

SEPTEMBER 26th

#USE_LAUNCH

Location_ The Forks
Dates_ Sept. 26th - Sept. 28th

#USE is an exhibition of everyday objects: a collection of industrial and artistic PROTOTYPES designed for everyday #USE. Some as ideative PROTOTYPES, some as fully developed products, and some as a set of idea iterations, the designed objects will peek into how designers shape their ideas through prototyping. The exhibition will also inspire the public by demonstrating how design and designers thoughtful engagement in our daily life can enrich and delight our environments.

#HOUSES_LAUNCH

Location_ MAKE
Hours_ 9am - 9pm
Dates_ Sept. 26th ~ December (tentative)

#HOUSES is an exhibition of a selection of residential spaces designed by Winnipeg-based designers. A custom designed house is a spatial form/embodiment of a 'living' (habitual practices, ambitions and desires). Beyond the apparent styles and materials, one can trace the crossings of the occupant's characteristics, the designer's (spatial) interpretations, and the site's material and environmental conditions and challenges.

Through drawings, photographs and models the exhibition will feature how the designers have nuanced the client/family's specific ways of living, and their often demanding needs and desires, in their HOUSE design. The exhibition is also intended to provoke a series of discussions/reflections on HOUSE designs in Winnipeg and our living conditions today.

#MODEL_LAUNCH

Location_ A2G
Hours_ 9am - 4pm
Dates_ Sept. 26th - Sept. 28th

#MODEL celebrates design by exhibiting PROTO-models that are an integral part of design: both in its process and outcome. From study of a detail to a full built form object or building, the ambition of any design is to be unique and be the 'first-of' in its nature. This inherent ambition of design triggers an iterative process of 'modelling' as it tests the ideas that are pushing beyond the conventions and the known edges. The visitors of the exhibition will witness how ideas materialize in design through iterations, mock-ups, and in final forms: some realized and some as latent ideas!

#TALKS

Location_ Stantec | 5th Floor, 311 Portage Ave
Hours_ 4pm - 6:30pm
Date_ Sept. 26th

#TALKS is a PROTO - discussion on how design can affect 'Change in the Built Environment'. #TALKS, the keynote and the moderated discussion with the local design professionals, will inspire us how we can imagine and mobilize CHANGE!

4:30_ Introduction by Lisa Landrum | Faculty of Architecture, University of Manitoba & Greeting from Al Dueck | Duxton Windows and Doors

4:35_ KEYNOTE SPEAKER: Chris Higgins | Green Building Planner with the City of Vancouver
Powerful insights to Change the Built Environment in Winnipeg - Real World insights from C40 Vancouver -

5:15_ Responses by Crystal Bornais | CaGBC Regional Manager, Melissa McAlister | Prairie Architects, Michael Banman | Stantec

6:00_ Open discussion, Moderator by Lisa Landrum

SEPTEMBER 28th (DAY)

#COOL_GARDENS_BIKE_CRUISE

Location_ Meet @ West End of Esplanade Riel
Hours_ Start @ 2pm
Date_ Sept. 28th

COOL GARDENS is a public exhibition of contemporary garden and art installations offering a shift of sensation for the summer-cooling-as-a general theme for public projects in the downtown, bringing architects, designers, landscape architects, and artists together to celebrate contemporary garden culture and the local landscape.

Presented by StorefrontMB and the Forks.

#STREET_FURNITURE

Location_ Cielo Raso Alley
Hours_ 12pm - 4pm
Date_ Sept. 28th

Come celebrate the design creations of this year's Environmental Design ED Students. They will be set up all day and evening for you to sit, talk, have a snack and enjoy!

#STREET_PLAY

Location_ Cielo Raso Alley
Hours_ 12pm-4pm
Date_ Sept. 28th

STREET_PLAY is an open international ideas competition to re-imagine the urban street as a **PLAY** space. The challenge of the competition is to design or plot a set of playful and performative activities that claims the street as a public space, a **PLAY** space.

The **PLAY** will be open to the public to **PLAY** during the festival on September 28th in the Cielo Raso Alley.

Jury by Luis Callejas | LCLA | OSLO, Liz Wreford | Public City Architecture | Winnipeg, Marianne Amadio | MA+HG | Vancouver

WDF 2019 PLAY Winners:

Red Crossing | Nick Tobier + Roland Graf | Michigan, USA
Rings of the Street | Cecilia Dobos | Rotterdam, The Netherlands
Potholes | Brennan Fedak + Scott Mandziuk | Winnipeg, Manitoba, Canada

2019 WINNIPEG DESIGN FESTIVAL SPONSORS



2019 WINNIPEG DESIGN FESTIVAL PARTNERS



SEPTEMBER 27th

#L_CITY

Location_ CF Polo Park
Hours_ 10am-9pm
Dates_ Sept. 27th

Winnipeggers are invited to, unbox unused Lego® pieces, at home and at the office, have fun building structures with friends and family, bring them to WDF 2019 to connect with other structure to build **L_CITY**. We all have Lego® pieces: somewhere in the basement, in a box or two, at the office and at home. It's time to unbox them! WDF 2019 | PROTO invites Winnipeggers to participate in building a city out of Lego®: **L_CITY**, using unused Lego® pieces!

Organize fun 'build times' together with friends, family, and office colleagues, building urban structures (buildings, bridges, and so on), and bring them to the **L_CITY** location at Polo Park during the festival.

A team of 2019 WDF volunteers (the **L_CITY** builders) will work with you to connect the pre-built structures to build a collective city: **L_CITY**. Experience how a city can emerge out of collective participation!

All the Lego® pieces at **L_CITY** will be donated to charitable organizations after the festival.

#AWARDS

Location_ WAG
Hours_ Doors Open @ 6pm, Ceremony @ 7pm
Date_ Sept. 27th

Winnipeg Design Festival 2019 | PROTO is pleased to announce the 2019 **WDF AWARDS!** The awards will recognize the excellence from all design disciplines and through this recognition the program will connect the public with the design community, platform the designers and their works, and inspire the public and the next generation designers.

The awards will be delivered in the following areas of design works and designers:

Young and Emerging: significant works by under 30 in age or less than 5 years in practice
Experimental and Madcap: experimental and/or non-conventional works
Ex-Winnipeg: significant work by a designer trained/educated in Winnipeg now working outside
People's Choice: works/practice appreciated by people's votes

A trophy, designed by Mathew Nuqinqaq -an Igloolik-based artist who works primarily in jewellery design - will be presented to each of the winners at the awards ceremony.

Jury by Eleanor Bond, Rodney LaTourelle, Herbert Enns, Karen Shanski

#10x20x20

Location_ WAG
Hours_ Speakers start @ 8pm (after WDF Awards)
Dates_ Sept. 26th - Sept. 28th

The format for the forum is: 10 presenters, each presenting 20 slides lasting 20 seconds each - The total presentation time for each presenter is 6 minutes and 40 seconds. The content of the presentations is not dictated, nor edited, by the **10x20x20** committee. The intention of these events is to bring the local Winnipeg design community into one space to share ideas, projects and design in a social setting. We are again, at the next event, looking forward to attracting another diverse audience for what is always a wild, entertaining and truly thought-provoking experience.

This year **10x20x20** will be featuring two WDF STREET_PLAY Finalists:

Rings of the Street Cecilia Dobos studio CLAUD / Budapest Urban Ideas Rotterdam, The Netherlands	Red Crossing Nick Tobier Every Day Places Michigan
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SEPT.
26TH
27TH
28TH



#SHADE

Location_ Coffee Shops around the Winnipeg

#SHADE is an design competition to design and make a **#SHADE** prototype. #SHADE seeks a purposeful integration of lighting and space. Both as object and effect, the fixture performs as a catalyst for re-imaging the potentials of the spaces we inhabit. To this end, a range of explorations that extend the breadths of the light-form-space interaction from the spectacle to the nuanced, the dramatic to the banal and superfluous, are encouraged.

Jury by Thom Fougere | Industrial Designer & Creative Director, Thom Fougere Studio & Jason Hare | Maker & Fabricator, Root Cellar & FabLab FAUM

2019 WDF SHADE Winners:

Fragment | Dominik Broughton + Braden Goodall + Sean Vandekerkhove @ Parlour
Cocoon | Teresa Lyons @ High Tea Bakery
Ded Light | Chris Sproule @ Cafe Postal
Moire | Mitchell McIntosh (David Penner Architect) @ Thom Borgen
Marmar | Tomik Gharagozyan @ Degrees

#POCKET

Location_ Public Viewing around the Winnipeg

The theme of this year's 2019 Winnipeg Design Festival is entitled **PROTO-**. Following the theme, the festival will focus on encouraging, embracing, celebrating, and respecting the idea of the 'first-in-time' or 'first-of' within Winnipeg's dynamic design culture. #POCKET invites FUN and visually exciting yet simple installation ideas that explore the theme **PROTO** and engage public interests toward WDF 2019 and Winnipeg's design culture in general.

2019 WDF POCKET Winners:

Flatline | Architects at Play @ IKEA
Sonic Expander | Joe Kaltunyuk @ Centennial Concert Hall
Helping Hands | pico ARCHITECTURE inc. @ The Forks

Feature POCKET displays are included in the windows of the Bay facing Memorial Street, including the works of:

5468796 architecture
Leonard Taylor
Valentin Mittelstet (LIXIT)

#CAST ☺

Available to view on_ Instagram Highlights @WpgDesignFest

#CAST is a short conversation series featuring Winnipeg designers on Instagram Stories. WDF 2019 team will make short visits to the designers' everyday to conduct a series of casual, witty and insightful chats. #CAST is an official program of 2019 WDF | PROTO and is intended to connect the designers' everyday scenes/senses with the public.

Interviewees to date include Jill Sawatzky (Tony Chestnut), Nils Vik (EQ3), Nicole Marion (Studio Marion), Sasa Radulovic (5468796 architecture), Niel Minuk (DIN Projects), David Penner (David Penner Architect).

#SCENE

Location_ HUT K

#SCENE (or #mise-en-scene) celebrates the curatorial talents of Winnipeg. The participating shops will work with their in-house curatorial designer to create a SCENE within the shop by composing a set of design elements/objects of Winnipeg together with the shop's feature or merchandise. The public can enjoy the creativity within these #SCENES by visiting the shops as a part of the festival!

#MERCH

Introducing, WDF Merchandise! Check them out at our program locations around the city.

MULTI DAY