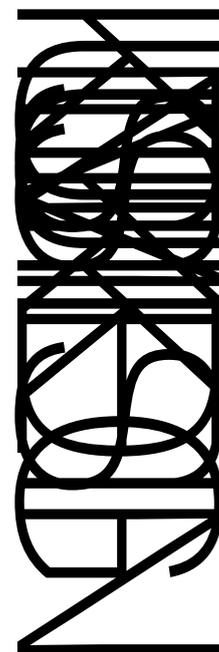


CIRRUS 2019

Expectations to
education from the
outside and the inside.

Bridge and bridging
between the digital
and physical.



University of Bergen
Faculty of Fine Art,
Music and Design

CIRRUS



Varighet gjennom variasjon - Thomas R. Sivertsen
Photo: Jane Sverdrupsen

Practical info

Directions

You can travel to/from the airport by public transport, Bergen Light Rail (Bybanen) or the airport bus (Flybussen). The airport bus costs more than Bybanen, however the travel time is faster.

Bybanen: From the Bergen lufthavn stop, ride Bybanen in the direction of Byparken all the way to the central bus station. You can buy a ticket at the ticket machine near the exit before leaving the airport.

Flybussen: The airport bus will take you to the city centre. If you stay at Villa Terminus or Hotel Zander K. the bus stops nearby at the central bus terminal (Bergen Busstasjon). Tickets can be purchased on board, although it's cheaper to buy online using the Flybussen app.

How to find the Faculty of Fine Art Music and Design

The campus in Møllendalsveien 61 is located by the lake Store Lungegårdsvann, and it takes about 20 minutes to walk from the center of Bergen ([see map](#)). Alternatively, you can go by bus number 12 (direction Montana) or 21 (direction Lagunen) from platforms B and D at [the bus terminal](#), and it will take you there in 10 minutes. The name of the bus stop is Møllendalsveien.

Information about tickets is available at → [skyss.no/en/tickets-and-prices/buying-tickets/](#).

Other venues

Villa Terminus

→ [Zander Kaaes gate 6](#)

KODE 1 Museum

→ [Nordahl Bruns gate 9](#)

Weather

It's a lot of it in Bergen! Check up the weather forecast at → [yr.no](#)

Recommended restaurants

Allmuen

Valkendorfsгатen 1B
→ [allmuenbistro.no](#)

Lysverket

Rasmus Meyers Allé 9
→ [lysverket.no](#)

Spisekroken

Klostergaten 8
→ [spisekroken.no](#)

Bjerck Restaurant & Bar

Torgallmenningen 1A
→ [bjerck.no](#)

Colonialen

(different locations)
→ [colonialen.no](#)

Hoggorm

Nygårdsgaten 29
→ [hoggormpizza.no](#)

Wifi

Use Eduroam or follow the procedures described at → [it.uib.no/en/UiB-guest_wireless_network_for_guests](#)

Contact info

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Faculty of Fine Art, Music and Design (KMD)
Photo: Hufton+Crow

Welcome to Bergen!

Wednesday 13.02

19:00 -
20:30

Arrival/social event
Informal pre-gathering at →
Villa Terminus

Villa Terminus, Photo: Terminus



Day 1

Thursday 14.02

08:30 Bus from Hotel Zander K/Villa Terminus
08:45 Registration and coffee

09:00 **General Assembly 1**
Auditorium Knut Knaus

09:00 Cirrus welcome
09:10 KMD welcome
09:20 The Department of design KMD
09:30 Keynote speaker: PHD project: Albert Tang
10:15 Coffee break
10:35 Master student project: Catrine Koyman
11:00 Master student project: Frida Yggeseth
11:30 Discussion. Moderator: Mona Larsen,
Head of Design Department

12:00 - **Lunch**
13:00 Location: Upper Hall

13:00 - **Tour de School**
14:00 Guided tour in groups

14:00 **Leadership 1**
Aud. Knut Knaus

Expectations from the outside and the inside

- Report from the board
- Tour de Institutions, focused on changes in the curricula

Coordinator 1
Printmaking workshop

«Look at me!»

A joyful experiment with expressions in images.
Workshop leader: [Kate Madsen](#), Assistant Professor, KMD

Teachers Workshops 1
Upper Hall

Bridge and bridging between the digital and physical

- 3 parallel workshops:
1. Mockup - Digital to Physical
 2. Typography: Voice as Matter
 3. Animation: physical digital physical digital

15:30 **Coffee break**

15:50 **Leadership 1**
Continues

Coordinator 1
Continues

Teachers workshops 1
Continues

17:00 **Intermezzo**
17:05 - 17:15 Announcement about upcoming seminar in spring. Iceland University of the Arts

17:15 - 17:30 The Renaissance of Systems Thinking in Design. Birger Sevaldson. AHO.

19.30 **Network dinner**
Welcome drink and performance by students from the Grieg Academy
→ [KODE 1](#), Banquet hall

23:00



KODE 1
Photo: Kode

Day 2

Friday 15.02

09:00	Leadership 2 <i>Aud. Knut Knaus</i>	Coordinator 2 <i>Presentation 2 (4th floor)</i>	Teachers Workshops 2 <i>Upper Hall + MacLab (4th floor)</i>
	Expectations from the outside and the inside	How to Welcome International Students	Bridge and bridging between the digital and physical
	2 workshops: <ul style="list-style-type: none">▪ Ask a Friend How do we continue to make the network strong and relevant at our home schools? A collective sharing knowledge forum▪ Developing the Network Should we open up for new upcoming relevant educations/institutions? Why? How?	09:00 – 10:00 Lecture and discussion “How we welcome international students”, Catrine Andersen Waage from UiB International Centre .	3 parallel workshops: <ol style="list-style-type: none">1. Mockup - Digital to Physical2. Typography: Voice as Matter3. Animation: physical digital physical digital
	10:00 – 10:15 Coffee Break	10:00 – 10:15 Coffee Break 10:15 – 10:30 Heikki Saros “Cultural differences in classroom” 10:30 – 11:40 Group Work – how we greet international students - sharing experiences and introducing best practices. 4 groups in total, each to share their best practices after group work. Tale Vik & Sandra Mell 11:40 – 12:00 Nordplus/ CIRRUS updates. How can we enhance express mobility + other practical updates? Sandra Mell	10:00 – 10:15 Coffee Break
12:00 – 12:45	Lunch Location: Upper Hall		
12:45	General Assembly 2 <i>Auditorium Knut Knaus</i>	<ul style="list-style-type: none">▪ Presenting and election of a new board▪ Report from workshops▪ Nordplus News▪ Presenting of CIRRUS collaborations▪ Future hosting school	
	Appr. 14:15 – 14:30 Coffee Break	15:00 Goodbye, and see you next year!	
15:30 – 18:30	Social event/excursion <i>Bus leaving from the faculty at 15:10</i>	<i>“Your authorized guide will take you for a walking tour along the Wharf, which is on UNESCO’s World Heritage List. The ancient gables and the narrow alleyways will make you feel like stepping back in time to the era when the Hanseatic merchants dominated Bergen’s trade. The guide will tell you interesting stories about the stockfish trade and about daily life in the Middle ages. You will see how the wooden houses were built in specific techniques, and how for instance fire hazard was taken into consideration in terms of how buildings, and later on town squares, were planned. You will also see how, even today, the same techniques are used in restoring the UNESCO heritage, and how new buildings, like the Radisson Blu Hotel, must adapt and “blend in” with the original houses at the Wharf.”</i>	
	Guided city walk at Bryggen followed by funicular ride to Mount Fløyen . Please wear warm clothes, all activities take place outside! Small snack and warm drink is served at the mountain.		

Teachers' Workshops

Additional info

Mockup

With Svein Petter Knudsen

Techniques to transform digital 3d models into physical mockups. An introduction to different software which we use to create 3d paper puzzles.

Max numbers of participants 10

→ Svein.P.Knudsen@uib.no

Typography: Voice as Matter

with Åse Huus, Dóra Ísleifsdóttir and Geir Goosen

Voice as matter is a workshop which aims are creating an alphabet (Aa-Zz). The tool for the task is the RUHA stencil, a module system that has the option of creating different shapes of the same letter/ glyph. The goal is not a homogenous result, but a diversity that display the different solutions from the participants. The artworks will be scanned and digitized to a full workable font.

The first day of the workshop is dedicated to the RUHA stencil and the creation of the letter forms - the alphabet.

On day two you will be presented the digitized font - the result from the RUHA-workshop.

With this font you shall typeset one single word based on a brief. The brief will be given the first day.

A publication will be designed and produced after the conference and distributed to the participants. We have no deadline for that yet

→ Ase.Huus@uib.no

→ Dora.Isleifsdottir@uib.no

→ Geir.Goosen@uib.no

Animation: physical digital physical digital...

With Torkell Bernsen and Gustav Kvaal

Join us in this intensive animation workshop, embracing the possibilities that lies in a workflow that combines and links the physical and the digital worlds.

→ Torkell.Bernsen@uib.no

→ Gustav.Kvaal@uib.no
