation engages in critical discourse on the environmental and social repercussions. The selected case study, Dodola, a master's project by the Pjorkkala group, exemplifies how the acquired knowledge from the academic process can accumulate into a top-tier response to pressing sustainability issues.

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¹⁴ Design for Sustainability Lab,
Università degli Studi di Firenze
DESIGN ACROSS
THE BORDERS IN TIMES
OF GLOBAL CRISIS

Design for Sustainability Lab (LDS) at the University of Florence integrates different disciplines such as Biodesign, Circular Design, Eco-social design and Sustainable Digital Design to address environmental, social and political challenges. At We Will Design, it presents its research projects through a number of 'live' performances, emphasizing sustainable innovation in envisioning alternative future scenarios.

¹⁵ Tecnológico de Monterrey
Weightless Visions

This project addresses the challenges faced by Latin American creatives at global events. Using Tyvek as main material, the collection features innovative solutions, including wearable storage, a transformable trench coat, ultralight exhibition furniture, and multifunctional accessories. These designs not only optimize travel for Design Week but also highlight the often-overlooked struggles of designers in geographically distant creative spaces.



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¹⁶ Trintab, Slovak
University of Technology
DESIGN × SCIENCE

This project presents doctoral research projects by Vladimír Boroň, Petra Hurai, Vlasta Kubušová, Filip Maukš, Martin Mjartan, Martin Sombathy & Lucia Suchá, that leverage scientific findings & explore new roles of design.

¹⁷ The Royal College of Art
BEING WITH-IN

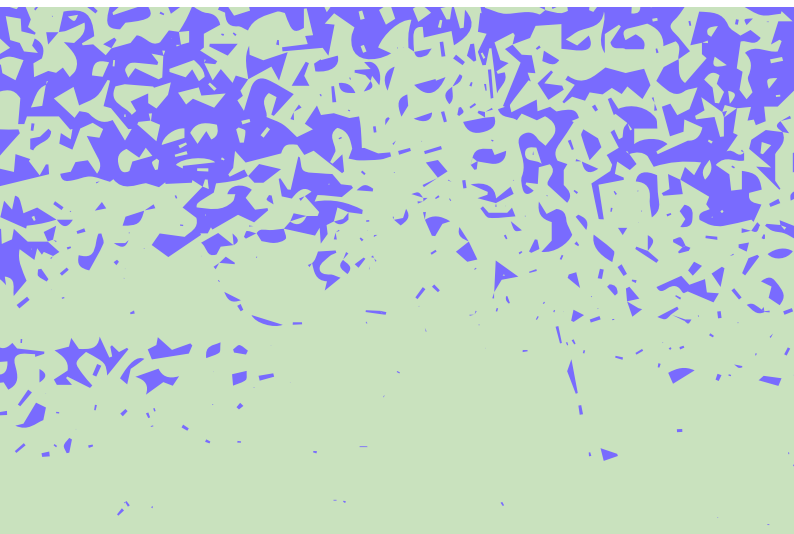
Architectural Design Studio 7, alongside other Design Studios from MA Architecture, MA City Design, MA Fashion at the Royal College of Art in London, presents a series of artefacts that frame conviviality as an active tool to be performed through a wide range of spatial practices at multiple scales. These practices address, with radical gentleness, various contexts of super-diversity - challenging them as layered resourcescapes, with precious material and relational capacity.



¹⁸ Central Saint Martins School Material Futures

Where science, technology and design collide.

From extracting heavy metals with plants to community furnaces, lab-grown jackets to the future of inclusive archives, Material Futures showcases innovative solutions to various challenges we face today. These designs are much more than just material objects. They represent a poetic and thought-provoking reflection of our world and offer a glimpse into our communal future.



Agora du Design

For four decades, Agora du Design has been a pivotal figure in France's design landscape. Positioned at the nexus of research and emerging talents, it epitomizes a rich historical legacy in the realm of design.

Every two years, Agora du Design bestows three prestigious grants, comprising two grants dedicated to pioneering design research projects and one grant allocated for an exceptional exhibition endeavor.

Agora brings to We Will Design the winners of its 2021 grants: Marine Rouit-Leduc with her research on the Colour of light, Hors-studio with their research on blenders to stimulate the reuse of waste materials, and finally, Emma Pflieger and Antoine Foegle with their installation Keep It Flat that gathers artifacts around which the flat earth theory clings.



Onomatopoeie & Baltan Laboratories

“The body: this collection of organs wrapped in skin, filled with fluids, feelings, and sensations. It is our way to experience and respond to our surroundings, to feel and make sense. It tells us when something is off (...) While living in capitalist structures, our bodies became vehicles for profit. To be optimised for productivity. To be constantly working. To be efficient and to be quantified. While our basic physical needs, such as sleep, end up as the very last entries of our never-ending to-do lists. Be productive, be active, be beautiful, enhance yourself, walk more, ignore your feelings, keep going. But what about our biological clocks, which know our rhythms and needs?”



What about the disarming sense of pleasure triggered by flavours, scents or erotic play? These beautiful, astonishing, wondrous bodies of ours, capable of experiencing so much joy and excitement—how can we reclaim them?”

The Body is a Movement gym arrives at BASE: a process of acceptance, celebration and sharing. For this Design Week Laura Papke x Nino Basilashvili present a sensory installation about heartbeats, Yeon Sung 연성 a work on the pollution of the industrial area of Maasvlakte, the touching tools of Dóra Léhy and Qiaochu Guo, who invite you to rediscover the relationship between our bodies and space, mediated by Moxibustion techniques.

With the support of:



Kingdom of the Netherlands



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¹⁹ Giulia Del Gobbo

The body in the world of design - Interactive objects to deconstruct gender-based violence

Designed initially for Italian CAM centers, activities and interactive objects are woven into a day-long workshop divided into three moments: Balance, Contact and Common Creation. The project works with choreographies of bodies, experimenting with how they act and react through the design of objects and spaces in order to lay the foundation of conviviality and care, empathy and mutual attention between bodies.

²⁰ Lison Guéguen

Borrowing Materials

Supported by Institut Français.

A collection of temporary objects made out materials harvested within a 5km radius of Lison's workshop, crafted with local know-how and fully compostable.



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²¹ Femke Hoppenbrouwer The Mobility Scooter Dance Collective

By collectively exploring and executing new dance moves with mobility scooters as extensions of bodies, the collective amplifies the visibility of the mobility scooter community in the Netherlands.

The dance, accompanied by a documentary revealing the behind-the-scenes story of the performance, aims to destigmatize the scooter's use rooted in ageism and ableism deterring those who need them.

²² Claudia Rao Hackett Within my mind

'Within my mind' is an audio visual installation which explores the themes of mental health and internal dialogue. Visitors are encouraged to engage with the installation, to actively listen, reflect, and contemplate the complexities and contradictions of their own inner thoughts.

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²³ Liana Kuyumcuyan The Absent Speaker's Corner

As in confessionals, users will be encouraged to speak and listen without visual bias, facilitating inclusive dialogue, enabling diverse perspectives to be heard without judgment based on appearance. The temporary invisibility aims to create a moment of interaction between different social groups, ages, genders, or cultural backgrounds, without having any preconceptions that can be caused by outlooks.

²⁴ Ingrid Enache Kaas FM

Kaas FM is an online radio station broadcasting entirely Dutch alternative music, creating a bond between Dutch music and its prospective international audience. Inspired by a newfound sense of belonging that Ingrid Enache found in the local music scene, Kaas FM celebrates the immigrant reality of the Netherlands, also reflected by its visual identity, which pays homage to traditional Dutch Cafeteria's, now mostly run by expats.



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²⁵ Elle Hey + Ildoppiosegno Design Studio Chorus Of Things

Do you want to engage in a unique choral ensemble? Elle Hey will guide you through her touchable installation that includes chairs, lamps, shoes, and fruits. Items touched individually produce a vocal sound voice using a Playtronica electronic device, together they produce a choral and harmonic ensemble.

²⁶ Bhavneet Kaur my body is a walking exhibition

Imagine seeing all but eight of the 600+ objects in Room 41 at the Victoria & Albert Museum in London covered by white khadi fabric. Khadi holds historical significance as a symbol of Indian colonial resistance and mourning: by intentionally covering the objects the colonial subject-object power dynamics perpetuated by hegemonic 'modern/colonial' exhibition design are disrupted, inviting us to stay with the discomfort of an exhibition where objects cannot be seen.



27



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27 T12 Lab From The Silence

The collection of objects originates from a design workshop where industrial production scraps are transformed into objects through a shared design between hearing and deaf people (signers and oralists), creating dialogue devices, re-constructing common objects that become a relational tool between us and the world, space, whether natural or artificial.

28 Ziyi Lian The ORGANic club

A mobile street food stall offering offal dishes. Through conversations and re-branded embodied experience of offal, the club acts as a research tool to unpack political/cultural preconceptions among communities and to ferment mutual understanding by food, addressing broader social sustainability concerns regarding how food integrates into public space and contributes to a multicultural society.



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²⁹ **Ilaria Cavaglià** The Popping Sound of Bubble Wrap

A series of functional sculptures, to give new value to “undesirable” materials (discarded packaging materials such as bubble wrap, polystyrene and cardboard) and create a space for collective reflection to inspire others to imagine an alternative way of consumption and waste management.

³⁰ **Sintetica Collettivo** UNA SEDIA, UN TAVOLO, UN EVENTO

Conviviality, self-building, relationship spaces: lunch is served.

Through a series of workshops, modular furniture will be built to stimulate creativity and actively engage the community. To conclude a celebratory “Sunday Lunch,” making teamwork tangible, transforming the space into an open laboratory of creativity and collaborative building.

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31 Rosalie Piras

Rendez-vous autour du brasero

A mobile brazier made of terracotta. This sociability object moves with the help of 2 or 4 people and is occasionally installed in public spaces. It allows us to consider the city as a space to practice outside of the private setting. It invites residents to gather around the fire, reminiscent of bonfires or even vigils on the beach, everyone being invited to make it their own as they wish: cooking, drink, eat or even dance.

32 SO

TATREEZ COLLECTIVE COLLECTION

This collection combines the creativity of international designers with the traditional Palestinian cross-stitch embroidery technique of the Tatreez Design craftswomen, their knowledge and stories.



33



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³³ Kasia Rachuba The Common Thread

How do we understand cuisine and its connection to identity? By bringing together six individuals with six variations of the same dish — *The Common Thread* explores the interplay of food, society, and identity. By challenging the notion of authenticity, the project highlights the fluidity of cuisine and underscores the importance of community and regional ties that transcend political borders.

³⁴ Yufei Gao Time well spent dismantling your black box(es): for all watched over by Cookie Monsters of loving grace

A video installation that dives into the socioeconomic and environmental impact of AI. Yufei Gao embodies the “cookie monster” illustrating the circulation of data through absurd and surreal scenarios.



35



36

35 MITMY

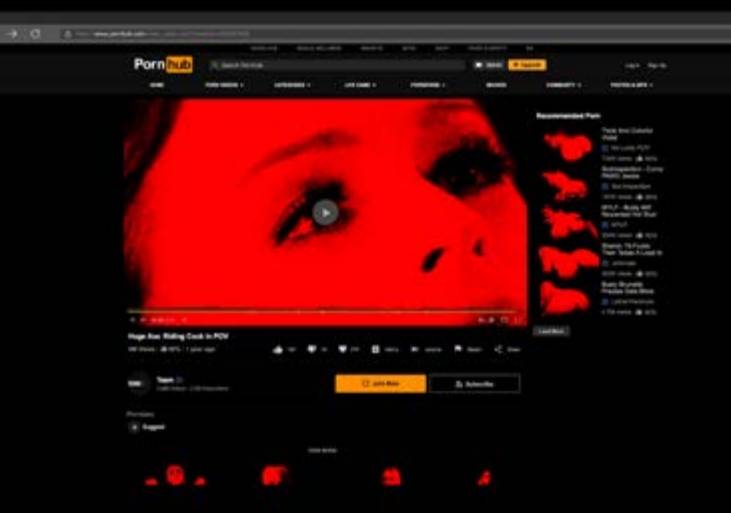
Moving Waters - evolving into one fluid body

This project merges ancient printing techniques on water with color and vibrations to create unique visual effects. This organic art reflects natural changes and energies, promoting socialization and solidarity as fundamental values in a tribute to the collective ritual of washerwomen.

36 Tin Ayala

CHOLONIZACIÓN

A platform that applies andean transcultural methodologies to foster the expression of Cholo communities (marginalized social groups in the Andes since colonial times). Understanding music as a tool to gather communities, the installation is an archive of four interviews that dive into racism in the andes, smuggling economies, relations with colonial remains, coca leaf plantations, andean futurism and migration.



37



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37 Berta Grau Sánchez POV: Exploring Pornucopia

An installation containing a video essay that narrates a visit to Pornhub, which subverts the site's interface and the footage within it to offer a critical view on adult material from a feminist standpoint.

38 First Last Name Gain access: bottom-up participation

12 guidelines to exercise empathy, to try and create connections and systems with a bottom-up approach; a set of simple indications to put into practice in our daily lives. First Last Name derived the guidelines from his personal life experience and in this iteration, he has applied them to the context of a refugee centre in Eindhoven, the Netherlands.

✂ ROOM 2100

Bookshop NOI Libreria + Eccentrico

Eccentrico – project by the company Galileo s.r.l. specialized in the production and marketing of Italian ceramics – joins the independent Milanese bookshop NOI Libreria and transforms the BASE bookshop space into an immersive experience.

The environment, designed to stimulate the senses and offer a refuge to visitors, combines innovative design elements and a targeted bibliographical selection.

Inspired by music and the synergy between notes, the BEAT collection presents a well-architected combination of geometric structures and colors, offering maximum design freedom to give an unprecedented rhythm to the walls and surrounding spaces.



Not for Sale! A Dialogue between c\`a\`n\`a\`d\`a and Italy

Architects Against Housing Alienation (AAHA)

c\`a\`n\`a\`d\`a and Italy, like many countries around the globe are in the grips of a deep and protracted housing crisis. We believe the current housing system must be abolished! In conversation with Milanese thinkers and activists, on the focus of decolonization, financialization and queering the future, “Not for Sale! A Dialogue between c\`a\`n\`a\`d\`a and Italy” ignites a cross-national conversation to tackle these urgent issues.

Program of Public Events:

16.04, h 5PM — Alternative Forms
of Collective Living / Queering the Future

19.04, h 3PM — Decolonized Housing
Futures

19.04, h 5PM — Financialization
and the Production of Housing Alienation

Canada



Public Program January – March 2024
Promoted by BASE Milano and curated
by Erica Petrillo

CASE

On May 3rd 2023, a 23 years old student called Ilaria Lamera pitched a tent in piazza Leonardo, right in front of the Politecnico di Milano to call attention to the issue of high rent in the city of Milan. It wasn't long until other students pitched their tents too and the protest grew bigger, branching out also in Rome, Bologna, and Pisa.



The student protest of last Spring was not an isolated event. Rather, it represented a very evident manifestation of a much larger question that has to do with the “livability” of cities today. A question that of course doesn’t concern commuting students only, but all of us.

The public program CASE (an Italian word that holds within it the two English terms “houses” and “homes”) stemmed precisely from this context and these conversations. How to build new foundations for planetary and local coexistence that are based on conviviality, understood as a collective need rooted in mutualism, mutual care and solidarity? What spatial strategies can we look at to test new forms of civic cohabitation and alternative modes of co-existence?

Between January and March 2024, CASE gently invaded BASE Milano with three episodes – a lecture by activist and sociologist Pelin Tan; a conversation between spatial practitioner Rosario Talevi and the collective forty-five degrees; and a construction workshop led by researcher Francesca Gotti, which produced a movable totem currently being used by the association of housing activists Abitare in Via Padova.

Throughout the three episodes, CASE instigated conversations around the management of commons, radical forms of collective living, the bond that connects spatial practices to housing rights.

Each episode of CASE was accompanied by a fanzine with critical texts, poems, comics, memes – a tool of research and dissemination that encapsulates the legacy of the public program, and that is now manifest in a light installation covering the walls of BASE Milano during Design Week.

— Erica Petrillo

BASE



VERYSERI



We Will Design Music



Every evening from dusk until late at night, live sets and performances for a real festival with the best of international experimental electronic music, curated by Le Cannibale.

LE
CAN
NIBALE

Courtyard Music



Where design and music meet for an extraordinary aperitif. We Will Design music courtyard is the outdoor musical program of Campari Soda and BASE in which we accompany you to see the sunset — in collaboration with Le Cannibale.

↳ COURTYARD

FREE ENTRY

16.04	LILY'S GROOVE w/ Larry Masmero, Ethan, Sweeng	h19
17.04	TOILET CLUB w/ LoZelmo, Erik Deep	h19
18.04	SIAMO UN MAGAZINE w/ Keiden, Fckpop, Juj + Sofia Rollo, Elex+ Atarde, Anzj, Juck (+ talk)	h18
19.04	SABOTAGE w/ Lovin Duo, Lvca	h19
20.04	GOD WILL SAVE US w/ Raumtester, Daria Kras, Novze	h19

Music by Night



19.04	SKEE MASK + HIROKO HACCI	h23
20.04	DEKMANTEL SOUNDSYSTEM + FABIO MONESI	h23

Rumore in Studio



↳ VOLVO STUDIO MILANO

18.04	RUMORE IN STUDIO w/ Kety Fusco	h21
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Ingo Maurer

FLOWAIR



A large site-specific installation signed by Ingo Maurer's team who already last year chose to involve the public space of Milano Porta Nuova with a large experimental installation of lights and reflections.

With FLOWAIR this year, Ingo Maurer, consistent with his choice to create unique "site-specific" interventions, incorporates amorphous textures, fluid forms and organic elements in a light and colour show both by day and by night, open to all kinds of interpretations, according to the principles of Gesamtkunstwerk (total work of art).

Using light as a material, Ingo Maurer reminds* visitors* of the movement of air and its importance, bringing the wind back into people's lives. The decision to bring an intervention of this kind to BASE, among the people, testifies to the desire to be at the centre of a place where different cultures and generations meet, the perfect context for an innovative exploration of air.



Paper & People

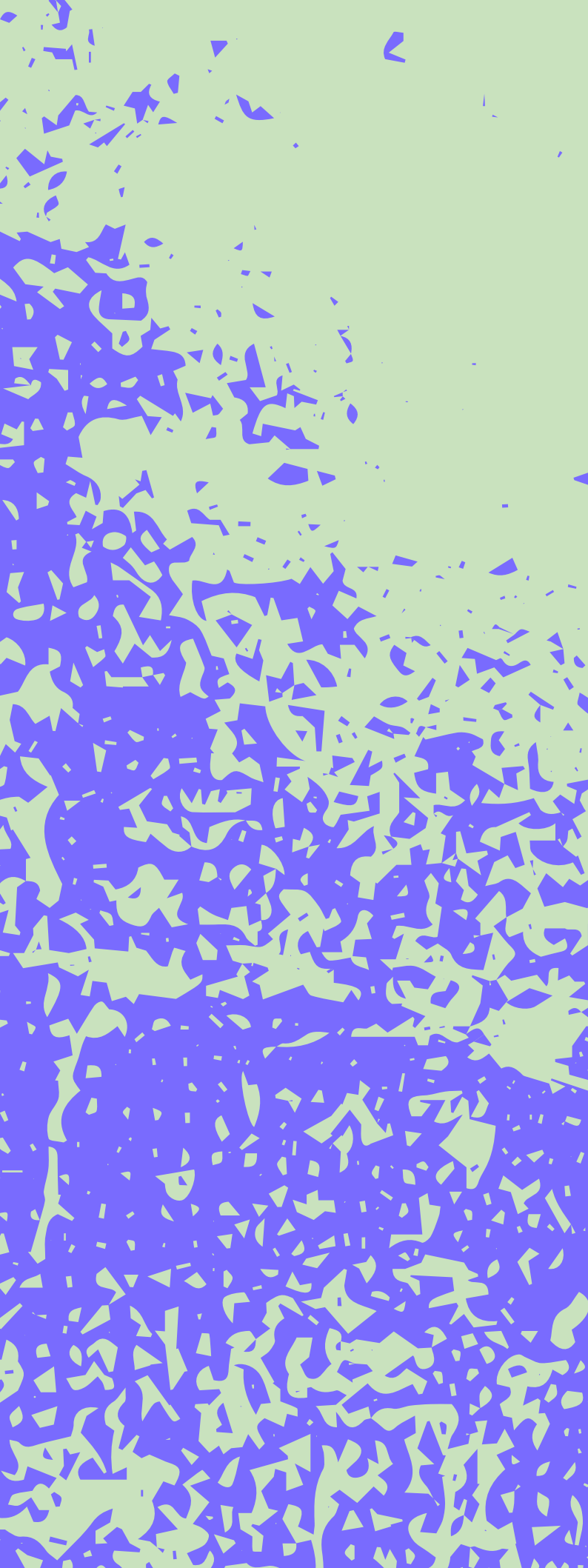
This magazine is printed on Mohawk Everyday Digital paper in pure virgin cellulose produced with wind energy with the support of Paper&People, Supporting Ideas.

A meeting point between the evocative power of paper (Paper) and Italian creativity (People), it has always been committed to researching new supports and proposals for communication, broadening its offering to include papers from producers all over the world.

Paper&People, with more than 3000 types of papers dedicated to the world of graphics and design and a showroom in the heart of Milan, offers a sensorial environment, invites you to directly experience the material, to explore the infinite world of papers through its senses, be inspired, choose and purchase, with the support of qualified technical consultancy.

Knowing materials, discovering new ones, being able to experience them, enjoying its infinite applications and techniques, is all part of a beautiful journey, that of creativity. Paper&People, thanks to its materials, its archive and its history, is a trusted travel companion in this wonderful process, hoping to surprise you every day with your infinite creative possibilities.





About BASE Milano

BASE Milano is a hybrid cultural center serving the city that was born from the regeneration of the industrial spaces of the Ansaldo Complex, in Milan. BASE is a creative hub with an international atmosphere with a community that produces social innovation and cultural contamination between art, business, welfare and training.

Here research, experimentation and social planning activities co-exist with the production and co-production of cultural and entertainment initiatives, including an artistic residency programme, festivals dedicated to design and art, musical events and an annual public program.

BASE works as a plural and inclusive artistic institution, which enables and promotes conditions of access, coexistence and collaboration between all the subjects of the cultural and creative industries.

Opening Hours

MONDAY

10:30 AM – 7 PM

TUESDAY — SATURDAY

10:30 AM – 8 PM

SUNDAY

10:30 AM – 6 PM

BASE



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Map & accessibility

For any information or need you can go to the infopoint: the access is from Gate A, in the main entrance. If you are a person with a disability we have set up tools to facilitate your participation, ask us! We are the ones with the yellow badge.

4th

3rd

2nd

1st

0

TEMPORARY

HOME

CasaBASE



Toilet



Lifting platform



Info point



bistròBASE

TALAMO
by Lemonot

Ground Hall

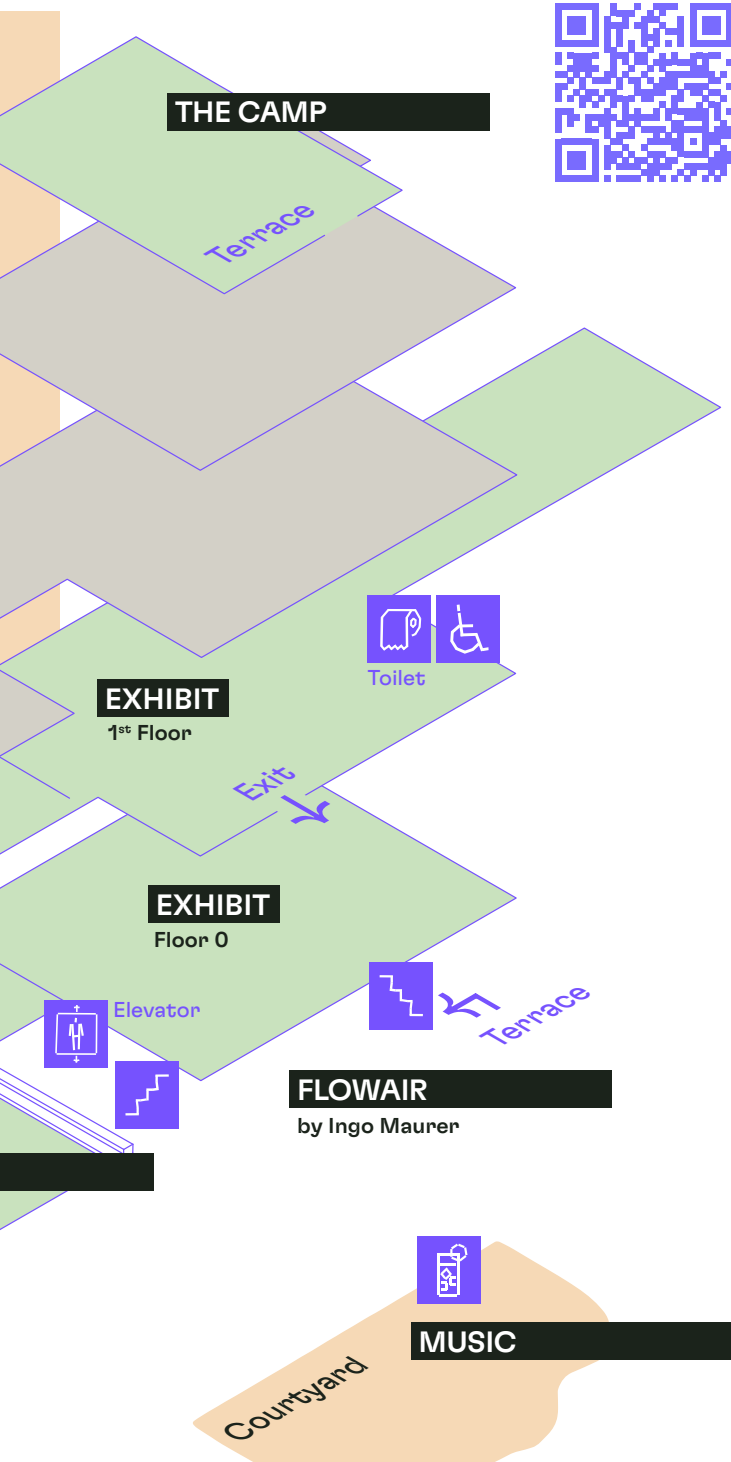


↑
Entrance
GATE A

We really care about you and we want to make sure that you'll have the best experience possible with us.

If you need further specific assistance you can write to us at: hello@base.milano.it

Scan the QR code and see all the information on BASE accessibility.





BASE