

# TECH TRANSFORMED: festival programme

Saturday to Sunday 25-26 May  
 Pelican House  
 144 Cambridge Heath Rd E1 5QJ

## + Party

SATURDAY				
	Event Space	Common Room (2nd floor)	The Twinery (4th Floor)	Guy Debord Room (2nd Floor)
11am	Tech and Progressive Movements: where do we go from here?			
12pm	The Labour Movement: Innovating for the AI era	Expo	Twinery: collective political game making	Hack Space
1pm	Organising in the Tech Sector with UTAW	Expo	Twinery	Hack Space
2pm	A World to Win: Activism and Tech	Expo		Hack Space
3pm	A History of Worker-led Technology: Jess Thorne in conversation with Will Stronge	Expo	Twinery	Hack Space
4pm	Open session: introduction to CADA	Expo	Twinery	Hack Space
5pm	Good Robot: Live Podcast with Helen Hester		Twinery	Hack Space

**PARTY**

Time to get out of the sessions and into the party! From 7pm in the Events Space

SUNDAY				
	Common Room	Event Space	Guy Debord	Floor 3 common
11 am	Hack Space			
12 pm	Hack Space	Game showcase: play The Next Five Years of UK Politics	Games Transformed	
1pm	Hack Space	Game showcase: play The Next Five Years of UK Politics	Games Transformed	
2pm		Tool showcase	Games Transformed	
3pm		Data research showcase	Games Transformed	
4pm	Final words in Event Space			
5pm	Pub			

## SCHEDULE

SATURDAY	
11 am	<p><b>Opening discussion</b></p> <p><b>TECH AND PROGRESSIVE MOVEMENTS: WHERE DO WE GO FROM HERE?</b></p> <p><b>EVENT SPACE</b> Will Stronge, Liam Mullally, <b>Autonomy</b>; Cami Rincon, <b>Ada Lovelace Institute</b>; Rachel Coldicutt, <b>Careful Industries</b></p> <p>In this opening panel, we consider what tech means for the progressive movement as it stands. How can we fight Big Tech and build the alternatives we need - for the good of all?</p>
12 pm	<p><b>Panel with interactive elements</b></p> <p><b>THE LABOUR MOVEMENT: INNOVATING FOR THE AI ERA</b></p> <p><b>EVENT SPACE</b> Adam Cantwell-Corn, <b>Connected by Data</b>; Mary Towers, <b>TUC</b>; Eugene Caparros, <b>CWU</b></p> <p>Built to respond to 19th and 20th century economies, today the trade union movement needs to shape the 21st century digital and AI transformations. How can we build an equitable digital economy, empower workers and resist the concentration of tech power? Join Adam, Mary and Eugene to discuss the labour movement's strategies, work so far and what we need to do next!</p>
1 pm	<p><b>Interactive organising session</b></p> <p><b>ORGANISING IN THE TECH SECTOR WITH UTAW</b></p> <p><b>EVENT SPACE</b> Activists from <b>UTAW union</b></p> <p>Join UTAW for a discussion of how tech workers are beginning to get organised, and how to win in your workplace. UTAW reps will take us through the history of the union, the way they tackle organising, and an exercise of mapping your own workplace.</p>
2 pm	<p><b>Interactive organising session</b></p> <p><b>A WORLD TO WIN: ACTIVISM AND TECH</b></p> <p><b>EVENT SPACE</b> Hannah O'Rourke, <b>Campaign Lab</b>; Gemma Copeland, <b>Common Knowledge</b></p> <p>In this session, join Campaign Lab and Common Knowledge to discuss how we leverage tech in practical organising. Specifically, we will bring activists and technologists together to see what can be built in collaboration.</p>
3 pm	<p><b>In conversation</b></p> <p><b>A HISTORY OF WORKER-LED TECHNOLOGY: JESS THORNE IN CONVERSATION WITH WILL STRONGE</b></p> <p><b>EVENT SPACE</b> Historian Jess Thorne speaks to Autonomy director Will Stronge about the rich history of worker-led tech innovation, focusing on the Lucas Plan in particular. What does democracy of work tell us about possible tech futures? What elements of the Lucas Plan event can be reactivated in today's radically different world?</p> <p>Jess Thorne is a historian and a trade union organiser working in health. She is the author of the report "Worker-Led Innovation: Case Studies and Lessons from History" (forthcoming).</p>
4 pm	<p><b>Introduction session with interactive elements</b></p> <p><b>OPEN SESSION: INTRODUCTION TO CADA</b></p> <p><b>EVENT SPACE</b> Alex Charilaou, <b>CADA</b>; Sean Greaves, <b>Autonomy Data Unit</b>; members of the <b>CADA</b> community</p> <p>CADA!! What is it, why did we set it up, what are we up to, and why does STEM need a shake-up? Less than a year in, we're excited that CADA has mobilised over a hundred STEM students and practitioners to build towards a better future. Want to know more? Join Alex, the CADA National Coordinator, and members of CADA to shape its future.</p>
5 pm	<p><b>Live podcast recording</b></p> <p><b>GOOD ROBOT: LIVE PODCAST WITH HELEN HESTER</b></p> <p><b>EVENT SPACE</b> <b>The Good Robot</b> with Kerry McInerney and Helen Hester</p> <p>Join Kerry from The Good Robot in a live podcast conversation with Helen Hester. The Good Robot is the podcast where technology meets feminism, as Dr Eleanor Drage and Dr Kerry Mackereth ask the experts: What is good technology? Is it even possible? And how can feminism help us work towards it?</p> <p>Helen Hester is Professor of Media and Communication at the University of West London. Her books include Xenofeminism (Polity, 2018), After Work: The Politics of Free Time (Verso, 2023, with Nick Srnicek) and Post-Work (Bloomsbury, 2025, with Will Stronge).</p>
12-2 pm 3-6 pm	<p><b>Collective game making, drop-in and drop-out, or stay all day!</b></p> <p><b>TWINERY: USING TECH TO ENVISAGE THE NEXT FIVE YEARS OF UK POLITICS</b></p> <p><b>4TH FLOOR</b> Keir Milburn, <b>Red Plenty Games</b>; Will Stronge, <b>Autonomy</b></p> <p>Drop-in to this session to help make a sci-fi game about the next five years of UK politics!</p> <p>We'll be using a simple browser-based app called Twine to help make a choose-your-own-adventure game that festival goers will be able to download and play the next day at the showcase.</p> <p>This will be a fun, imaginative and politically spicy exercise in political imagination and strategy. Working in teams, we will be mapping out what we think the various twists and turns of politics might be in the years to come, and plotting multiple storylines for the player to navigate. (Think climate events, protests, strikes, political backstabbing, geopolitical conflict, etc.)</p> <p>No previous experience or skillset needed: just a political imagination!</p>
12-4 pm	<p><b>Stalls in the Common Room</b></p> <p><b>TECH TRANSFORMED EXPO</b></p> <p><b>COMMON ROOM (2ND FLOOR)</b> Meet organisations working in and around progressive tech. There'll be demos, space for networking and a chill-out zone.</p>
12-6 pm	<p><b>A space for laptop work of any kind</b></p> <p><b>THE HACK SPACE</b></p> <p><b>GUY DEBORD ROOM (2ND FLOOR)</b> In the large meeting room next to the Common Room you'll find a space for any work you might want to put in for the two showcases on the Sunday (or anything else for that matter!) Anyone is welcome: who knows, you might think of a new idea that you want to collaborate with someone on right there and then!</p>

SUNDAY	
11-2 pm	<p><b>A Space for laptop work of any kind</b></p> <p><b>THE HACK SPACE</b></p> <p><b>COMMON ROOM (2ND FLOOR)</b> In the large meeting room next to the Common Room you'll find a space for any work you might want to put in for the two showcases later in the afternoon. Anyone is welcome: who knows, you might think of a new idea that you want to collaborate with someone on right there and then!</p>
12-2 pm	<p><b>TWINE GAME SHOWCASE: PLAY THE NEXT FIVE YEARS OF UK POLITICS</b></p> <p><b>EVENT SPACE</b> After a full-day of political imagining and strategising on the Saturday, the teams will be ready to showcase their game on the Sunday to the rest of the festival goers. We'll talk through the decisions we made and the storylines we came up with. Crucially, attendees will be emailed the game file so they can download it and play on their browsers. If you're keen to follow along in real-time, bring a laptop!</p>
2-4 pm	<p><b>Stalls in the Common Room</b></p> <p><b>TOOL AND DATA SHOWCASES</b></p> <p><b>COMMON ROOM (2ND FLOOR)</b> We're running 2 friendly competitions in the lead up to, and during, Tech Transformed: get involved!</p> <p><b>1 Tech Showcase: what have you built?</b>                  We'll be giving attendees the opportunity to showcase something they've built, around two possible themes: "Tech for the Many" or "Tooling up Campaigns".</p> <p>Whether it's a web app that facilitates recruiting new union members in your workplace, or an interactive online map that highlights companies across the UK most complicit in extractive industries, or something else mad, cool and useful - we want to see it! We'll be showcasing the best of this tech on the Sunday afternoon, so you can either submit something before the event or spend time in the hack Space adding the finishing touches.</p> <p><b>2 Say Yes to ONS: Database Combination Comp</b>                  Time to get creative with the UK's most underrated data service. We'll be giving attendees the opportunity to showcase some innovative work they've done that combines datasets in interesting, innovative or surprising ways.</p> <p>There is just one parameter: you MUST use at least one ONS dataset in your submission.</p> <p>It could be an interactive map that plots social media posts alongside economic data, a study that combines satellite data on green Spaces in the UK and geographic health data, or something else entirely! We want to see you show off your skills.</p> <p>We'll be showcasing the best of these on the Sunday afternoon, so you can either submit something before the event or spend time in the hack Space adding the finishing touches.</p>
12-4 pm	<p><b>Interactive gaming session from our sister festival</b></p> <p><b>DAYBREAK BOARD GAME</b></p> <p><b>GUY DEBORD ROOM (2ND FLOOR)</b> <b>Games Transformed</b> team.</p> <p>In collaboration with our sister festival Games Transformed, we bring you... Daybreak! In Daybreak, players work together to build a global Green New Deal: decarbonise the world's political economy while ensuring a just and safe future for all. Come and try it out, and make sure to book your Games Transformed ticket for June now!</p> <p><a href="http://daybreakgame.org">daybreakgame.org</a></p>