

Katak Krak

At **Andròmina**, playing becomes learning, motivation becomes ideas, projects become constructions and the game and you become the main protagonists. Do you want to play?

ANDRÒMINA

Itinerant installation-workshop

3 spaces for experimentation, 5 mini games,
1 market stall with materials
8 work tables with tools.

It is the first installation-workshop that we know of, an environment for creation and experimentation with recovered materials and objects for all audiences. Koldo Peñas is the promoter of this line of work. The project arises from the need to share not only our installations but also the creative process.

More than games, we want to generate creative experience

Technical needs

Installation of free participation that requires a space of approximately 200m², without unevenness and with access for a van and nearby parking.
Assembly time: 120'
Disassembly time: 90'

Artistic credits

Idea: Koldo Peñas and Sandra Sardà
Design and construction: Koldo Peñas, Sergi Jerónimo and Sandra Sardà
Illustrations: Guillem Fradera and Martina Pagès
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