

The story of TinyTable

The original idea of the TinyTable was born long before the pandemic in cooperation with young refugees.

The main occupation of many in the shelter, besides watching videos, was to try to stay in touch with the family that remained in the war zone. The only private space in the property was her bed. The idea was to design and create something together through non-verbal communication such as gestures and action. Among other objects, some began to build a holder for their smartphones.



Since the situation during the pandemic was now similar for most of the population, the artist George Samper (aka Jörg Spamer) resumed work on this project in cooperation with other artists. The result is an object that can also be used and further processed as a book, tablet or laptop holder.

The TinyTable is not a finished product but is ultimately designed and redesigned by those who use it.

All those through whose hands the parts of the TinyTable pass thus take part in a collective process of creation. All participants hand over their creative input to the next person.

Parallels to the global upheaval 100 years ago can be felt here. The approaches of the modernist reformers and artists of the time (Bauhaus and New Frankfurt) can be found concretized in this project and object to today's challenges.



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