

Workshops accompanied many of LAB[au]'s artistic projects and exhibitions as spaces for experimentation, discussion and knowledge exchange. Rather than offering conventional technical training, they invited participants to explore how language, perception and rules can become artistic material. Conceived for museums, festivals and educational institutions, they opened the studio's artistic methods and conceptual foundations to collective experimentation.

Binary encoding, language as an artistic medium

SMART, interfacing and programmable matter

Dynamic Architecture, generative and responsive urban systems

liquid space, audiovisual environments and spatial interaction

MetaDeSIGN, between methodology and conception

*Language and code → interfaces and matter → architecture and systems
→ audiovisual environments → methodology and conception*

2023–1999

2023 : *Zeit Zeichen*, binary coding for children
Kunstmuseum Heidenheim, Heidenheim, Germany

2022 : *yes, no: perhaps*, binary coding for children
Industries Magnifiques, Strasbourg, France

2019 : *If Then Else*, artistic coding
Casino Luxembourg – Forum d'art contemporain, Luxembourg

2015 : *SMART*, coding and electronics as artistic practice
ACT Center, Asia Culture Institute (ACI), Gwangju, South Korea

2015 : *SMART*, coding and electronics as artistic practice
KIKK Festival, Namur, Belgium

2015 : *The Art of Words*, language as an artistic medium
Almaty, Kazakhstan

2014 : *The Art of Motion*, from motion to emotion, conceptual think tank
Almaty, Kazakhstan

2013 : *Dynamic Architecture*, responsive and interactive environments
Strelka Institute, Moscow, Russia

2009 : *Interactive Environments*, architecture and digital space
TU Delft, Hyperbody Research Group, Delft, The Netherlands

2007 : *liquid space 05*, building audiovisual environments
CTM Festival, Berlin, Germany

2006 : *Polygon Den[c]ity*, generative urban systems
Academy of Fine Arts, Lyon, France

2006 : *particleSynthesis*, generative sound environments
Artefact Festival, STUK, Leuven, Belgium

2006 : *liquid space 04, co/ordinate space*
TENT / Witte de With, Rotterdam, The Netherlands

2005 : *liquid space 03, feedback loop systems*
De Brakke Grond, Amsterdam, The Netherlands

2004 : *liquid space 02, designing with numbers*
Matrix Art Project, Brussels, Belgium

2003 : *liquid space 01, deSIGN forms*
Art Centre Nabi, Seoul, South Korea

- 2003 : H2PTM workshop, dance versus architecture
Université Paris 8, Saint-Denis, France
- 2003 : *INDESEM '03: Fast Forward, A Driving Perception*
TU Delft, Delft, The Netherlands
- 2003 : *Polygon Den[c]ity*, generative urban systems
New Museum, New York, USA
- 2002 : *MetaDeSIGN, sonic space*
University of Art and Design, Halle (Saale), Germany
- 2002 : *sPACE*, architecture and mediated environments
Antwerp Design Seminars and Lectures
Henry van de Velde Institute, Antwerp, Belgium
- 2002 : *sPACE*, architecture and mediated environments
MadreTTor Festival for Media Art, Rotterdam, The Netherlands
- 2001 : *MetaDeSIGN*, between methodology and conception
Art.image, Graz, Austria
- 2001 : *Cartographies structurelles et conceptuelles*
École des Beaux-Arts de Valence, France
- 1999 : Atelier design numérique, digital design workshop
École de Valenciennes, France

