

Wdrorming



Katak

Katakrak 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.

Katakrak 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, while playing, they can learn game dynamics, techniques and the use of materials and tools. We also share our own creative process in a mini exhibition of games.

The market stall is the central space and the link between the two sides of the workshop: one more didactic, and the other freer creation. It consists of a space for recycled objects, materials, a small DIY workshop with tools and experts to lend a hand if necessary.

Nearby are the experiment tables, equipped with tools, where families or small groups can turn their ideas into something tangible.

We created an installation where we show that if you have the right environment we can all have great ideas and that the creative process is as or more important than the final object.

We want to emphasize that the objects we bring are only there to inspire and help in 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 while, 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 to face the time we are living through where there are so many new things to do and where people are. and they will, be the makers of changes. These are the values of Andromina.

In Andròmina, playing becomes learning, motivation through ideas, projects in construction and play and you in the stars of the show. Fancy getting closer?



Technical file

Free participation

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

Assembly time: 90min.

Disassembly time: 60min.

Electrical installation for workshops with adults and for longer workshops.

Artistic file

Idea: Koldo Peñas and Sandra Sardà

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