**TERMS AND REGULATIONS OF THE CALL FOR COLLABORATORS FOR THE COLLABORATIVE PROTOTYPING LABORATORY *LAB 4 WEIRD FUTURES***

## 1.- PRESENTATION

*LAB 4 Weird Futures* is the fourth in a series of **LAB(s),** that **Medialab Matadero** will be running during 2025. Conceived as multidisciplinary research and collaborative production laboratories, each LAB offers a cyclical programme of **Collaborative Prototyping Laboratories**, **Artistic Projects**, **Transversal Workshops and Seminars** and **Public Events** related to the main lines of research of Medialab at Matadero Madrid.

The main activity of each LAB consists of a two-week long **Prototyping Laboratory** mentored by renowned international artists and thinkers during which 5 collaborative projects related to the themes of *LAB 4 Weird Futures* will be developed. These projects are selected by means of an international and public call for proposals. Once they have been selected, the projects are made public and a second call for proposals is launched to find collaborators interested in taking part in their development.

## 2.- *TOPICS OF THE LABORATORY*

*LAB 4 Weird Futures* is an interdisciplinary programme that takes place throughout the year, culminating in a three-day festival, OpenLAB, in November 2025. During these months, Medialab Matadero invites artists, technologists, experimental designers, critical thinkers, students, experts from different fields and citizens in general to explore the profound instability of contemporary society, obsessed as it is with controlling the future and at the same time immersed in extremely uncertain scenarios.

In a context in which the narratives of stability, security and linear progress are fading in the face of the growing and deliberate production of volatility and its instrumentalisation, technological promises play a fundamental role. The literary visions of cyberpunk become strategic plans. Dystopias, business models. Weird Futures is an invitation to specifically explore some of the material and symbolic vectors that, by invoking possible futures, actively reshape key aspects of contemporary society.

*LAB 4 Weird Futures* proposes an exploration of extreme cases, radical alternatives, examples of strange technological histories that help to understand the transformation of technological mediation and power in 21st century society, coagulated around an irregular and unstable phenomenon that we call *teslaforming*, a neologism that refers not only to a new production model, as in the case of Fordism or Toyotism, nor only to a brand or type of technical object, but rather, through an extravagant and monstrous concept, to

phenomena that are equally disproportionate, confusing and still in the process of becoming.

The main coordinates of *teslaforming* are both material and symbolic, unexpectedly uniting layers of society hitherto considered separate: The technological narrative of an aggressive and extreme era; the design of its supposed material manifestations (inexhaustible energy, ubiquitous and uncontrolled communication, effortless mobility, colonisation of Earth and space, overcoming biological limits and technologies of immortality); new forms of irregular and unrecognisable propaganda inspired by shitposting and cosplay; the mutation of the hacker spirit and the hyperlibertarian redefinition of democratic mechanisms.

**Technologies of control, technologies of chaos.**

The radical redesign of democracy, social justice and our capacity for imagination actually began several decades ago, when cybernetics began to crystallise as one of the maximum expressions of (Western) modernity. In the meta-disciplinary field of cybernetics, homeostatic equilibrium was seen as the desirable and rational goal of any system, optimising resources through effective feedback processes in the face of an uncertain future. This model was intended to reduce friction and prevent failures and crises without the need for vertical hierarchies, whether in the organisation of production, the control of the environment or the ecologies of the mind. Parallel to the success of cybernetic thinking, in the same years, in the environment of certain economic think tanks, methods of speculative fiction were developed as tools for scenario planning, with the explicit aim of minimising the risk horizon.

Both the cybernetic project and the methodology of speculative fiction fed a latent paradox: cybernetics was supposed to be about keeping systems under control, and the speculative mind was supposed to be an instrument of order rather than an exploration of the unforeseeable, as if technological thinking were driven by a fear of losing control over technology or of communication moving away from the human.

In our era of chaos and uncertainty, some disruptive elements arise precisely from this paradox and are found in the collapse of fundamental predictive models, as well as in the speculative action carried out directly by power, both political and corporate, which seems less and less interested in offering a plan to control uncertainty and volatility, but rather in promoting and possibly instrumentalising them.

In this context, the profound crisis of the institutions and technologies inherited from the 20th century has favoured the emergence of new technological imaginaries that, in a recursive process, have triggered new and unprecedented crises. Some of these imaginaries feed on a messianic and semi-religious vision of technology, while others proliferate as its dystopian

and nihilistic variants. Despite the apparent differences, both visions are waging an open or indirect war against the capacity for collective and distributed action.

Through a series of public and collaborative research programmes, *LAB 4 Weird Futures* aims to explore the blind spots of both visions - the messianic and the nihilistic - and to highlight their common extractivist nature. Our aim is to propose alternative material imaginaries that focus both on the study of their technical substrate and on redefining the balance of power between all stakeholders. Rather than advocating abstract ideals or affirming what we all already know, *LAB 4* investigates the concrete elements of emerging technological systems and the narratives that feed them. By pointing out the less visible corners of this universe, as well as its exaggerations, inconsistencies and oddities, we imagine alternatives to dark and violent technological times.

## Teslaforming

The evolution of contemporary technology and power challenges inherited categories and is often too rapid to be fully understood. The speed and strangeness of these phenomena require a new vocabulary that acts as a trigger for research and experimentation.

The unstable and provisional concept of *Teslaforming* is a neologism that fuses the notion of terraforming - the modification of planet Earth itself to restore its habitability - with some of the fetishes of the current socio-technical context. *Teslaforming* does not suggest a new model of production, as was the case with *Fordism* or *Toyotism*, nor does it refer solely to a brand or type of technical object. Rather, it is an extravagant and monstrous concept that addresses phenomena that are equally disproportionate, confusing, formidable and still in the process of being created. The monstrous is that which exists outside a person's or culture's view of the world. In popular discourse, the monster functions as a stand-in for issues that are too complex, ambiguous and difficult to resolve. It defies articulation, rendering it 'unspeakable', 'unimaginable' or 'incomprehensible', but demands that other possible forms be found in order to imagine it.

More specifically, the notion of *teslaforming* functions as a conceptual shortcut that serves above all to identify the main vectors of systemic transformations that, while apparently speaking of technology and sometimes even of future technologies, are in fact reconfiguring fundamental social, aesthetic and political conditions.

Their main coordinates are:

1. **The extremophilic technological narrative**.

Technology is no longer reassuring, but destructive of old decadent balances. True progress is conflict and is inevitable. Innovation is the result of an indomitable, heroic, visionary, risk-taking (and masculine) spirit. Propaganda becomes direct communication and contributes to new subtle forms of reactionary accelerationist discourse.

2. **Revolutionary architectures and utopian energies.**

Extremophile narratives permeate architectural and infrastructural projects, as well as biological and social redesigns. The fetish objects of *teslaforming* - the most famous being the electric car, mini-satellites and neural implants - are manifestations of a fluid mobility fuelled by the fantasy of clean and inexhaustible energy, just as the architectures of unprecedented infrastructures throw off the shackles of matter and define more 'efficient' ways of living on the planet. In the same vein, the neocolonial dream of an extraterrestrial economy and of humanity as the first multiplanetary species, which in turn transfers the goal of immortality achieved through molecular technologies to a cosmic dimension.

3. **Propaganda, LARP, shitposting.**

If propaganda has always played with narrative and fictional elements to promote a coherent narrative and achieve cultural hegemony, today it does so for its opposite: to induce volatility. The media strategy of the emerging political universe after the 2024 US elections is unsettling and intimidating, overwhelming and attention-grabbing. It's like a LARP (live action role-playing game), a cosplay of real-life characters dressed up as themselves to act out stories with real consequences. In everyday life, this translates into a plethora of absurd and disturbing details: jokes and memes to announce cruel and arbitrary austerity measures. Unauthorised versions of anime cartoons generated by AI to promote extrajudicial detentions or to revoke the legal right to live in a country (and sometimes to ridicule the owners of the AI themselves). Trolling to interfere in election campaigns in allied countries. Chatting in an unofficial chat room to coordinate attacks on foreign soil.

4. **Democracy premium version**.

Hacker ethics inspired the famous 1996 "Declaration of Independence of Cyberspace", as well as countless characters in cyberpunk novels and their exploits against a decadent and oppressive power. When the hyperlibertarian hacker becomes the institution, his goal is to defend a

technological monopoly against any attempt at regulation. Government becomes a subscription service, an application that can be updated remotely, as if it were the operating system of an electric car. New political axes emerge that, in a seemingly confusing way, redefine the political spectrum of the 20th century: instead of right and left, we witness a shift towards platform versus institutionalism and humanism versus techno-determinism. Although the *teslaforming* seems to lean towards one side of these axes, its fundamental contribution lies in the way it transforms these boundaries into permeable membranes. Unprecedented and strange configurations emerge from this new territory.

The novelty of these phenomena lies in the inextricable relationships between these different vectors: instead of operating in separate spheres of society, these layers systematically feed back into each other in an unprecedented way, amplifying both their effectiveness and the perception of general instability.

*Teslaforming* is a concept that, like a sensor, allows us to detect these tectonic movements, while providing artists, technologists, designers and activists with a common framework for investigating these vectors of volatility and analysing how they are conceived, executed and interconnected.

*LAB 4 Weird Futures* calls on creatives and citizens to respond to these challenges, inviting them to investigate real systems - platforms, languages, theories, laws - with the aim of developing functional alternatives, enlightening experiences, or both. Instead of general solutions, LAB 4 proposes specific creative investigations and forms of experimentation with emerging technological languages and objects before they make sense to everyone else. In exploring the devices, infrastructures and models that make this new scenario possible, we ask participants to observe the seams, exceptions and contradictions of *teslaforming*. What dark areas of the technological imagination can this notion activate? What alternative emancipatory fictions might it feed?

## 3.- OBJECTIVE

In accordance with the principles of transparency, equality and competition, and in line with the programming lines of Matadero Madrid, the purpose of this call is to select collaborators who wish to participate in the *LAB 4 Weird Futures Collaborative Prototyping* **Laboratory**, between November 12th and 26th, 2025, as part of the working groups that will develop the proposals previously selected in the Call for Project Promoters.

A maximum of 20 collaborators will be selected, 4 for each of the 5 the projects selected in the call for promoters.

Selected projects:

- "Ktown: Future Epistemologies in Intelogenesis". Gaara Collective (Spain)
- "The Institute of Alice Guo Studies". Mac Andre Arboleda (Philippines)
- "Navigating Militarized Urban Futures". Mark Cinkevich (Poland)
- "Iblīs dwells a Line". Nura Tafeche (Italy)
- "POCAS - Poca organización colaborativa de auto-servicio". Pablo Somonte Ruano  (Germany-Mexico)

More information about the projects: LAB 4 Weird Futures | Medialab-Matadero Madrid

## 3.1. *OPERATION OF THE LABORATORY*

During the workshop, ideas will be tested and collaborative projects developed by working in interdisciplinary groups composed of several collaborators and coordinated by the project promoter. The groups will receive the support and advice of experts/mentors invited by Medialab will have a workspace for the development of each project.

The role of the promoters is to propose an idea open enough to be collaboratively developed, meaning, it can be modified based on the contributions from the other group members. They should also be capable of energizing the group in order to channel the collective intelligence generated from the interaction between the different participant profiles through the project.

The role of the collaborator is to contribute their knowledge in a collaborative work environment, applying their perspective to the appropriate development of the project for which they have been selected.

It is assumed that the workshop will work with free and open software, that the projects will be based on open standards, and that the results will be available under Creative Commons licenses that invite reappropriation, reuse, and distribution of the same.

The workshop will be conducted in both English and Spanish without formal translation.

At the end of the workshop, on **27th and 29th November 2025**, there will be a public presentation of the resulting prototypes within the framework of the **OpenLAB** event.

As specified in point 9 (Undertakings of Those Selected) of the Rules and Regulations of the Call for Project Promoters for the *LAB 4 WEIRD FUTURES* collaborative prototyping workshop, the names of the collaborators participating in the projects will appear in the credits of the workshop. Medialab will also provide those collaborators who request it with a document certifying their participation in the workshop.

## 4.- PARTICIPANTS

This call is aimed at individuals and groups of people of legal age from Spain and abroad of any level of qualification and from diverse disciplines such as design, art, architecture, urban planning, economics, film, photography, journalism, digital media, environmental sciences, philosophy, engineering, social studies, political science, programming, materials science, activism or any other field.

It is essential to have at least a **medium-high level of English** that allows fluent communication with mentors and collaborators, and does not require consecutive translation in meetings.

The concept of a collaborator is fundamental to Medialab's approach to and development of its collaborative prototyping workshops, which are conceived as multidisciplinary workspaces in which the exchange of knowledge and informal learning are encouraged in a horizontal relationship between mentors, project promoters and the collaborators themselves. Collaborators can join the development team of one or more of the selected proposals according to their interests, contributing their knowledge and ideas while learning from the other members of the group and the workshop mentors. Notwithstanding the above, it is recommended that collaborators focus on only one proposal in order to ensure their full commitment to it throughout all phases of the workshop.

## 5.- EVALUATION COMMITTEE

Medialab Matadero will appoint an Evaluation Committee composed of the LAB 4 Curator, Bani Brusadin, and two members of the Medialab team.

It will be chaired by the Program Manager of Medialab Matadero and will have a Secretary, a legal technician from Madrid Destino, with voice but no vote, who will attend the deliberations of the Commission and will take minutes of the results of the jury's deliberations.

The body responsible for appointing the members of the Commission is the Contracting Body of Matadero Madrid, at the proposal of the Artistic Director of Matadero Madrid, which may appoint new members and, where appropriate, alternates for each of them.

The decisions of the members of the Commission shall be adopted by the majority of the members participating. In the event of a tie, the vote of the person holding the Presidency shall decide.
The regulation of the Evaluation Commission, shall be governed by the rules established for collegiate bodies by Law 40/2015 of October 1 of the Legal Regime of the Public Sector.

From among the proposals submitted, after discarding those applications that do not meet the requirements for participation or have not submitted the information and documentation required in the registration form in accordance with section 11 of these rules, the Evaluation Commission will select up to twenty (20) collaborators—up to four for each of the five projects chosen through the call for promoters—and will also designate at least one alternate per project to replace any selected collaborator in the event of withdrawal or disqualification.

Exclusion due to non-compliance with the requirements, and evaluation, are the exclusive competence of the Evaluation Committee.

The decision of this evaluation committee will be communicated on 17 September 2025 through the Medialab Matadero website and to the beneficiary or beneficiaries at the address they have provided.

## 6.- SELECTION CRITERIA

Collaborators will be selected on the basis of their profiles, seeking a balance within the group as a whole in terms of gender, origin, knowledge and interests.

Medialab will manage and cover the expenses of up to 10 trips and 10 accommodations for selected collaborators residing outside the Community of Madrid.

In any case, and with the aim of supporting local creation, efforts will be made to ensure a balanced participation of collaborators from the Community of Madrid, the rest of Spain, and abroad.

Meals on laboratory days (Monday to Friday), along with mid-morning and mid-afternoon coffee service, will be provided by Madrid Destino for all participants

from 12 to 26 November.

The selection of the collaborators will be based on the following criteria:

- Coherence of the applicant's background and skills with the goal of the residency.
- Potential for contribution to the development of the selected prototypes.
- Diversity of approaches, backgrounds, and gender balance among all the participants.

## 7.- DURATION

- All those interested in participating as collaborators in the workshop must fill in and send the form provided on the call website **before 2 September 2025 at 11:59pm CET.**

- The result of the selection will be made known to interested parties by telephone or email as of **17 September 2025**, and to the general public via the Medialab Matadero website.

- The Collaborative Prototyping Laboratory will take place between **12th and 26th November 2025**, both included, at Medialab's facilities in Matadero Madrid.

- Following the workshop, the OpenLab public event will take place **between 27th and 29th November 2025 in the public event OpenLAB**, at which the projects developed will be presented to the public for the first time.

## 8.- UNDERTAKINGS OF THOSE SELECTED

Those selected undertake to participate in person during at least 50% of the workshop, which will take place from Monday to Friday from 10am to 6pm. Small workshops and presentations will occasionally be held from 6:30pm, in an informal and relaxed atmosphere. Attendance at which will be optional.

- Those collaborators whose travel and accommodation expenses are covered undertake to attend the workshop in its entirety at the times indicated.

- Comply with the rules and regulations of the Matadero Madrid spaces.

- The participants undertake to behave in a respectful manner with all other people taking part in the workshop. No expressions of hatred or

intolerance in issues of gender, race, ethnicity, disability, social position, sexual orientation, religion or origin will be accepted. Male chauvinist attitudes or sexual harassment will not be accepted. Should any collaborator express any such attitudes, his or her participation in the workshop will be terminated immediately.

In the event that a successful application must be withdrawn, the candidate must give sufficient notice.

In an event of force majeure, none of the parties shall be obliged to fulfil their respective commitments.

## 9.- APPLICATION DEADLINE AND REQUESTED INFORMATION

All those who are interested in participating in the call must fill in and send in the form they will find on the https://mentessinteticas.medialab-matadero.es/ website **before 2 September 2025 at 11:59pm CET.**

Information requested (*required field):

- Full name*
- Email*
- Telephone*:
- Biographical summary*
- Motivation and expectations*
- Knowledge and skills that you can bring to the workshop (not only technical)*
- Project(s) in which you would like to participate (from among those selected)*
- Link to a short video presentation lasting no more than 2 minutes (in Spanish or in English). This can be just a video recorded on your mobile phone*.
- City and country of residence*
- Request for travel yes/no*
- Request for accommodation yes/no*
- ID (DNI) or Passport no.*
- Comments
- How did you find out about this call?

## 10.- DOCUMENTATION TO BE SUBMITTED

The selected collaborators must submit the following:

- A copy of their valid identity document (DNI, NIE, or passport).

- In order to participate in the prototyping workshop as a collaborator of the specified project, the duly signed Acceptance Form.

In addition, participants whose travel and/or accommodation expenses are covered must provide the following documentation:

- If participants are Spanish citizens residing in Spain, they must provide a document certifying their residence (empadronamiento). If they are foreign nationals and/or reside outside of Spain, they must submit a sworn statement including their full residential address.


## 11.- INTELLECTUAL PROPERTY

Participants will answer for the originality and authorship of their contributions to the workshop as well as any documentation developed during the workshop, and guarantee that they legitimately hold all intellectual property rights to the projects and, in this respect, guarantee the peaceful use thereof by Madrid Destino and expressly release it from any liability for any direct or indirect damage or harm that could be derived from their failure to comply with this guarantee, without prejudice to any unauthorised material that is not their own property.

The collaborators authorise Madrid Destino to make use, in full or in part, of the different elements of the project, and when relevant, its result (whether it be texts, images, graphics or videos) exclusively for advertising or biographic purposes of Madrid Destino, i.e., the rights to publish, in paper or digital format, flyers, catalogues or compilations concerning the activities of Madrid Destino or for advertising its activity. Accordingly, commercial use is expressly excluded from this.  The authorisation is granted for the maximum period allowed by law, for worldwide geographic scope.

Once the projects have been selected and during the course of the activity, the author is obliged to allow any other participants in the activity to use their work as the basis for other derivative works.

Likewise, the final result of the project may be considered a collective work.

Intellectual property content, unless otherwise stated, is licensed under Creative Commons By-SA. The licence can be viewed in the following link: http://creativecommons.org/licenses/by-sa/3.0/es/.However, the authors may license their contents under any other licence, preferably free, to ensure wider dissemination, and must indicate this in a conspicuous manner in the corresponding publication or work.

## 12.- PARTICIPANT'S IMAGE RIGHTS

Participants understand that they may appear in images (photograph, video, etc.) taken in relation to their artistic project for subsequent informative or promotional dissemination of the Madrid Destino activity, and they authorise such use.

They also agree that their image may be used in catalogues or other documents compiling the activities of Matadero Madrid or Madrid Destino.

All of this with provisos and limitation on uses and applications that infringe the right to honour in the terms set out in Organic Law 1/1982 of 5 May on the Civil Protection of the Right to Honour, to Personal and Family Privacy and to One's Own Image. Any other use outside the above scope is expressly excluded from this authorisation.

## 13.- DATA PROTECTION

Madrid Destino guarantees to the participants that their personal data will be processed in accordance with legislation in force and to this end informs them that such data will be incorporated into a file owned by Madrid Destino in the following terms:

Data controller: Madrid Destino Cultura Turismo y Negocio, S.A., with registered address in Madrid, Calle Conde Duque, 9- 11, Madrid (C.P. 28015).

Data Protection Officer: dpd@madrid-destino.com

Purposes: To manage the participation in the call for "COLLABORATORS FOR THE COLLABORATIVE PROTOTYPING LAB 4 RARE FUTURES LAB" and fulfill the established relationship (registration, evaluation and selection of finalists, including the management of the legal contracting file, the formalization and filing of contracts and deeds, accounting management, compliance with tax obligations, billing, transparency and control).

Storage period: Storage shall be limited to the period necessary to comply with the contractual relationship and for the statutory period for civil, criminal, administrative and any other actions that may arise from the activity or service provided.

Recipients: Website and RRSS profiles of the winners. The Tax Agency and other public bodies, in compliance with tax, transparency and control obligations; financial entities for management of collections and payments; and legal authorities. Transparency obligations require Madrid Destino to publish, on its website, a list of all the contracts that it enters into, thereby stating the

signatories, the purpose of the agreement, its term, any modifications made, the parties obliged to perform the services or activities and the agreed financial obligations.

Lawful basis: The data are necessary to participate in this call being the receipt of the questionnaire the cause that legitimizes it.

Rights: Rights to access, rectification, erasure, data portability and restriction on data processing or objection From may be exercised by sending an email to dpd@madrid-destino.com, with the subject "MEDIALAB/MATADERO". The person making the request must identify themselves using their official ID document. You can also file a complaint with the Spanish Data Protection Agency (AEPD).

## 14.- ACCEPTANCE OF THE RULES AND PROCEDURES

Participation in this competition implies full acceptance of the contents of the rules that govern it, as well as the agreements and the unappealable decision of the Evaluation Commission. Failure to comply with the rules will result in the exclusion of the participant from this competition.

## 15.- RESERVATIONS AND RESPONSIBILITIES

Madrid Destino reserves the right to adopt any initiative that, not being regulated in these terms and conditions, contributes to the greater success of the call for entries without the right to make any claim in this regard.

Madrid Destino reserves the right to cancel this Call for Entries at any time and for any reason, as well as to make any modifications and/or add subsequent annexes thereto, provided that they are justified, and that they are communicated publicly and in particular to the candidates presented.

Madrid Destino reserves the right to disqualify all participants who act in an abusive and fraudulent manner, deceive, conceal or falsify participation data or fail to comply with any of the conditions of these rules.

Madrid Destino is not responsible for possible unforeseen events that may affect the development of the contest, such as technical traffic errors, failure or congestion in the internet connection.

## 16.- CONFLICT RESOLUTION

To resolve any issue or dispute arising out of the call, please write to Madrid Destino so that both parties may reach an amicable resolution.

Were such amicable settlement not to be reached, the parties, expressly waiving their own jurisdiction, submit themselves to the Courts of the city of Madrid.

Should you have any queries regarding the call, please write to info.m@medialab-matadero.es entering as the subject "*LAB 4 WEIRD FUTURES Call for Collaborators*".

In Madrid, July 16, 2025