

THE FEST

18th - 24th June 2017

How do we create change in cities?

Endless workshops, planning meetings, community engagement and post-its?
Probably not.

Test Unit is a summer school & events programme that aims to turn talk into action by prototyping ideas in public space.

Test Unit 2017 theme:

Occupying the Post-Industrial city

Like many cities, Glasgow has a wealth of vacant buildings and sites following industrial decline. As demand for space changes, we need to explore processes that are less capital intensive and quicker to respond to people and change.

Test Unit aims to nurture a relationship between people and place through building capacity to initiate grass-roots projects and placing culture, people and education at the heart of regeneration.

Over the last 5 years, there's been a lot of discussion about the development of the Glasgow Canal area. We started Test Unit to activate these ideas and create live-learning opportunities through a week of collaborative work and events.

Who is the summer school for?

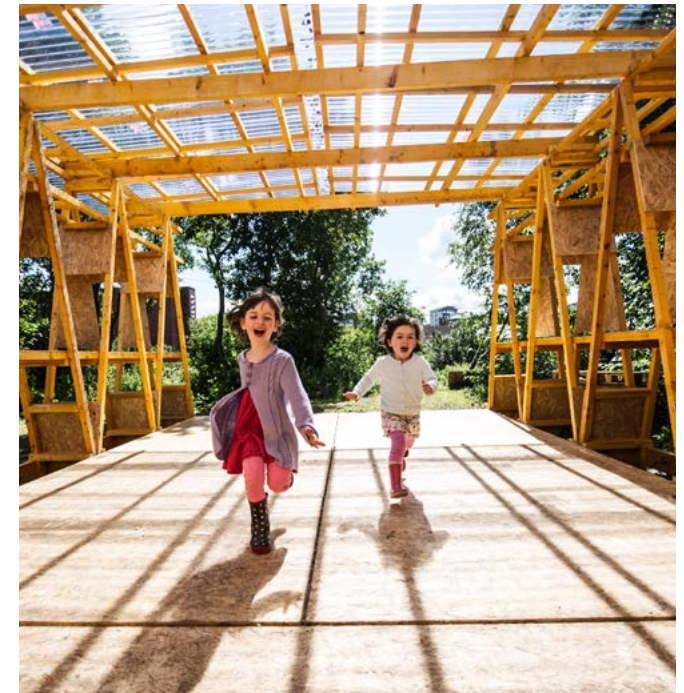
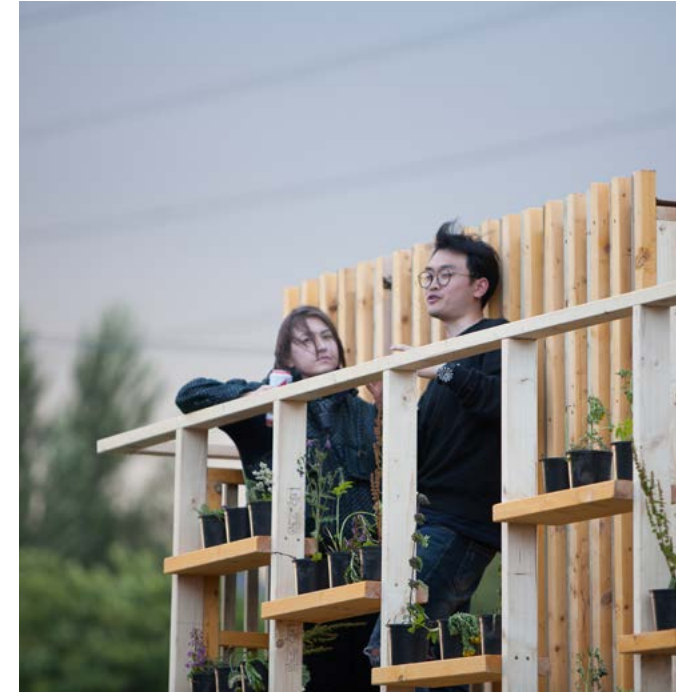
Our ambition is to encourage both 'lateral' and 'vertical' collaboration – i.e. cross-disciplinary and mixed skill sets – ranging from students, graduates, professionals and members of the local community.

What will we do?

Over the course of 5 days participants will work as groups in 6 units that each respond to the theme. Each group will be facilitated by a leading creative practitioner. There will also be workshops and guest reviews from specialists and people speaking in the events programme.

Who are the events for?

Events are open to everyone - these are designed to give people an opportunity to participate in Test Unit who aren't able to commit to the full week of the summer school.



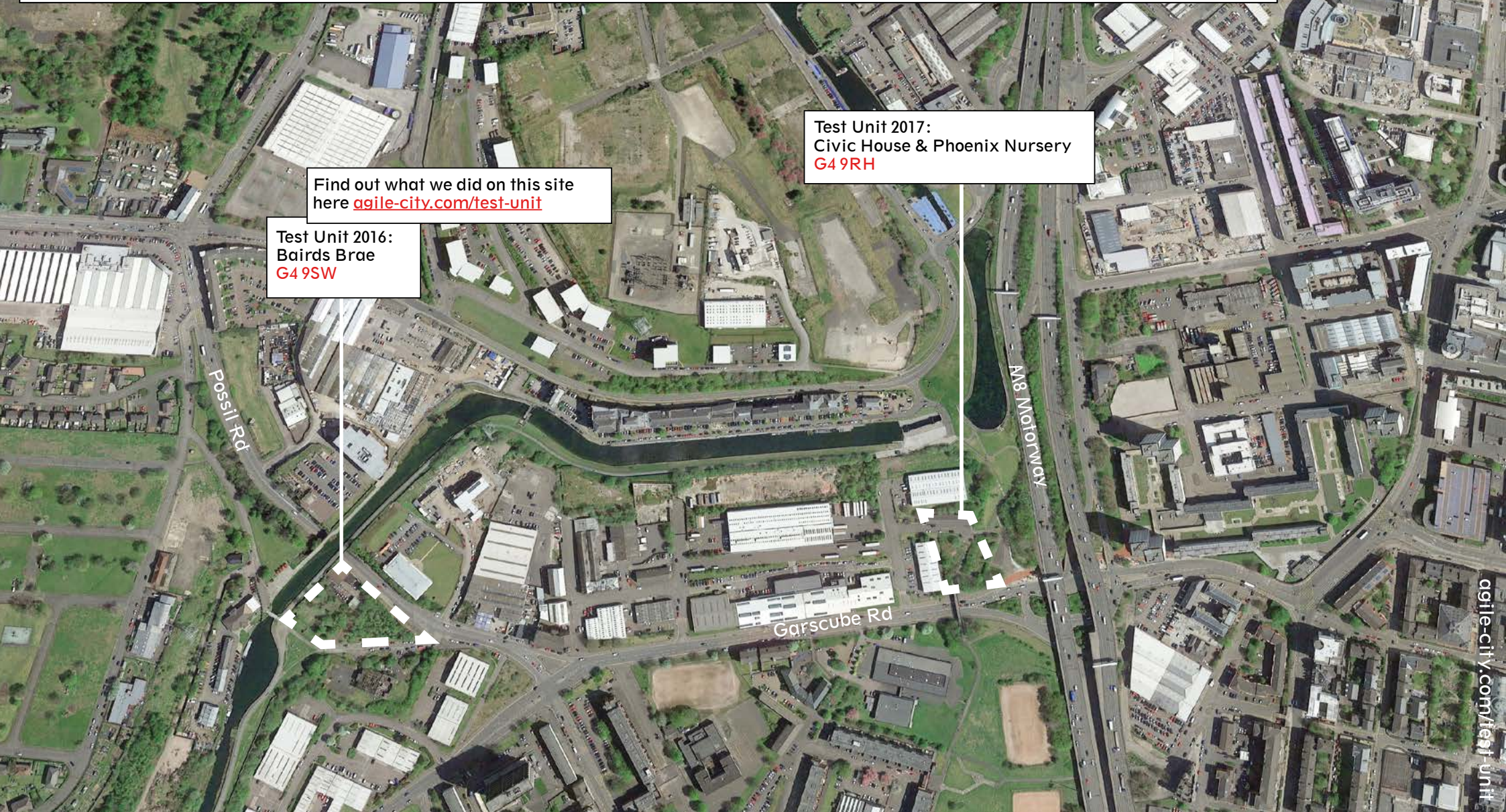
Site and Context: Glasgow Canal

Glasgow Canal is an area, close to (but in many ways separate from) the city centre. As a post-industrial area it has gone through significant change. The original plan included significant building work and capital investment, funds

for which didn't materialise after the economic crash in 2008. Since then an alternative approach has been developed, placing cultural activity, alternative use and temporary activation at the heart of the regeneration initiative.

This process is ongoing, and Test Unit comes at a unique point of potential influence for future use. Test Unit builds on the significant work already done and continues to work closely with key partners and organisations in the area –

including The Glue Factory, The Whisky Bond, Igloo Regeneration, Scottish Canals, Glasgow Sculpture Studios, National Theatre of Scotland and Scottish Opera.



Find out what we did on this site here agile-city.com/test-unit

Test Unit 2016:
Bairds Brae
G4 9SW

Test Unit 2017:
Civic House & Phoenix Nursery
G4 9RH

Site and context: Civic House and Phoenix Nursery 'Gateway Site'

Civic House has recently been acquired to create a new learning space for progressive forms of city development and act as a hub for the Glasgow Canal area.

For Test Unit 2017 we aim to use this building and adjacent site as a live project. Test Unit will mark the beginning of the building's use as a public space and be a unique opportunity for participants to shape its future.

The TU2017 theme and corresponding units have been designed so they can inform the development of this building and site, while ensuring there is relevance and learning outcomes that can be applied beyond this specific context.



Unit 1.
RESPONSIVE LIGHTING
Jason Bruges Studio

Using both internal and external spaces we will aim to animate the site and intrigue the public by exploring innovative light-based methods, creating site-specific responsive and interactive environments.

Unit 2.
URBAN BOTHY
Baxendale

As exploration of our industrial urban landscape becomes ever more popular what are the possibilities for small, unique and affordable modes of temporal occupation within our cities; particularly those parts not usually considered amenable to traditional forms of tourism.

Unit 3.
SPATIAL OCCUPATION
Assemble & TAKTAL

Using Civic House as a live case study we will explore themes of modular workspace, pre-fabrication, open source platforms, incremental development and financial models to realise these ideas.

Unit 4.
FACADE
A Feral Studio

How do we read the city? What strategies can we use to design a communicative building? Using Civic House as a starting point, this unit will look at the facade and design interventions around the building to examine surface, layers, 2D & 3D, architecture as communication, inside and outside (and the space in-between).

Unit 5.
THE EVENTFUL CITY
National Theatre of Scotland

The 'eventful city' is a key driver for connecting people, testing ideas and initiating change. We will co-produce a piece of participatory theatre and explore themes of community engagement, production and performance.

Unit 6.
BUILDING COLLABORATIVE ECONOMIES
Valentina Karga

As Post-industrial society's continue to struggle with issues of resource scarcity, how can values of sharing and collaboration translate into alternative forms of economy? Our exploration will address this question in an attempt to build stronger and more resilient communities.

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Jason Bruges Studio PREVIOUS PROJECTS



Static Squarespace



Scent Constellation



Nature Trail



Dichroic Blossom

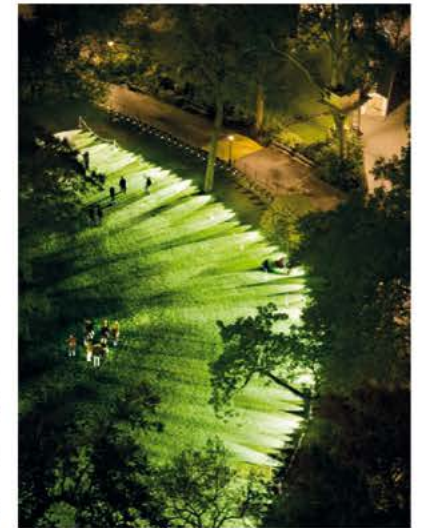


Back to Front



Light Masonry

Responsive Lighting UNIT REFERENCE IMAGES



Rafael Lozano-Hemmer, Pulse Park



Marina Bay Sands, Wind Arbor



Baxendale PREVIOUS PROJECTS

Southside Swing



Pollokshields Playhouse Site



Sanctuary, with Jennifer Argo



Hello Wood, with Jennifer Argo



Woodlands Community Garden



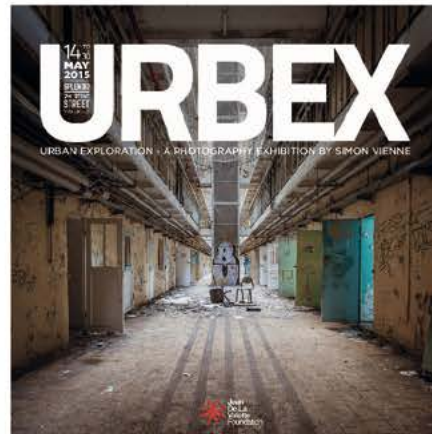
Urban Bothy UNIT REFERENCE IMAGES



Million Donkey Hotel, feld 72



Hotel Shabby Shabby
Theater der Welt 2014, raumlaborberlin
Umschichten and ARTE Creative



Assemble & TAKTAL PREVIOUS PROJECTS



TAKTAL - The Whisky Bond



Assemble - The Cineoleum



Assemble - Yardhouse

TAKTAL - Pecha Kucha



TAKTAL - The Glue Factory



TAKTAL - The Distillery



Assemble - The Playing Field

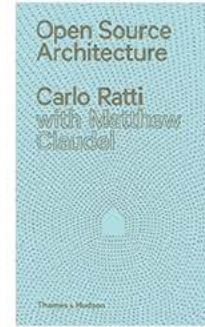


Spatial Occupation UNIT REFERENCE IMAGES

Civic House and Site



Wikihouse



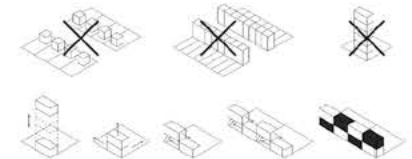
Growing Space Warehouse



Lacaton Vassal



Elemental Diagram



Elemental Buildings



A Feral Studio PREVIOUS PROJECTS

It's Not Very Nice That -
Graphic Design and Politics/Curation
Exhibition and programme Design
The Lighthouse*



Image by Callum Rice*



A Feral Studio, aferalstudio.com.
Curation and Programme Design
work image: Joe Howe, 2013 (ongoing) *

TU2016, Alternate Reality



Scratch School, part of #aweek/
scratch-school.tumblr.com/
Glasgow School of Art Students
Association



Parallel School (Glasgow),
parallel-school.org, an alternative
educational experience, convened with
Sophie Dyer and Parallel School, 2014

Facade UNIT REFERENCE IMAGES

Temple of Agape Morag Myerscough
and Luke Morgan



Bill Drummond's authorised billboard,
Eastside Projects



Learning from Las Vegas,
Robert Venturi, Denise Scott Brown
and Steven Izenour



Support Structures, Céline Condorelli

Brno Biennale, 2014



National Theatre of Scotland PREVIOUS PROJECTS

Granite, Presented with
Aberdeen City Council



Ignition, Presented with Shetland Arts



We're Here
Because We're Here,
Jeremy Deller



Photo Credit
Michal Wachucik - Granite
Simon Murphy, James Glossop, Seth Hardwick, Ignition
Eion Carey, Paul Riddel - We're Here Because We're Here
(Eion - Glasgow and Paul - Shetland)

The Eventful City UNIT REFERENCE IMAGES

Battersea Art Centre



The Sultan's Elephant, Royal de Luxe



The Drowned Man: A Hollywood Fable, Punchdrunk



The Passion, Wild Works Theatre



Valentina Karga PREVIOUS PROJECTS

Hot Stuff



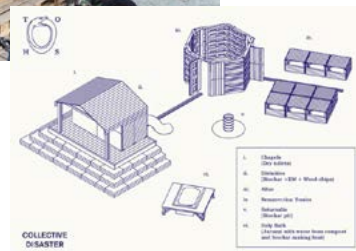
Market for Immaterial Value



Summer School for Applied Autonomy



Temple of Holy Shit (with Collective Disaster)



Our Community

Building Collaborative Economies UNIT REFERENCE IMAGES

Space 10, Copenhagen



Edinburgh Tool Library



STAD IN DE MAAK, City in the Making, Daan Den Houter

(Dis)assembled, Steal Unltd Rotterdam



Firing Up the Generator, Stealth Unltd Loughbrough

Test Unit Programme

18th-25th of June 2017

	SUN	MON	TUE	WED	THU	FRI	SAT	SUN
AM	Welcome! Introduction and inductions.	Each group will work independently to develop their ideas and projects to be showcased to the public on Saturday.				Symposium	Workshops & Activities	
PM	Collective Build Collective build of communal areas.					Symposium	Workshops & Activities	
EVE	Social	Talk	Internal	Pecha Kucha	Opening Party			

To apply to TU2017 go to:
agile-city.com/test-unit/#Apply

Summer school application process:

SS application deadline
Monday 8th May

SS application responses
Friday 12th May

Summer school Costs:

£175 - Students / recent graduates
£350 - Professionals

Connect:

Email: hello@agile-city.com

Twitter: [@AgileCity_](https://twitter.com/AgileCity_) / [#TestUnit](https://twitter.com/AgileCity_)

Facebook: [AgileCityResearch](https://www.facebook.com/AgileCityResearch)

Instagram: [@AgileCity_](https://www.instagram.com/AgileCity_)

Frequently asked questions

Summer School FAQs

Dates: Sunday 18th June – Saturday 24th June 2017 (full programme times will be sent out to all applicants when offered a place).

Where: Speirs Locks in north Glasgow, UK

Cost:
Students / recent graduates – £175
General Admission – £350

Costs are inclusive of all events, materials, lunch and dinner (Sunday - Thursday). We will be offering a number of supported bursary places, if the fees will be a barrier for your participation please get in touch.

Who can apply?

The summer school is open to everyone. Our ambition is encourage both 'lateral' and 'vertical' collaboration - i.e. cross-disciplinary and mixed skill sets - ranging from students, graduates, professionals and members of the local community. Our focus is around the relationship between architecture, design, art and the city so we anticipate people to have an interest in these fields, but this isn't exclusive. If you work in a different industry/discipline but have an interest in the project please apply.

How are applications processed?

Applications will be reviewed by the facilitators and project producers. There will be 6 teams of between 5-7 people. Our key ambition is to create opportunities for peer-learning so will aim to create teams of mixed interest, specialism, gender and experience.

We may well receive more applications than we have space for, so apologies if you don't get offered a place at this year's Test Unit, but we hope you're able to participate in the extended programme of events and activities.

Timescales:

Monday 8th May - Application deadline for summer school

Friday 12th May - all applicants will be notified. We hope this gives adequate time to organise any travel and accommodation that might be required.

Once applications have been decided and you've received your invitation to participate you have 7 days to confirm your place by making payment in full to Agile City (an invoice will be sent with payment details).

If you do not make payment, or can't provide full proof of payment within 7 days your place will be offered to someone else.

What the cost includes and what it doesn't:

Costs to attend the summer school include a fully facilitated week-long programme of activity. This includes a group activity on the first day, all materials and access to project facilitators and workshops. Tickets to the public symposium on Friday and Saturday are also included and we will provide lunch for each day of the summer school (Sunday – Thursday). This does not include travel and any accommodation you may require.

I live overseas can I apply?

Indeed. We welcome as diverse a mix of participants and contributors as possible. The course will be delivered in English so having a good understanding of the language is essential.

If you are selected to attend the summer school and would like to get some recommendations on places to stay while in the city we will be setting up an online forum for all participants, facilitators and project producers to speak and offer advice and help with logistics.

I work in the industry and would like to include this as part of my Creative Professional Development (CPD)

That's ideal. A more detailed breakdown of the summer school programme will be available online. If you are interested we can share with you our aims and expected outcomes from the project as a whole and if you'd like to discuss specific outcomes you'd be looking to achieve we can talk about this and discuss suitability.

I've changed my mind / I can't attend any more, what happens?

If you've been accepted onto the summer school and made payment within the 7 day confirmation window, you will need to either find a replacement, or let us know and we can try to refill the place, in order to get a full refund. Unfortunately if your place isn't filled by someone else you will have to forfeit your payment.

Can I attend only a few days of the Summer School?

Unfortunately not. The summer school programme has been designed as a week-long development process and all participants should attend for whole week.

We understand that a full week of programme is difficult to commit to so we have a public symposium and activities programme on Friday 23rd & Saturday June. The topics and themes will be complementary to the 6 Units of the Summer School.

Who has developed the project?

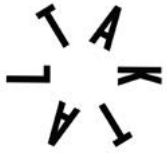
Test Unit has been conceived and produced by TAKTAL in close partnership with A Feral Studio and BAXENDALE. The project's role and position within the area of Speirs Locks has progressed through close partnership working with Igloo Developments and Scottish

Canals. The project is kindly supported by Creative Scotland and the Glasgow School of Art, Glasgow City Council's Stalled Spaces programme, Glasgow Life, Scottish Enterprise, RISOTTO and FLUX Laser & CNC Studio.

I work for a company and we're like to offer support to the project

Great! Get in touch with the team via hello@agile-city.com and we can talk though.

DELIVERED BY



AGILE CITY

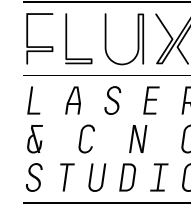


BAXENDALE

PROJECT PARTNERS, VENUE PARTNERS & SPONSORS



**Scottish
Canals**



**THE GLASGOW
SCHOOL OF ART**



Glasgow Canal Project

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