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**Curated by Alastair Fuad-Luke, 2021 edition of Porto Design Biennale aims to think and intervene in the current moment, under the theme *Alter-Realities: Designing the Present***

PORTO DESIGN BIENNALE 2021  
*Alter-Realities: Designing the Present*  
4<sup>th</sup> of June to 25<sup>th</sup> of July 2021

Porto Design Biennale (PDB) will be back in 2021. The event, promoted by the Porto and Matosinhos municipalities and organized by esad—idea, Research in Design and Art, will be activated in both cities between the 4<sup>th</sup> of June and the 25<sup>th</sup> of July. Proposing *Alter-Realities: Designing the Present* as its central theme, PDB'21 intends to stimulate the debate around design's ability to outline new solutions for collective problems, at a time when the world faces new challenges and uncertainty regarding the usage, planning and sustainability of urban centers, citizens' mobility and the way in which public spaces can remain as a catalyst for experiences. In addition to the usual formats, such as exhibitions, conferences, workshops and publications, Alastair Fuad-Luke's curatorship will also respond to the challenges of programming under the current context and across the territory of both cities. The guest country for PDB 2021 is France, which will have a dedicated program, in line with the general theme of this edition.

Facilitator, educator, researcher, author and activist, Alastair Fuad-Luke is an essential name in researching how design is applied to social, ecological, political and educational issues. Currently he is Professor of Design Research at the Free University of Bozen-Bolzano, where he collaborates with several communities. His most recent project, *muu-baa*, is a network for “agri-cultural” explorations. He currently advises the European Union project “4Cs, From Conflict to Conviviality through Creativity and Culture” and collaborated on past EU projects, including “Eco-innova — Support Systems for Sustainable Entrepreneurship and Transformation” and “Leonardo Da Vinci — Design Education and Sustainability”.

Starting now are two Open Calls for proposals for the Biennale. The first call on Satellite Activities takes place between November 10, 2020 and January 17, 2021 and will receive applications that are able to enrich the reflection on the general theme in the areas of exhibitions/installations, interventions/events, collaborations/co-productions, workshops/training, discussion/colloquia, and publishing/editions. The second call is Graphic Design open for the presentation of portfolios of designers, studios or design agencies interested in developing the future visual identity and concept around Porto Design Biennale 2021. Applications will be open for one month, between November 10 and December 10, 2020.

Porto Design Biennale 2021 will co-create a dialogue platform between society, academia, industry, institutions, national and international cultural agents, building bridges between identities and the sense of

belonging from a local to a global scale, as well as championing Design as an indispensable tool in rethinking “glocalization”, the circulation of goods and people, different modes of production and consumption and the growing presence of technology in human life.

The first edition of Porto Design Biennale, organized in 2019, gathered around 50,000 people over 81 days, in a vast program including more than 300 projects and 60 events, such as exhibitions, workshops, performances, installations and conversations, presented in 37 spaces of the cities of Porto and Matosinhos, involving 20 curators and 310 participants from 18 nationalities.

### **Curatorial proposal**

ALTER-REALITIES: Designing the Present

Alastair Fuad-Luke

*How can we make and prototype together, reveal, critique and amplify Alter-Realities in order to reorientate ourselves towards futures where trust in each other is restored, where regeneration not destruction is evident, and where we find a new relationality between us and Others?*

We are tired of real, imagined or manipulated multiple crises. Inaction deepens our weariness, blunts our intellect, dulls our bodies and erodes our souls. We need to re-make worlds, re-animate ourselves and forge new relations while rejecting unsustainable hegemonies and divisive ideologies. Designing in the present can show us how to live better despite times of contagion and crisis.

To address our challenge, we build on the first edition of the Porto Design Biennale by developing four interrelated themes.

*Alter-Scapes* focuses on creating new perceptions of the city as a means to reorientate ourselves. *What systems, objects, maps and interventions can we create to shift our current perceptions through alternative cartographies, mobilities, architectures and/or energy flows to “see” and experience our cities differently?*

*Alter-Care* focuses on care not only as a matter of human life, but of all life, as continuous struggle, empathy, notions of Otherness, and in the cause of women’s rights. Women continue to bear the burden of caring for families, dependents and others. *How do we materialize design as care? How can this improve the lives of women and girls? How do we deal with cultural, social and political differences in notions of care?*

*Alter-Production* focuses on modes of production that can re-invigorate communities, neighbourhoods, craftspeople, small-scale industries, local food production, urban habitats and more. *How might we combine local resources with open everything (design, production, software, information, knowledge) to reimagine ways of making things, services and experiences?*

*Alter-Livelihoods* focuses on applying modes of designing that encourage autonomy, new relations and ways of being to explore more

fulfilling ways of living, working, playing and giving/receiving. *How can we co-construct these livelihoods through design to give us pleasure, restore our dignity and protect our well-being? Can design slow us down, help us find meaningful work and generate novel forms of income?*

Throughout the 2020 edition of Porto Design Biennale we aim to:

- Experiment through materializing and prototyping;
- Grow new social imaginaries;
- Create fruitful, pleasurable and meaningful experiences;
- Promote walking as a means to navigate, explore and inhabit

the present.

We aim to achieve this with you by encouraging participation of citizens, amateurs and professionals in practical, tactical and strategic alliances... to activate the cities.

Together, we can make communities of difference. Join us!