

ANIMATIONS



Katakarak

Katakarak is conceived as a platform for creating participatory, unusual and sustainable ingenuity. With our productions we want to share our passion for creating alternative leisure spaces and at the same time reclaim our squares, parks and streets as a shared space for coexistence.

Katakarak is a street art company where the **importance of recycling, creativity, play, participation and learning** are core values in every proposal. If in other facilities learning is implicit, in Andromina it is completely explicit. We want to contribute all of our know-how to facilitate and encourage creativity in people within our frame of reference: recycling, play and creativity.

With our street facilities, we have made the spectator an active participant, and now with **Andròmina** we want to go one step further: Let the participant be the creator of their own gadgets.





Creative process

On the one hand, throughout our experience, it has always caught our attention how our games/devices generate questions and new perspectives, in general learning through experience.

On the other hand, our concern to share the creative process has taken shape through the “Trastuss” workshops, with an ever growing positive and enthusiastic response from the public.

One of the drawbacks we found was:

How can we guide and explain the creative process to different participants in a playful-festive space?

We had it clear that our facilities had a didactic aspect that we could promote, an idea came to us: “What if we created a workshop/ installation where we could facilitate the creative process in a playful and participatory way? ” That was how Andromina began.



What is “Andròmina”?

“Andromina” is a mobile and multifaceted space where participants can learn and experience what the creative process is like through the exciting world of making games with recycled objects.

We propose that participants begin the experience with a self-guided tour where by playing they can learn game dynamics, techniques and the use of materials and tools. Then we show an exhibition of games where you can play and get inspired.

Once we have an idea we can go to the market stall, the central space where there are found objects, materials, a small DIY workshop with tools and some experts to lend a hand if necessary.

Very close by tables for experimentation are available, equipped with tools where families or small groups can build their proposals. At the end, there is a photo opportunity to immortalize the new proposals with their creators.

We created an installation where we show that if you have the right environment, we can all have great ideas and the creative process is as important if not more, than the final object.

We want to emphasize that the objects we bring are only there to inspire and help in the process of the final creation. **It is essential that both participants and the organizers participate by contributing their disused/recycled objects.** In long-term workshops (where participants can go technically deeper in their creations) an exhibition of the built games can be organized.



Rather than just games we want to generate creative experiences.



2020 An exceptional year

Who could imagine that the year we created Andromeda would be marked by a global pandemic. On the one hand it seems like the worst time to launch a participatory installation. On the other hand, we believe it could just be the best time for the arrival of Andromina.

Right now environmental awareness, participation, creativity, adaptability to change, learning, and fun are vital values needed to face the time we are living through; where there are so many new things to do, and people are and will be, the makers of changes. These are the values of Andromina.

In Andròmina, playing becomes learning, motivation is found through ideas, projects are based in construction and play, and you are the stars of the show.

Curious to learn more?



Technical Requirements

Free participation

Approximate space of 200m2, flat area with access for a van and nearby parking space.

Assembly time: 2h 30min.

Disassembly time: 1h 30min.

Electrical installation for workshops with adults and for longer workshops.

Artistic Recognition

Idea: Koldo Peñas and Sandra Sardà

Design and construction: Koldo Peñas, Sergi Jerónimo and Sandra Sardà.

Illustrations: Guillem Fradera and Martina Pagès.

Graphic image: Martina Pagès.

Acknowledgments: Itinerània, Víctor Sunyol, Glòria Sunyol.



Contact

EspectacleSpectacular

0034 644 40 21 62

espectaclespectacular@gmail.com

www.espectaclespectacular.com

Contact for France

Silvia Cannata

production.fr@katakarak.com

0033 678 37 98 04

Company Info.

Sandra Sardà

info@katakarak.com

0034 646 25 50 79

Photographies @marta__prat

and @m.pages.sarda

