Katherine Behar: Data's Entry 2016
08 September - 17 October 2016

Pera Kids
Age 7-12
Imagine, Design, Build
In this workshop, children found the opportunity to think three dimensionally and designed their ideas in a digital environment. They experienced the enchanting world of 3D printing technology and easily understood the relationship between ideas, design, and objects. Children picked up the objects they printed in the 3D printer a few days after the workshop.

Hour of Code with Microsoft: Minecraft
In collaboration with Microsoft, Pera Learning presented the software workshop Hour of Code with Microsoft: Minecraft as part of the exhibition, "Katherine Behar: Data's Entry." Following an exhibition tour, children were introduced to the "Hour of Code" application software, which Code. org had been implementing across the world with the support of Microsoft from the onset. In the world of Minecraft, children combined blocks to create a computer code. Loved and played by millions of kids across the world, Minecraft workshop helped children develop their talent with simple coding skills and discover the world of software.

Dance of the Generations
Pera Learning celebrated International Day of Older Persons with the workshop Dance of the Generations. Designed for the joint participation of art lovers of 50 and above and children between the ages of 5 and 12, the improvisational workshop was inspired by the work, Primaries in the exhibition entitled, Data's Entry. Brought to life as part of the program to improve communication between generations, the improvisational dance workshop aimed to advance skills such as motivation, self-confidence, self-sufficiency, motor functions, flexibility, coordination, and socialization. The workshop enabled participants from different age groups to freely express themselves and experience different communication channels while offering a fresh perspective that supported the creative art process.

Pera Young
Age 13-17
3D Design and Print Experience
The workshop allowed participants to think three dimensionally and model their ideas in a digital setting. As participants experienced the transfer of date into the 3D printer and how they materialized as a physical object, they also witnessed the ways in which new generation of technologies simplify our lives. Participants could pick up the objects they printed in the 3D printer a few days after the workshop.

Pera+
Age 18+
Wikipedia: A Digital Encyclopedia Experience
In collaboration with Wikimedia Community User Group Turkey (WMTR, Pera Learning) presented the workshop Wikipedia: A Digital Encyclopedia Experience. Following a tour of the exhibition, participants experienced Wikipedia: The Free Encyclopedia not as a user, but as a producer. Created through the

voluntary support of tens of thousands of Internet users, Turkish Wikipedia invited everyone to become a "Wikipedian" in order to produce and freely present Turkish content of high quality information on the Internet. In this workshop, experienced Wikipedian taught participants how to write for Wikipedia.

Virtual Reality and 3D Printing
In the virtual reality experience workshop, participants performed 3-D modeling and printed their designs in a 3-D printer. The workshop offered a full-on virtual reality experience with the HTC Vive virtual reality headset and transformed this experience into a real object through 3-D printer technology. Participants could pick up the objects they printed in the 3D printer a few days after the workshop.

Corporeal Data
This workshop aimed to explore the concepts of 'physical perception and memory' through opposite notions of slowness and speed. Through the experience of the diversity of motion dynamics through different combinations, participants worked on the processes of meaning production and deconstruction. In this workshop, participants experienced their own physical bodies and their real-time reflection together to broaden the extent of the perception of motion. In this context, designed and improvised exercises were performed both as a group and individually.

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