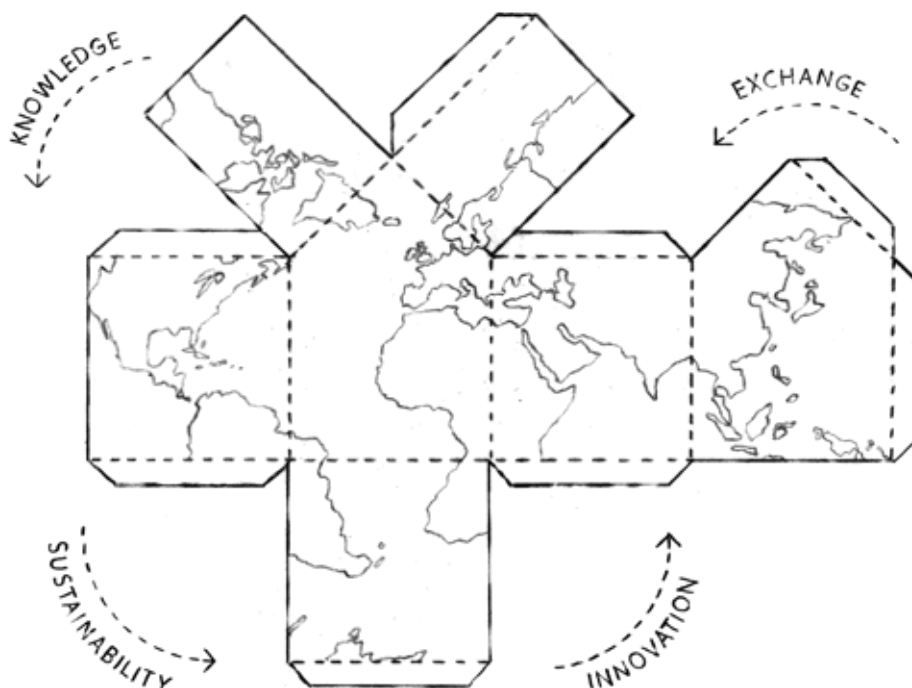


“Wonder is the beginning of wisdom”

– Socrates

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1. PROJECT SUMMARY

Age of Wonderland is a multi-year programme for knowledge exchange and the development of innovative ideas. This should create a starting point for the pursuit of systematic and sustainable change worldwide. The programme builds upon the successful 2014 and 2015 editions, each jointly developed by Hivos, Baltan Laboratories and the Dutch Design Foundation (DDF). Since early 2016, Design Academy Eindhoven (DAE) joined as a programme partner.

Age of Wonderland facilitates tailor-made collaborations between (young) creative innovators – our fellows – from the Hivos networks in Africa, Asia, Latin America and the MENA region (Middle East & North Africa region) and practitioners based in the Netherlands, and specifically Noord-Brabant. This cross-pollination of ideas with people of various backgrounds works as an accelerator to boost social innovation. The programme aims to reflect upon our increasingly globalised and networked society. By sharing a trans-disciplinary approach to art and design research, Age of Wonderland addresses today’s global ecological, social, and economic challenges.

Even though global issues are at the core of this knowledge exchange, the programme does not propose a one-size-fits-all approach by means of social or technological innovation. As much as the programme stimulates a desire for alternative thinking patterns in which art, design and technology take a fundamental role, it also enables a critical attitude towards the developments in our increasingly technology-driven society. Therefore its aim is to stimulate and explore a multitude of scenarios and a practical discourse for collaborating on a global scale.

The Age of Wonderland programme contains five different building blocks. Each of these components is a crucial element in their overall research and development. The components consolidate into vivid interactive presentations during the Dutch Design Week (DDW). The components consist of: I Preliminary programme; II Incubation week; III Residency; IV Presentation DDW; V. Knowledge platform. On page 4 we explain these components more in detail.

We are looking back on two successful previous editions. The programme established fruitful collaborations and unexpected encounters between visitors and peers. In this project plan we will reflect on the lessons learnt and how we will implement this into the next editions.

Baltan Laboratories and Hivos both ensure a qualitative exchange and matchmaking between the international fellows and local communities and institutions. The Dutch Design Week, taking place from 22 to 30 October 2016, is our platform to share ideas with a broad audience and increase international exposure.

Organising partners:

Hivos:	co-founder, broker and enabler
Baltan Laboratories:	co-founder, host and matchmaker Noord-Brabant and the Netherlands
Dutch Design Foundation:	programme partner, platform, and connector
Design Academy Eindhoven:	programme partner, connector with design students
Arne Hendriks:	curator, coach and ambassador of Dutch Design Week 2014; recently artist-in-residence at the KNAW (Royal Dutch Academy of Science).

2. VISION

Age of Wonderland is developing into a change agency. We're increasingly evolving towards becoming a broker between people and ideas on a global scale. Simultaneously, we initiate and develop strategies on how to implement research on a practical level. We're transforming theoretical frameworks into practical discourse. This approach is the core component of how we put our thinking into action.

The challenges of the South and East are just as much the challenges of the North and the West. Be it the economic crisis, the misbalance of our ecological systems or the threat of military and fundamental power games or the violation of human rights and more recently, the refugee crisis and the threat of terroristic attacks in Europe. In a globalised world we need to act together to successfully pursue the process of change by connecting people, knowledge and networks.

The imbalance in our systems should be discussed so that it creates a shared, co-created vision. Age of Wonderland embraces these challenges by creating an open dialogue based on empathy, curiosity and hospitality. The programme offers time and space for playful experimentation and the development of ideas, inspiring others to contribute in tackling the global challenges.

Baltan and Hivos share a desire to contribute to knowledge exchange and development by creating interdisciplinary and transcultural collaborations between creative practitioners from the North and South. Age of Wonderland programme is a long-term process, unfolding several stages of exchange of ideas, research and networks. We do this by fostering peer-to-peer collaboration and facilitate mutual inspiration. During this process, an open and flexible attitude is key. By facilitating these conditions we aim to develop a breeding ground for collaborative practice and alternative roadmaps.

It's not about defining a fixed strategy, or thinking in solutions up front, but rather about synthesising our needs and adapt to our changing surroundings. Only by trial and error, we can pursue this potential change of perspective and create value. Exploring the impact of social innovation through this lab-based interdisciplinary approach, we focus on analysing these values, ambitions and aims, expressed by communities worldwide. However complex these challenges are, we share a desire to address these challenges by connecting people and ideas, exploring real world solutions.

We need to improve our quality of living not only on a product, service and system level, but also in the way we value knowledge as developed by creative practitioners around the globe. Age of Wonderland wants to be the place where potential ideas are criticised and improved and where understanding is turned into concrete action.

Each edition, the selected participants will be addressing the pressing issues from their own, local perspective. The residency programme offers practitioners to expand on urgent global topics and explore their subjects outside their comfort zones. By claiming that our guests are the "experienced experts", Age of Wonderland facilitates opportunities and networks in a global context. Age of Wonderland curator Arne Hendriks remarks: *'They grew up in a different reality with conditions different from ours. Therefore they require other skills and concepts of living than we are used to. We must learn from them how to become more resilient in the future.'*

3. EDITION 2016 – BIG DATA. BIG DADA?

"Big data", no matter how comprehensive or well analysed, must be complemented by "big judgment".

— Shah Shvetank – executive director with CEB, expert in technology and data analytics – in Harvard Business Review (2012)

'Big and open data' is the focus of the 2016 edition. Through a global dialogue, Age of Wonderland aims to critically explore the promise of big data with the experiences and practices of the research fellows from Iran, Indonesia, Tanzania, Chile and Guatemala. Ideally, discussions arising through the programme will guide us into making well-informed decisions for the future. Our main exploration will be if and how we can use big and open data as a tool for social innovation? Can it tackle the intricate global and local challenges our planet is facing? Where lies its potential, what are the limits and what are the pitfalls?

The promise of big and open data has rebooted a tradition of positivist enlightened thinking, presuming that the analyses and applications of large amounts of information will lead to a 'better' world. Easy data collection systems have enabled the quantification of our every move, activity and thought has produced an endless repository of information. 'Data' is to become a revolutionary power, as it is able to cross-relate large portions of information and as such visualise relations and causalities, which would otherwise *not* be visible.

The attribution of big and open data holds grand promises: we can predict illnesses to potentially avoid epidemics, and are close to find a solution for Jakarta's traffic problem. If citizens are able to collect and access any data to improve their own data collection, will their lives improve? Critical voices suggest that the technologic advance will create even larger gaps between rich and poor, and perpetuate increased mechanisms of exclusion. Mobile and networked technologies trace human activity as to track and analyse these data sets to provide insight into what 'we' want, do and what 'we' might need in the future; without us knowing what is stored from us and without having any access to our personal data collection.

This raises ethical questions on the mining of information, its ownership, and the responsibility that goes with safeguarding our privacy. If data is 'the new oil' we urgently need to explore and create new ways to discuss such topics. And should citizens not be in charge of their own data and the collection and storage of it and should they not be the only one who can make money off selling it?

The 2016 Age of Wonderland edition is linked to Hivos' Transparency & Accountability' programme. In this programme Hivos' partners in the South operate through a bottom-up, citizen-led approach that concentrates on four themes: a citizen's right to information; a government's duty to deliver essential services; collective election monitoring; and anti-corruption campaigns.

PARTICIPANTS 2016 EDITION

Based on the open call distributed via the Hivos and Baltan networks, six creative practitioners have been selected for the Age of Wonderland edition in 2016. Olga Mink, Artistic Director of Baltan Laboratories, Arne Hendriks, curator of the programme and Christine Wagner, programme manager of the creative industries at Hivos, chaired the selection committee. Based on the proposed topic the committee selected the following candidates based on the project's quality and relation to the topic and feasibility for the proposals to further develop their ideas in the Netherlands.

IMAN ABDURRAHMAN (1977, Indonesia) studies journalism at the Communication Science College in Bandung. He worked as a reporter and a programme manager for several community radios, and has a strong interest in the role of community radio on disaster management. Recently he has become affiliated with the Community Radio School in Bandung as a director. During Age of Wonderland Abdurrahman will develop a "Backpack Radio Station". This backpack is made out of water- and fireproof lightweight materials and powered by long-lasting batteries and mini solar panels. The backpack will contain a mini radio station as well as a mini database that makes the data accessible which is necessary to predict upcoming disasters such as tsunamis or volcano outbursts. Abdurrahman's Backpack Radio Station aims to be a communication tool, which can be a life saver for people living in one of the remote communities on the over 17.000 islands of Indonesia, who have no access to information and communication through ICT. → <https://rumahiman.wordpress.com/>

PAZ BERNALDO (1982, Chile) studied philosophy and social science. Bernaldo has been working with vulnerable communities in multidisciplinary teams in Chile, Guatemala and England over eight years. Her research will focus on a public park in the city of Melipilla, which is surrounded by neighbourhoods that are economically and socially vulnerable. With her team consisting of scientists, artists, community members and public servants, Bernaldo is transforming the park into a 'living lab park', fostering collective action and collaboration between community members. Aim is to spur permanent processes of locally led social innovation for social inclusion. Before considering big and open data as a possible tool for social and public innovation, Bernaldo wants to start a critical conversation about who gets to decide what should be measured and what problems are considered as the basis of these decisions. Therefore Bernaldo's focus is to firstly trigger a conversation about the power of making and gathering data during her Age of Wonderland investigations. → <https://www.facebook.com/parqueparamelipilla/>

ALI ESLAMI (1991, Iran) lives in Teheran. He studied civil engineering before he became a computer artist and uses 3D applications for architectural environments, and recently for animations, computer graphics, interactive prototypes and data visualization. His "DeathTollExperience" project aims to let the spectator perceive the tragic numbers of mass death through wars, drone or terroristic attacks as they are, not as they sound (like in the news). The interface between our perception and the reality of our world leads to a less emotional approach to our surroundings. Therefore, Ali Eslami developed a virtual reality model, which visualises dead bodies for his Age of Wonderland project. Through this model the spectator becomes more conscious of the data of mass deaths and starts to perceive these events more emotionally. 'This change of data perception should eventually lead to a higher awareness of our surroundings and should possibly even create behavioural change', as is the intention of Eslami. → www.allless.com

NG'WINULA 'UNU' KINGAMKONO (1989, Tanzania) has a BA in information systems from the University of Dodoma. He is associated with Thinkers Technologies & Consultants, an app-development enterprise and the Buni

Innovation Hub in Dar Es Salaam. His Age of Wonderland research will develop around the necessity to collect the right data to improve the local transport system in Dar es Salam. With 66% of the world population expected to live in urban areas by 2050, the mobility question is challenging city planners and councils worldwide. Kingamkono wants to develop a device to count people, cars & vehicles passing through specific traffic junctions, which stores this data in the cloud for analysis. Eventually he aims to provide the data for the local government so they can be held responsible for the improvement of the city's infrastructure.

→ <http://buni.or.tz/>

BRANLY LÓPEZ (1975, Guatemala) has a degree in urban planning and communication and is the director of Ciudad de la Imaginación (city of Imagination): a laboratory of design, Mayan philosophy and art in Quetzaltenango. During the last three years López studied the Mayan ancient philosophy and started working as a spiritual leader supporting people in his community. Whereas the industrialised world is collecting information accumulated into big data, López turns this approach 180 degrees around: he considers the ancient knowledge of the Maya as big cosmic data which are not only codes of information but guard wisdom that has to be experienced personally and in communities. During the Age of Wonderland programme López will explore different ways of how to make the Mayan big cosmic data accessible through exchanging ideas with people related with science, art, philosophy and technology. → <http://www.ciudadimaginacion.org>

BUDI PRAKOSA (1985, Indonesia) is an industrial engineer with an interest in experimental audiovisual performances, generative art and web technology. As a self-taught programmer, Prakosa is exploring the wide range of possibilities in creative coding. He also is the co-founder of Lifepatch, a citizen initiative in art, science and technology based in Yogyakarta. Prakosa is highlighting an increasing gap with the world of data through his 'Mighty Bits' project. This interface - which will be developed during Age of Wonderland - is a user-friendly software, which enables people without any background in programming to develop their own database system. The platform visualises data to make it more easily understood as well as accessible and actionable for everyday needs and it triggers knowledge creation for communities for whom it would otherwise not be accessible. → www.lifepatch.org

IN PARTNERSHIP

Age of Wonderland connects with the movers and shakers in the local and international design community. Potential new collaborations are being explored with initiatives supporting start-up companies and organizations developing innovative strategies based on research, ideas, tools and/or services. With Design Academy Eindhoven (DAE) we will collaborate by involving the students of the master course Information Design chaired by Joost Grootens. The students will add their ideas about the issues explored and by integrating their own research projects. Consequently, DAE students gain new insights and learn from designers who live in different circumstances in which scarcity and creativity go hand in hand.

Collaboration with Fontys Future Medialab is currently being discussed and will mainly focus on practical discourse during the Dutch Design Week. After the incubation week the programme develops on an individual level, and new partners will be based on networking opportunities and an open call for Dutch creatives.

The city of Eindhoven and its inhabitants play a major role in this multi-year programme, since Age of Wonderland proposes to co-create and discuss the topics and projects with a general audience.

A range of cultural and high tech institutions is already involved. Others expressed their interest to share their networks and expertise. Collaborations for the upcoming edition have already been established with organisations and institutes like Design Academy Eindhoven, Automotive Campus Helmond, Living Labs in Eindhoven, Pakhuis de Zwijger, Light-S, VPRO medialab, MAD Emergent Art Centre, Holst Centre, TNO, Van Abbemuseum, de Nederlandse School, the DatActive research programme at UvA as well as independent artists and designers who are invited to shape the content of the programme.

4. BUILDING BLOCKS

I. Preliminary programme

The 2016 edition kicks off with a film-screening program about big data in NatLab in Eindhoven. This first event for the local community and stakeholders to actively engage with the topic of the upcoming Age of Wonderland edition, comprised of a short informal programme. Olga Mink, director of Baltan Laboratories introduces the 2016 fellows of followed by two films about Big Data developments: *The Internet's Own Boy: The Story of Aaron Swartz* and *The Human Face of Big Data*. Researcher Tijmen Schep (Set up and Kennisland) will share his vision on these developments related to big data and privacy.

Also in this period, we will launch an open call for Dutch artists and creatives who work on similar themes. The programme serves the purpose to showcase the projects the fellows have been working on, along with their Dutch counterparts, and to involve a larger audience with whom they can interact. In this way we will facilitate a cross-pollination between the fellows, artists, partners, professionals and the general audience that allows opportunities for new initiatives to develop along the way. For example Katera has been linked to BAM international via Age of Wonderland and will deliver his organic fertilizer to the contractor of landscaping for Dar Es Salam's new airport, which is built by BAM.

I. Incubation programme and match making (23 May – 1 June 2016)

Each year in spring, an incubation program takes place and the new Age of Wonderland fellows visit the Netherlands. The programme facilitates presentations, discussions and excursions to meet with peers and other professionals from the creative and high-tech industry in the Netherlands, working on similar and/or complementary themes. The goal is to introduce our new fellows to the local context, to learn about our mutual expectations and open up dialogues with creative communities to critically reflect upon their projects and the support required to successfully continue their research when they return after summer. The main goal of this introduction is to find potential collaborators and deepen our knowledge about topics. This will be achieved based on private meetings and collective events: a provocative seminar on big and open data and a scenario-planning workshop in which the fellows will participate. On various occasions the fellows will be introduced to representatives in the Dutch creative field, for example during a visit of Eindhoven's living labs and the programme Europe by People during 'Big, Open and Beautiful', co-organised with Pakhuis de Zwijger, De Waag, Rathenau Instituut, We Are DATA at FabCity. The intention of this evening is to share the concept of Age of Wonderland and introduce the new fellows working with similar topics based on big data. Also we want to introduce our fellows to creative communities outside of Eindhoven.

II. Residency at Baltan Laboratories developing & connecting (Sept-Oct. 2016)

In September the participants will return to Eindhoven for a five weeks residency. During this period we will facilitate a creative hub in Eindhoven, where the fellows will work intensively with Dutch / the Netherlands-based partners. The creatives will work on their projects in the lab of Baltan Laboratories. This lab will function as an exhibition space and a workspace, evolving into the presentation during the final stage of the project. We facilitate the fellows' needs for tools and materials to make their projects a success. At the same time we will make new connections between the fellows and interesting Dutch initiatives and commercial business partners that could help them in the development of their projects. Some fellows might also decide to work with companies elsewhere so they get access to specialized tools or materials, which may not be available anywhere else. Simultaneously we encourage the fellows to peer review each other ideas. On a weekly base, we provide coaching by external experts and discuss strategies how to push ideas further. Iteration and experimentation are at the heart of these co-creation trajectories. Thus, the residency functions as a pressure cooker in which interdisciplinary and transcultural research-creation is conducted with the support of Baltan Laboratories, Hivos and the DDF and DAE.

III. Presentation DDW: presentation & cross-pollination

The residency period evolves into a programme during DDW, in which the fellows will present lectures, tours, workshops and masterclasses. Also the fellows will present their project and ideas in a presentation, curated by Arne Hendriks. The Dutch Design Week is an important portal to connect with the general audience, where we invite them to join the events, we actively engage in discussion. Our aim to share knowledge with various groups is implemented the entire event. Furthermore we organise a second big seminar in which we discuss the Age of Wonderland subjects with experts, the fellows and a general audience.

The Age of Wonderland presentation should be an experience. We feel that experiencing the projects is the most direct way to start the debate on the topic of big data. Our partner the Dutch Design Foundation actively creates links with other designers and press, another way to bring the discussion into the public domain. In previous editions we learned that the DDW presentation also is an important moment to meet other people, other partners that are attracted by the Dutch Design Week. Often accidental by-passer can steer the projects into an interesting link for the follow-ups.

IV. Post-DDW Trajectories

When the participants return back to their home countries, they are encouraged to share their experiences within their own (creative) communities, thus creating a snowball effect. In return the Hivos offices in their regions will stimulate follow-up projects, provided they are of sufficient quality. This potential improvement should be supported by the local community and also be carried further by the fellow, the owner of the concept. They bring new knowledge and insights to the community and involve their local network by implementing their ideas. International and local connections that were made during the residency sometimes brings experts together in their own regions. The Dutch counterparts who are actively involved, are exposed to a community that otherwise wouldn't be easy to access. Besides this local support, all relevant stakeholders involved will actively invest into keeping a sustainable relationship by sharing ideas and financial opportunities, as well as expand on future networking opportunities on a global scale. The research trajectories of the fellows are well documented, both in written and audio-visual format. Contributions are also welcomed from former fellows, writers, policy makers and other stakeholders. The online archive is shared through the regularly updated Age of Wonderland website. As such the platform is a lively environment, which keeps evolving. Via social media the Age of Wonderland community is actively involved and communication with other fellows is easily accessible.

"Age of Wonderland gave me the chance to develop my ideas for developing my bio-waste to fertilizer start-up company with experts in the Dutch community. The programme allowed me to develop a sound business plan for the future putting in mind the green global agenda. The feedback during the Dutch Design Week empowered me in furthering my business strategy. Thanks to the programme I am in touch with BAM international and we are exploring the option to provide landscaping fertilizer for the new part of the international airport in Dar-Es-Salaam. Currently we are also conducting field trials with farmers and exploring potential high end-markets. I am also selected for the

startup bootcamp in South Africa as part of the GIST program (Global Innovation through Science and Technology) that empowers young science and technology innovators and entrepreneurs through on-the-ground mentoring delivered by top U.S. mentors and in-country partners. Sometimes I like to refer the Age of Wonderland like a corner-side of the world where people meet to design another sustainable world."

— Ahad Katera, Tanzania, Age of Wonderland fellow 2015

V. Future ambitions for World Design Expo 2017

In 2017, the Dutch Design Foundation organises a major international event with the working title 'World Design Expo' in collaboration with the city of Eindhoven. Stressing the optimistic belief "there are more solutions than problems", the World Design Expo will showcase and promote local ideas and solutions for global challenges. We will revisit the three previous editions, with which we like to establish connections on the long term and show the processes and best practices of the past years.

5. GOALS AND STRATEGY

"Population growth may lead to scarcity of water, food, space and other means needed to live a high quality life. For many people in Africa, Latin America and Asia this is a daily reality. I think it's absolutely vital that designers who grow up in these circumstances, the experience experts, are involved in dealing with these global challenges."

Arne Hendriks

Goals of the Age of Wonderland programme are:

- Stimulating social innovation based on reciprocity, curiosity and peer-to-peer collaboration;
- Strengthening individual talents by connecting with active local communities;
- Giving a qualitative impulse to innovation processes of (creative) communities worldwide;
- Stimulating and facilitating South-North-South networking;
- Empowering and connecting peer networks in the Netherlands and outside, with interdisciplinary knowledge, skills and international networks;
- Sharing and developing awareness of the systematic gaps in the economic and social structures through peer-to-peer collaboration with international practitioners from different backgrounds.
- Implementation of innovative ideas by functioning as a catalyst and a pressure cooker, fostering strategic collaborations with local and international organisations.

STRATEGY

Age of Wonderland is about establishing and creating opportunities, about making new connections possible, about questioning the world around us, and about staging ideas from a different angle. It's also about defining ways for sustainable change and about believing in the bigger picture. But also, it's about putting thinking into action, about intuitively and collectively pursuing something different, about implementing the changes we are advocating, and creating a dialogue by listening to the other.

Our main strategy for implementing creative perspectives is based upon iteration and practice based research and design. The programme aims for sustainable impact and expects that actual change can only happen on the long term instead of the short term thinking we have become use to. We are convinced that in a time where private and public funding is decreasing, artists should reinvent themselves and respond to the social-economical shifts. By bringing together innovative and creative minds from different backgrounds, and connecting them with research institutes, start-ups, accelerators, governments and companies in the Netherlands, the programme establishes potential connections for sustainable collaborations that will thrive in the long term. Also, Age of Wonderland provides local follow-ups by actively support fellows with financial back up or establishing strategic connections. For example last year we provided an interest-free loan to help some of our fellows to build up their start-ups or/and creative practices.

To continue what we love doing, Age of Wonderland wants to grow as a network organisation in the future. We feel we are creating a profound and meaningful impact, by establishing a real connection between people. People making and doing things they believe in, all over the world. We want to grow in visibility and as a philosophy: Creating awareness and becoming a stage for innovative makers by establishing a multitude of connections and possibilities.

After four editions, the organisation will evolve into a dynamic peer driven network to focus on how to establish these exchanges more independently. Age of Wonderland becomes an agency of change continuously brokering and facilitating new alliances, relationships in conjunction with the urgent societal topics.

LESSONS LEARNT

Age of Wonderland looked at 'Balancing Green and Fair Food', interrogating the sustainability of our food systems, looking at how they interconnect with the environment and searching for alternatives to feed communities. Basically doing the job that the Expo Milan was supposed to do but with less fanfare and more sense. [...] The strength of Age of Wonderland was its format. [...] the event took the form of a social innovation programme. [...] The result of

these experiments are not artworks that denounce, shock and speculate on our globalised food systems but quiet and interdisciplinary projects that have the potential to have tangible impact on the life of communities.

— Régine Debatty, We Make, Money Not Art

After two successful editions we invited Dr. Monk to evaluate the impact of the programme. Dr. Monk is an international innovation agency based in Amsterdam. Their report can be found here:

→ <https://www.dropbox.com/sh/69cdjsora3rrs5l/AAAvUi3PuyA8indfoK2JpGx8a?dl=0>.

Based on this evaluation we learnt the following lessons:

- The old adagio “less is more” applies to our research development programme. Instead of organising many things we should focus on one specific goal or project.
- Transform Age of Wonderland into an agency by brokering and facilitating alliances between North, East, West and South to initiate sustainable impact.
- Embed a global perspective by adding non-western people on an organisational level.
- Develop a strategy how to embed traditional culture in contemporary artistic practice worldwide; there is a strong need to gain access to indigenous knowledge to shift our awareness.
- Integrate the Age of Wonderland presentation more strongly as part of Dutch Design Week.
- Develop continuity by organising Age of Wonderland related activities throughout the year.
- Create possibilities for the fellows to work together related to the overall theme of the programme.
- Establish more time and resources for the Netherlands-based creatives to participate in the programme. We learned that they felt that keeping their own design practice going, not always matched with the required commitments needed to collaborate with our fellows.

The lessons learnt have informed the following adjustments:

- Allow more free time with less scheduled activities, so the Age of Wonderland fellows have more time for reflection and in-depth-research which is important for their individual and collective processes.
- To disseminate the insights and knowledge, the website has been adapted into a more professional platform with a clear structure and intuitive interface.
- Team members from the Hivos regional offices will be closely involved with the core development of the programme to embed their knowledge on an organisational level. This relationship with non-western collaborators will help us to improve the development of the topics addressed in the future.
- Based on the request of the fellows to work on topics collectively, we will develop in-depth research trajectories by organising a workshop around “scenario planning”. As such we can combine non-western perspectives with western-based thinking. All participants and members involved are invited to join and will be able to share this knowledge in their own local community.
- Ana Sofia Ruiz, Hivos staff member from Costa Rica and expert on open data and data journalism has been added to the programme team. During the incubator week she will meet the 2016 fellows and programme partners of Age of Wonderland to investigate in which way the fellows and partners can contribute to Hivos’ transparency & accountability programme in Latin America.
- We will continue to focus on the exchange of old traditional knowledge with emerging creative practices, by closely involve practitioners with first-hand knowledge of indigenous culture.
- A new artistic board is initiated and will be chaired by artists, researchers, and policymakers. Each year the board includes experts from a specific in fields related to the programme, resulting in a dynamic board evolving in active members over time. The board functions as a sounding board for the core team and the participants to reflect upon the ideas, contribute their knowledge and reach out to an international network. For the 2016 edition we invited Jacob Appelbaum, Julia Hoffmann (Hivos), Tijmen Schep (Set Up and Kennisland) based on their specialist knowledge to data, privacy and policymaking.

6. PROGRAMME SET-UP

Based on this year’s topic, a thematic open call (→ https://www.dropbox.com/sh/laxfahy2eooz8o8/AABC77Hr8XKg-bYqFE3_RdqDCa?dl=0) is shared amongst the programme’s networks as well as the networks of the participating partners and the expanding circle of friends of Age of Wonderland. The call is distributed via the Hivos regional offices. These networks activate the front-runners in these local networks. After the final selection, Skype interviews allow for personal contact with the selected fellows. Consequently we learn about the fellows’ requirements needed to facilitate and further develop their research. These preparations are crucial for successful match-making with the creative community in the Netherlands. The selection criteria is based on the following principles:

- Participants address a real-world challenge connected to social innovation;
- Participants are open to establish or continue a mutual working relationship with the Hivos regional offices in their region;
- Participants are locally embedded in their (creative) communities, so that upon their return to their home countries, they share their experience with a wider circle of innovators and activists;
- Participants provide detailed requirements and specifications for further developing their ideas in the context of Eindhoven / the Netherlands and Age of Wonderland;
- We have a strong eye for gender balance. With some topic it proves more difficult to ensure this;

ESTABLISHING SUCCESSES AND FOLLOW UPS IN THE AGE OF WONDER:

"Do the same thing in several places at the same time. In Europe, Africa, Asia, America. Just duplicate it. This way we can solve more problems and collaborate with more people. It would be great if the Age of Wonderlanders can do something in their own home countries. Or make it an exchange where you say: 'next time we will go to your place and solve your problem' and move around like a travelling caravan. Solve the problem where the problem exists."

— Achmad Fadillah, Indonesia, Age of Wonderland fellow 2015

Local follow-ups examples

As a result of the residencies, new connections and projects have been established between the international participants and partners. Some examples of on-going projects, which have been established through Age Of Wonderland.

- Age of Wonderland supported Ahad Katera from Tanzania and Roy Ombatti from Kenia with an interest-free loan to build up their start-ups for converting bio-waste into organic fertilizer (Katera) and to build 3D printers out of e-waste (Ombatti).
- Arie Syarifuddin who teamed up with Masha Ru during the 2015 edition, continued their Claynialism project which will be presented at the Soil Movement at Transnational Workspace in Amsterdam and NRW Forum in Düsseldorf, Germany.
- Roy Ombatti (Kenia) developed his start-up company, sharing the back office with Hivos partner Creative Garage in Nairobi in order to build 3D printers with e-waste filament. Ombatti is invited to present his project during the Social Innovation Gatherings in Berlin and in Karachi, Pakistan.
- David Marin (Guatemala) integrated Age of Wonderland methodologies by linking his professional network with stakeholders in Guatemala for further developing his Solar Eye Sculpture. Marin continued collaborating with Dutch designers affiliated with Cornershop in Eindhoven for co-developing his Maya Hackers Tarot cards.
- Sandra Suubi (Uganda) has been invited to contribute to the Food Change Lab of Hivos in Fort Portal with a workshop.
- Ahad Katera (Tanzania) reached the final round of the science and technology global competition by the Global Innovation Science and Technology network. Katera is the only candidate from Tanzania during this final competition round.
- Yoyo Yogasmana invited several astronomers from Bandung in Indonesia to visit his remote community Kasepuhan Ciptagelar. He wants to include their knowledge to further develop his app. Based on the Pranata Mangsa calendar.

Archiving the process

Unfolding the intangible and complex topics in a meaningful way is still quite a challenge. Our main concern in this is how to document the working processes for other communities to engage with and learn from. One of the main channels for this is to disseminate this knowledge through the dedicated Age of Wonderland website and social media channels. The Age of Wonderland webpage is currently being developed into a major archive and blog. Presenting the outcomes and updates in a narrative, visual, and audio-visual format, the website functions as a portal for knowledge and global networks. Hivos, DDW and Baltan Laboratories will encourage participants and experts to document and share their knowledge online. All organisations involved are supportive in connecting to other communities by reaching out to their network and targeted stakeholders, addressing the importance and relevance of Age of Wonderland as an international platform for knowledge sharing.

During DDW our fellows are encouraged to communicate their projects and interact with the general audience on a daily base. Also they will actively engage with communicating to the (international) press. Since the participants are surveying global issues, the aim is to develop insightful knowledge, which is equally of important value to other audiences, peers, organisations, and policymakers.

Evaluation & monitoring

Expectation management is important. Age of Wonderland is a time-consuming, intense collaborative process with little straightforward answers up front. Each partner will properly assess what he or she is capable of, and an evaluation of the outcomes will be made at the end of each edition every year.

Age of Wonderland is a learning organisation, gaining knowledge by combining networks, knowledge and practice based research. The input and experiences of the participants involved are highly valued and potentially implemented to improve the program. The organisers will monitor the processes, as they are actively involved on a practical and strategic level. An independent observer will assist in the understanding of these intricate trajectories by conducting interviews with an outsider's point of view.

Research & challenges

To establish a pluralistic and broad view together with non-western stakeholders, team members from the Hivos regional offices are involved in the development of the programme. As such their ideas and knowledge are embedded on an organisational level and will help us to sustain a broad network and maintain the quality of the programme in conjunction with stakeholders in these regions. Maintaining these networks and adapting to the cultural dynamics between different regions will be a challenging process for all parties involved.

The programme is a pressure cooker by facilitating residency trajectories for research and development in a short amount of time. This way of working will stimulate the development of ideas and catalyse research by facilitating open labs, in-depth discussions, workshops, and other interventions. Also the exchange of ideas with coach and researcher Arne Hendriks, will contribute to achieving acceleration. We believe that these trajectories generate a viable impulse and improve the quality of the projects within the given framework we developed. Simultaneously it represents the programme's flexible approach for adaptive processes and unexpected results to emerge.

7. OUTPUT & IMPACT

Output

1. Business relations

Age of Wonderland initiates collaborations with multiple partners and stakeholder as part of its programme. Partners from an industrial, scientific, business and commercial background are welcomed to make the exchange as fruitful and broad as possible. The sector plugs into a new and innovative network and as such learns enthusiastically about the maker culture in Noord-Brabant, and the culture from regions outside of Europe. The region of Noord-Brabant is put on the global map because we bring knowledge from all kinds of areas to Eindhoven and initiate new kind of collaborations between (international) creative entrepreneurs and artists together with organisations and companies. Many of the existing collaborations are currently developing into long-term collaborations:

After an inspiring collaboration with the Food Non Food department of Design Academy Eindhoven in 2015, an official partnership is being established with the Design Academy. This partnership allows students to tap into a global network of social innovators and the possibility to work on 'real' global challenges and learn at first hand from these local innovators.

Harry Starren, chairman of the Federation of the Dutch Creative Industries is ambassador of Age of Wonderland. Starren supports Age of Wonderland by connecting projects with Dutch companies and the business world. He is also dean of de Nederlandse School. dNS is a coaching's program for innovative teachers in the Netherlands set up by the Ministry of OC&W. In 2015 we organised an event to connect teachers and our Age of Wonderland fellows. This year we will integrate the programme on a more foundational level as part of the curriculum. Besides that, also a masterclass will be organised at the Dutch Design Foundation.

Bas van der Velde, CEO & Management Consultant at Rijnconsult, offered his expertise to develop strategies to link the programme to the private sector and so does Jacobine Das Gupta, Corporate Sustainability Manager at Royal DSM.

2. Peer-to-peer collaboration

Successful follow-ups during the residency period led to new projects and a number of on-going collaborations between the international fellows and the people they hooked up with. During Eureka festival, Masha Ru presented the Clayanism project developed as part of Age of Wonderland together with Arie Syarifuddin. Masha is planning a return visit to Jatiwangi Art Factory on Java to continue the collaboration. Jatiwangi Art Factory is also invited to take part in the Sonsbeek exhibition in 2016.

Arjanne Bode affiliated with Fontys Academy of The Arts in Tilburg, planned her travels to Indonesia after her internship at Age of Wonderland. The trip inspired her to focus on sustainable food production in her final thesis. Students from the Design Academy are organising internships with the connections established. After last years' edition, three students from the Food Non Food department are planning their internship with our Age of Wonderland fellows: Adelaide Tam will make a documentary at Chiptagelar together with Yoyo Yogasmana; Leif Czakai will work at the Hivos Food Change Lab in Uganda and Tim Donke will conduct his research at Guavay in Dar es Salaam, the start-up developed by Ahad Katera.

3. Influencing

Together with Hivos' Green Society department we organised a Future Food Seminar – a seminar and discussion evening with an invited audience of food professionals with different backgrounds and working in different countries. This evening brought thought-provoking ideas for the re-invention of global strategies for the design of our future food system. Lectures were given by policymakers, artists and curators about the topic <http://openwebcast.nl/?p=4859>. Among the invited speakers was Marcel Beukeboom, head of the food security department at the Dutch Ministry of Foreign Affairs. He stated that by bringing together different stakeholders to collaborate on the global food challenges, the cultural sector should become more involved. He sent us the following feedback the Seminar:

"Ik vond de bijeenkomst in Eindhoven erg inspirerend. Het helpt wanneer je door een andere bril of vanuit een andere invalshoek naar vraagstukken kijkt. Vooral taale vraagstukken, waar we eigenlijk maar niet dichtbij een oplossing komen, kunnen baat hebben bij dit soort andersdenken of omdenken. Tegelijkertijd is het moeilijk om impact te kwantificeren. De denkprocessen die hier mede door beïnvloed worden moeten uiteindelijk tot andersoortige oplossingen

leiden. Vaak is de inspirator hierin niet meer terug te zien. Ik probeer in mijn werk wel vaak gebruik te maken van dit principe en nodig vaker non-usual suspects uit om mee te denken."

— Marcel Beukeboom, head of the food security department at the Dutch Ministry of Foreign Affairs

It is worthwhile to mention that the Dutch Ministry of Foreign Affairs invited Arne Hendriks, curator and coach of Age of Wonderland, to conduct a workshop during the visit of several cultural attachés working at Dutch embassies in Africa in April 2016 at the Ministry of Foreign Affairs in The Hague.

Impact

'Let's take Jatiwangi as an example, town of one of the '15 Indonesian fellows, Arie Syarifuddin. Jatiwangi's special product is clay. For roof tiles, but also for eating. Arie came with a mission to CLAYnialise Eindhoven and succeeded: An official Declaration of Claynialism was signed between the city of Eindhoven and Jatiwangi to establish meaningful connections for future collaborations.'

— From Dr. Monk evaluation

To increase the overall impact of the programme it is key to strengthen our relationships with existing partners but also explore potential new partners. The actual impact of these collaborations is not easy to quantify, as Marcel Beukeboom mentioned above. However, benchmarking these collaborations with international organisations and peers while developing a long-term perspective on a fundamental level, a shift in awareness is created. By discussing the gained perspectives with organisations, companies, policymakers and citizen-initiatives globally, we can easily state that real change won't happen overnight. The envisioned impact - often referred to in today's fast-paced technological society - might be strong and powerful on certain levels, but are easily forgotten when it comes down to the wicked challenges of our time. We believe that real change takes time. It may be slow, but it will be more ingrained in our behaviour and thinking on the long term. It is the latter that Age of Wonderland envisions through establishing deep-rooted connection between people and ideas.

In a time where (private and public) budgets are increasingly squeezed we need to find other smart ways to develop new ideas and insights. Baltan is especially interested in this sustainable approach. Over the years it developed an international network of people and organisations to establish fruitful collaborations. Age of Wonderland is one of Baltan's long-term open innovation programmes in which the development of ideas with dedicated partners and stakeholders is at the core. Consequently, the value of this long term trajectories are developed on a more fundamental basis, establishing individual and collective targets for the partners involved. As such the gained insights can often also be applied to other domains. Consequently, the envisioned impact might not always be visible within the program itself, but gradually loom into the thinking patterns of organisations and individuals active in other fields or disciplines.

Hivos as a Dutch development organisation operating globally is developing a unique proposition by establishing structural connections between the creative Industries in The Netherlands and creative networks in Africa, Asia, Latin America and the MENA region. Subsequently the design sector in The Netherlands can easily access this international field as part of this international development cooperation. By integrating social innovation into their programme development, Hivos is developing their strategy according to international philanthropic institutions such as Ford Foundation, Open Society Foundation and others developing similar policies and with whom we share experiences.

Appendix:

2016 selected Age of Wonderland fellows:

→ <https://www.dropbox.com/sh/xv11vk2buzwaiw5/AACUn-TRgQyhrgrGpARSXio-la?dl=0>

Evaluation 2015:

→ <https://www.dropbox.com/sh/69cdjsora3rrs5l/AAAvUi3Puy-A8indfoK2JpGx8a?dl=0>

Open calls international and local network:

→ https://www.dropbox.com/sh/laxfahy2eooz8o8/AABC77Hr8XKgbYqFE3_RdqDCa?dl=0

Documentation archive – We Make Money Not Art:

→ <http://we-make-money-not-art.com/age-of-wonderland-balancing-green-and-fair-food/>

Publication Age of Wonderland 2015:

→ https://issuu.com/baltanlaboratories/docs/aowpub_issuu

2015 Aftermovie:

→ <https://vimeo.com/146903417>

Official website:

→ www.ageofwonderland.nl

Green and Fair Food Programme 2015:

→ <http://baltanlaboratories.org/article/research-project/looking-back-on-a-successful-age-of-wonderland/>

Open Call 2016:

→ http://ageofwonderland.nl/pdf/ageOfWonderland_open-Call_2016.pdf

Follow up David Marín Age of Wonderland fellow 2014:

→ http://www.mayahackers.com/mediawiki02/index.php?title=Maya_Hackers_WikiLab