

What if Lab

▷ Rethinking waste

What if...

▷ Lab

CONDITIONS OF PARTICIPATION

CLAUSE 1: OBJECTIVE

Dutch Design Foundation (“**DDF**”) organizes together with the Dutch Embassy to Indonesia (“**Client**”) a so-called What if Lab, offering participants the option of creating designs within the theme ‘Rethinking Waste’ (“**What if Lab**”).

- 1.2 What if Lab is an initiative developed by DDF that connects designers to design questions from governments, companies or institutions. Professional designers are invited by DDF in an open call to apply for What If Lab and introduced to the client.
- 1.3 The objective of this What if Lab edition, called “*What if Lab: Rethinking Waste*”. The selected designers will partner up with a local based Question holder (Wahu) to research the current system of waste pickers, discover possible levers for change and experiment and prototype with selected idea(s) locally. “The additional objective of *What if Lab: ‘Rethinking Waste’*, is to promote and reinforce the cultural exchange between the Netherlands and Indonesia. Results will be exhibited in Indonesia.
- 1.4 For *What if Lab: Rethinking Waste* a design team consisting of two Indonesian and two Dutch designers will be selected (“**Participants**” or “**Participant**”). Participants are asked to deliver a design focused on the challenge (described in 1.3 and in the online briefing on whatiflab.nl) based on information from the briefing, the specially organized Kickoff meeting(s) and visiting programme.

CLAUSE 2: REGISTRATION

- 2.1 Designers and design firms can apply for *What if Lab: Rethinking Waste* (hereinafter “What If Lab”) using the provided application form. The application form requires providing a motivation for participation and sharing 3-5 relevant projects from the designers/design studio’s portfolio with accompanying explanations.
- 2.2 Registration for participation is possible until 28-02-2025 via <https://whatiflab.nl/dashboard/#/auth/register> Questions can be directed to Lab Manager Marleen Kokke, marleen.kokke@dutchdesignfoundation.com.
- 2.3 From the registration 4 designers will be selected (two Indonesian and two Dutch). A committee comprising DDF, the Client, the Question Holder and the Lab Coordinator will read all applications and express their preference. Based on the application and subsequent interviews with a selection of applicants, four Participants will be selected for the What if Lab programme. The committee will not enter into any correspondence concerning the result.
- 2.4 Client reserves the right to select less than 4 designers and/or a different ratio of Dutch and Indonesian designers for What if Lab.

CLAUSE 3: LAB MANAGER and LAB COORDINATOR

- 3.1 In coordination with Client DDF has appointed Marleen Kokke (marleen.kokke@dutchdesignfoundation.com) as the What if Lab Lab Manager (hereinafter: Lab Manager).
- 3.2 The Lab Manager serves throughout the What if Lab as point of contact for both Client, Participants and the Question holder.
- 3.3 DDF will organize and manage the visit to Indonesia in collaboration with the Question holder.

CLAUSE 4: QUESTION HOLDER

- 4.1 In coordination with Client DDF has appointed the organisation Wahu as Question Holder (hereinafter: Question Holder).
- 4.2 The Question Holder collaborated with DDF and Client in writing the design briefing and design question. Question Holder is committed to developing new solutions for the current system of waste picking (as described in the briefing) in collaboration with the design team and is willing to take an active role in working on the What if Lab as described in the briefing.
- 4.3 The Question Holder commits to involve their network in the programme and connect designers to relevant parties within the context of the design question.
- 4.4 The Question Holder commits to sharing insights into their operation and host designers at their venues.
- 4.5 The Question Holder commits to providing designers with all relevant information and data necessary for the Lab’s development, subject to confidentiality agreements if applicable.

- 4.6 The Question holder commits to staff Involvement: various staff members associated with Question holder will be asked to participate in activities, meetings and design sessions. Question holder will actively free up time for staff members in order for them to participate in the lab as part of the design team.
- 4.7 Question holder commits to -within reason- attend and/or facilitate experiments initiated by the selected designers.
- 4.8 Question holder commits to attending regular online 'update meetings' in order to keep everyone involved informed.
- 4.9 Question holder commits to the project timeline and attends relevant events of the projects as described in the briefing timeline: Kickoff and Masterclass(es), the Symposium at Erasmushuis, wrap-up meetings after trips to Indonesia and the Netherlands, the final concept presentation, the opening and finissage of the exhibition in Erasmushuis and an evaluation session.
- 4.10 Question holder will not receive a financial contribution but will benefit from the design process and its outcomes. If Question holder wishes to join the residency programme in the Netherlands and/or Indonesia, travel costs will need to be covered by Question holder.
- 4.11 Question holder will designate a contact person for the course of the Lab who speaks English.

CLAUSE 5: PARTICIPATION

- 5.1 The selected designers (hereinafter: Participants) will form a team to prototype a concept that should promote better waste collection systems in Indonesia while also improving the waste pickers' conditions, co-designed with residents to meet local demands, and the outcomes should be shareable for a broad group to use. The end result will be a master plan, a prototype of at least one concept and a guide and/or publication of results to share outcome and knowledge with other communities that want to improve their local waste collection systems.
- 5.2 Participation is subject to these Conditions for Participants ("Conditions"). By registering for and participation in the What if Lab programme, Participants agree with these Conditions.
- 5.3 DDF invites designers in its wide network to apply for this What if Lab and then submits these applications to Client. For this What if Lab, Client, in collaboration with DDF and the Question Holder will select 4 participants to join the Lab. These participants will receive the compensation specified in Article 7.2 of these terms of participation as compensation for their hours.
- 5.4 DDF, in consultation with Client and Question Holder will provide a written briefing for the Participants. The briefing will be clarified in the Kickoff organized by DDF, Question Holder and Client.
- 5.5 Client reserves the right to fully exclude a Participant from participation in What if Lab if the instructions and terms as explained in the briefing and these Conditions for Participants are not met.
- 5.6 Client is entitled to amend and/or adapt the briefing mentioned in Clause 2.4 of these Conditions for Participants at any moment.
- 5.7 Client is entitled to terminate, interrupt or change What if Lab and the related terms, including these Conditions for Participants, at any moment. In that case, DDF will inform Participants about this without delay. In the event of termination or interruption of What if Lab, Client shall owe the amount specified in Clause 7.2 for Indonesian designers and Clause 7.4 to the Dutch Participants in pro rata to the elapsed time in the Lab on that day.

CLAUSE 6: RESULTS

- 6.1 Design results from the What if Lab must meet the conditions as stated in the briefing and explained and discussed during the master class.
- 6.2 Client is under no obligation to use and/or put into production the selected designs of What if Lab.

CLAUSE 7: FEE

- 7.1 DDF will endeavor to generate public exposure surrounding the designs. This exposure will always state the related designers' names while doing so. During the What if Lab programme, Participants will be reasonably available to explain their design for promotional activities aimed at the (trade) press (during the exchange weeks and the presentation of the projects in Jakarta and at Dutch Design Week).
- 7.2 The selected Indonesian Participants will receive an amount of IDR 92.000.000 ex VAT (35% after the kick off on March 2025, 35% after the 1st of July 2025 and 30% at the end of the project) from

- DDF for their work within What if Lab in achieving the expected results as stated in the briefing, travel to and from Indonesia for the work visit, attending the symposium, meetings and official moments surrounding the exhibition at Erasmushuis (opening, finissage, etc.). The fee is to compensate for the hours spent.
- 7.3 Travel to the Netherlands in September 2025, accommodation in the Netherlands during this trip and a limited budget for evening meals will be paid for by DDF
 - 7.4 The selected Dutch Participants will receive an amount of 10.980 euros ex. VAT (35% after the kick off on March 2025, 35% after the 1st of July 2025 and 30% at the end of the project) from DDF for their work within What if Lab in achieving the expected results as stated in the briefing.
 - 7.5 Travel to Indonesia in May 2025, accommodation in the Indonesia during this trip and a limited budget for evening meals will be paid for by DDF
 - 7.6 A joint budget is available for realizing prototypes (material and labour costs) with a maximum of 5.000 euro excluding VAT (approximately 82.000.000 IDR). This budget can be used by the team on the base of quotations or invoices.
 - 7.7 DDF will pay for an exhibition at Erasmushuis for the designers to show their designs in Jakarta (Q1 2026).

CLAUSE 8: PLANNING AND AVAILABILITY

- 8.1 The participants will be available to join meetings, present and travel to Netherlands/Indonesia on the following dates:
 - * Kick off meeting half March 2025;
 - * Dutch designers: travel to Indonesia for 2-weeks and collaborate with Indonesian designers in May 2025;
 - * Indonesian designers: to collaborate with Dutch Designers in Jakarta for 2 weeks in May 2025.;
 - * Indonesian designers: travel to the Netherlands for one week and collaborate with Dutch Designers in September 2025;
 - * Dutch designers: to collaborate with Indonesian Designers in the Netherlands for one week in September 2025;
 - * Half January 2026 – present outcomes of the project;
 - * Cooperate in the exhibition at Erasmus Huis Q1 2026.
- 8.2 Client is entitled to change dates for travel or meetings at any moment. In this case, DDF will inform Participants about this without delay.

CLAUSE 9: INTELLECTUAL PROPERTY

- 9.1 The goal of this What if Lab is to create, in co-creation with local residents, a master plan, a prototype of at least one concept and a guide and/or publication of results. Given this goal, all intellectual property rights ("IP") and copyrights related to the design developed for What if Lab, will become the joint property of all Participants. Client, DDF, Question Holder and all contributors to the project are granted a free, non-exclusive, indefinite right of use for non-commercial purposes in line with the goal of the What if Lab. The IP rights can be used after informing the relevant Participant. Client, participants and contributors must always take care to attribute outcomes to the What if Lab.
- 9.2 The Participant declares and guarantees that (use of the) design is not unlawful towards third parties and does not infringe any third parties' rights, or is subject of a dispute concerning third parties' rights. The Participant specifically declares and guarantees that the (use of the) design does not infringe any third parties' intellectual property rights.
- 9.3 The Participant shall be liable for damages suffered by Client in connection with the design made, if it appears that the Participant did not act in good faith in the creation of the design and/or it infringes on a pre-existing IP right and such infringement should or could reasonably have been known to the Participant.
- 9.4 If and insofar as the Participant should be aware or become aware in the course of time that the design or part thereof may constitute an infringement of an existing IP right, the Participant must investigate the possible infringement insofar as this can reasonably be expected of the Participant, for example by doing research via the Internet or by making written inquiries. The Participant shall submit both the investigation and its outcome to the Client after which, in mutual consultation between the Participant and the Client, any follow-up steps deemed necessary shall be discussed.

CLAUSE 10: OTHER

- 10.1 The briefing and these Conditions for Participants are inextricably linked. By agreeing with these Conditions for Participants as described in Clause 2.2 of these Conditions for Participants, the Participant also declares to be familiar and in agreement with the content of the briefing.
- 10.2 After registration, Participant is officially enrolled as a Participant in What if Lab. Participant will subsequently receive confirmation of selection. Once the moment Participant is selected for Participation in What if Lab, the content of these Conditions of Participation becomes current.
- 10.3 Participants will take into account at all times the legitimate business interests of the Client, DDF, Lab Coordinator and refrain from any actions that could be harmful to these organizations in a material or immaterial sense.
- 10.4 If one or more stipulations in these Conditions for Participants must be deemed to be legally ineffective, the other stipulations will remain in force. In that case the purport of the stipulation to be replaced will be followed as much as possible.

CLAUSE 11: DISPUTES

- 11.1 *What if Lab: Rethinking Waste* is governed by Dutch law.
- 11.2 Any disputes resulting from or associated with What if Lab will be exclusively submitted to the competent court in 's-Hertogenbosch.

Eindhoven, 1 February 2025

The background of the page is a solid light blue color. Overlaid on this background are several thin, dark blue, hand-drawn style lines that form abstract, organic shapes. These lines are scattered across the page, with some forming closed loops and others being open paths. The overall effect is a minimalist, artistic design.

What if...

▶ Lab

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