Cub Cabool was content for a morphing multimedia road show. It launched a run of lectures. The lectures pitched an ur-protocol, the shift into a media lab, and drift into the street. On the way it biopsied some bad code.

A mix of write-ups and podium one liners follow. Promotion copy, lecture stills, and press are reassembled and recapped. Sum is a "recursive urbanism recipe" for a wiki'd street.

Paul Guzzardo (St. Louis, Missouri, USA)
Artist, Activist, Designer and Abandoned
He explores the effects of the digital technologies ubiquitous (inteligencia ambiental) in the design and the use of the spaces publicos. Utiliza gramáticas de sistemas de información digital (feed-cut-paste) para activar distintos espacios públicos. Durante los últimos tres años ha examinado las dinámicas de la nuevas tecnologías de comunicación en un Night Club, un Media Lab, en teatros, filmes documentales, varias instalaciones y proyecciones públicas y diversas publicaciones. Utiliza el espacio público para investigar cómo las tecnologías de información digital nos afectan. Su principal interés se centra en cómo la marea digital de imágenes y sonidos afecta nuestro espacio público y democrático e identidad civil. Con sus trabajos busca alentar una geografía política emergente, una "polis" que promueva desafíos, colaboraciones y creatividad.

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THE CITY IS A THINKING MACHINE
an exhibition marking the centenary of Patrick Geddes
Cities in Evolution

Lamb Gallery, Tower Building, University of Dundee
17 October - 12 December 2015
Mon-Fri 09:30-19:00, Sat 13:00-17:00
Opening event on Friday 16 October, 5:30-7pm
www.dundee.ac.uk/museum

THE CITY IS A THINKING MACHINE
Activism in the Built Environment

Activism in the Built Environment
EVENTS PROGRAMME

Accompanying the exhibition are a programme of three events: Small, Geddes and the 5th Estate Publishing, Citizenship and Cultural Insurgency, the 15th November; Newcomers: A Brief for the City with Ethics in Evolution, the 16th November; and Pathogens: The Society for the Survey, the 17th November.

www.dundee.ac.uk/departments/ArchitecturalProgramme/Events/
These projects explore the link between street and the remix digerati. The remix digerati are the artists who exalt in fragments, the ones who struggle to assemble order in the digital maestrom. We need them on the street. We need them as street performers and set designers. We don’t want them secreted in clandestine places, shackled to screens and a google of virtual sites. They need to be on the ground, navigating through the digital fog. But to plot a course they need gear. They need way stations, places to map, platforms to peer.

This is about urban platforms designed to produce reflexivity. It looks at it all: the difficulty in installing – who mans them - why creatives have been kept off. But this streetscape critique is not a make-work polemic for the digerati. This is for all “teller of tales.” It’s for anyone who cares how we tell stories in the hybrid realm – this new place we call home. More than a theory jaunt, this aims as at street reportage, a report tethered to a past, a place, and lot of projects. Hopefully this will lead to something meaningful, maybe even some smart urban design plans.

The projects gathered artists together who were interested in doubling, layering and going in several places simultaneously. They used tools to inject, to penetrate and overlay. But it was not about city as fun house mirror. Times are too nasty to get trapped in that solipsistic dead-end. This is not about “homo luden.” It is about mappers, “homo carta.”

The street has always been the place to tell stories and get some direction where we’re heading. The “first time polis” is where much of who we are emerged. And now more than ever we need the street to find out just how we’re being changed by the sweep of information technologies. It’s the place to grapple with this digitization of everything. But the street’s not doing its job. And time is short.

St. Louis, Missouri, is the context for the lecture. It is a place to explore the design-build of new platforms, platforms to launch storytellers, mappers into the digital fog. And it offers a setting to consider the curfew. What’s kept all those media artists off the street?
The praxis is tabbed recursive urbanism. It is an urban design protocol. It couples artists and streets. It promotes artists as problem solvers; “the cartographic face of artists”.

Lecture: New Ways to Smear the Street with Our Extended Epistemology
Paul Guzzardo
March 3, 2011
VISIONARY URBAN DESIGN Series
The School of Architecture at Pratt Institute - Brooklyn Campus, Higgins Hall Auditorium (61 St. James Place, Brooklyn, New York) Reception 5:30; Lecture 6:00; Q+A 7:00

This lecture is one man's sequel to the "Grunch of Giants". Guzzardo is a protocol designer for a street-scape network commons. He's been out on the street for 15 years doing R+D. His stage is St. Louis. Both as a designer and lawyer he's confronted what he calls "bad code", and what Fuller called the "selfishly successful and entrenched minorities". Like Fuller, Guzzardo understands that if we want to "smear the street with our extended epistemology", we better be ready to smear the closed self reinforcing loop that's in the way.

The Board Room, Crawford Building, DJCAD
Tuesday 27 March 2012, 1-3pm
Paul Guzzardo & Alona Martinez-Perez
A Hackerspace For Myth Making
geddes institute for urban research
brown bag round table lunch series
dundee.ac.uk/geddesinstitute
info: c.y.mcewan@dundee.ac.uk

This Geddes Fellows Seminar is conducted by Paul Guzzardo and Alona Martinez-Perez. Guzzardo is a lawyer-turned-media activist/artist, based in St. Louis and Buenos Aires. His work in new media looks at the effect of digital information on the design and use of public space, and the relationship between digital technology and the street. Hackerspace comes to Dundee from Belfast. His "Hackerspace" keynote lecture opens at the Ulster Festival of Art and Design. A "Hackerspace" workshop is scheduled the week of March 19th at PLACE, the Northern Ireland architectural center and involves Ulster students, architects and urban designers. This four day Belfast Workshop has been organized by PLACE, the Ulster School of Architecture and Design, and Alona Martinez-Perez, a Belfast-based urbanist, planner and architect. The goal is to generate "on the street prototypes" that intersect with web based social media applications. The workshop also examines FACEBOOK's "frictionless sharing applications", and how these "apps" edit us and the street. Guzzardo and Martinez-Perez will present the Belfast Workshop results at the seminar. Guzzardo and Martinez-Perez are Fellows at the Geddes Institute for Urban Research at the University of Dundee.
The Cartographer's Guide: To Bad Code

Paul Guzzardo
Title: The Cartographer's Guide: To Bad Code
Sponsors: G_dread Institute
http://www.dudjoe.de.uk/eved/kideculture/