



Poble Sec Col-lectiva

PREVIEW: Friday 3 October, 18:00–22:30

OPENING: Friday 10 October, 18:00–22:30

Duration: 3–31 October 2025, Tuesday to Saturday, 15:00–20:00 (or by appointment)

Col-lectiva brings together art, ethical industrial design, hand-drawn code and visual narrative, celebrating the active talents of Barcelona's Poble Sec neighbourhood. Its inaugural edition takes "creation" without the use of artificial intelligence as its guiding thread, shaped solely by human intuition.

Hosted by mono30, a space dedicated to exploring the Anthropocene and the expanded condition of humanity, the exhibition investigates how we create, play and narrate in a time of planetary urgency—through small-scale local actions, meaningful intentions, and a reflective use of materials, techniques and content.



Carmen Barca (Graphic Design)

Carmen Barca's practice emerges more from intuition than from academic training, guided by a strong geometric sensibility and a visceral digital process. Forms do not merely speak to her; they shout. Her work is raw, experimental, and rooted in a highly personal visual order. Drawing, erasing and reworking are essential gestures within a spontaneous trajectory in which intuition takes precedence over rules.

[instagram.com/drawnfeeling](https://www.instagram.com/drawnfeeling)



Christiana Beck (Oil Painting)

Christiana Beck is a painter working with oil and ink, inspired by the slow and layered nature of process. Her work reflects movement and growth, in parallel with her artistic trajectory and her experience in *Montessori* education. Like a child learning through trial and error, each painting unfolds gradually, embracing imperfection and exploration.

[christianabeck.com](https://www.christianabeck.com)



Oriol Garcés (Furniture Design)

Oriol Garcés is a furniture and interior designer. His practice emerges from the dialogue between craftsmanship, simplicity and functionality. Each piece arises from the desire to create useful, durable objects imbued with spirit—objects that connect with both space and people. He works primarily with solid oak and organic materials in natural tones, consistently seeking a warm, serene and timeless aesthetic.

[instagram.com/nus.estudi](https://www.instagram.com/nus.estudi)



Fernando García / David Rodríguez (Interactive Design)

Fernando García and David Rodríguez draw on their background in video-game development to create interactive environments that are at once playful and provocative. Their work originates at the intersection of craftsmanship, play and technology. They create projects ranging from small arcade machines with alternative controls to large-scale live multiplayer installations.

[fernandog.cat](https://www.fernandog.cat)



Sebastián Salazar Claro (Cinema)

Recent recipient of the first "Work in Progress" award at the Huesca International Film Festival with his short film *La ciudad de los dioses* (2026), he has also qualified for the *Academy Awards* with *En el cielo me dejas caer* (2020) and *Alma* (2023), works that address family issues and the challenges of coming of age in vulnerable contexts.

[instagram.com/_s_claro/](https://www.instagram.com/_s_claro/)



Stefano Vuga (Game Design)

Stefano Vuga is a designer, author and illustrator whose creative path interweaves graphic design, narrative and inclusive technologies. Based in Barcelona, he develops independent projects and children's books inspired by memory, play and visual poetry. He is the co-creator of *Giulia-CC*, a 3D-printable tactile tool for visually impaired children, which combines imaginative design with social purpose.

easychair.org/publications/paper/kS1b/open