

## **MindSpaces Open Call Artist Residencies**

### **General Overview**

MindSpaces is a Lighthouse project belonging to the STARTS initiative. The main goal of the Starts is the inclusion of artists in innovation projects funded by the research programme [Horizon 2020](#). To encourage collaboration of research projects and artists, starts funds [starts residencies](#) of artists in technology institutions and of scientists and technologists in studio of artists.

MindSpaces is a rich and complex project where artists are meant to collaborate at all levels with the partners and the different methodologies and techniques. The support of the EC allows MindSpaces to offer residencies, which could last for up to 12 months. This long-term approach adds incentive for outstanding artists, enhances the potential for outstanding transferable results and allows time for residents to integrate into the research framework. Furthermore, it reflects the very notion of a Lighthouse project.

MindSpaces will offer a number of artist residencies. Residents will become part of the research team, which aims to develop, implement and assess art installations that will highlight the cultural significance of urban sustainability issues, as well as offering potentially paradigm-shifting designs of indoor work and living environments.

MindSpaces ([www.mindspaces.eu](http://www.mindspaces.eu)) is a 3y research project financed by the European Commission STARTS/Lighthouse projects started on Jan 1th 2019. In this project artists, scientists, architects, engineers and technology experts closely collaborate under a novel working model scheme to propose innovative designs to address societal challenges faced by cities as they expand, and the evolving needs in functionality and emotional resonance of modern day workplace and housing interiors. Art has the capacity to transcend established theoretical and conceptual frames and act in cross-disciplinary ways, as it provides space for what is called as "lateral" thinking, that is to address issues with an 'out of the box' approach.

MindSpaces Residencies are cross-disciplinary residencies of a collaborative nature. They offer no fixed accommodation, but include required travel to partner laboratories, research hubs and meetings. Interested applicants are

expected to read the project description and propose a specific project, which contributes to the spirit and objectives of MindSpaces. The residency is open to artists of all types and experience, but preference will be given to those whose practices have previously engaged with science, emerging technologies, and/or interactive installations, AR/VR installations, architectural design and art in public spaces.

Successful applicants will receive a lump sum of 40.000eu max for a duration of 12 Mo that includes travel and material budgets. This can be paid in installments and is conditional on monitoring of the progress. Residents will be expected to achieve their project aims, contribute to the overall project and write a report of their experience as a member of the MindSpaces team.

### **Open Call & Requirements**

*General.* The call is open worldwide. The residency requirement is that a minimum of 30% of the time has to be spent on the premises with the main collaboration partner(s). Details of the procedure are found on the projects website (<http://mindspaces.eu/open-call/>) and the submission procedure uses the website including links to the Starts residencies platform.

*How to submit.* The submission should contain 2 documents.

- Doc 1 (max 1p) describes the qualification of the artist for this call, the main theme of their planned contribution and its technological focus, the budget and targeted length of residency.

- In Doc 2 (max 4pp) artists will be asked for their CV, images or video of 5 recent works and answers to the following questions:

1. What is your motivation for joining the MindSpaces research team? (max 300 words)
2. What do you intend to achieve with this residency? How will these achievements contribute to the project aims and research? (max 500 words)

3. How does this relate to your practice and the issues your work explores?  
(max 500 words)
4. How will you allocate the available budget? (max 250 words)
5. Do you expect to produce artworks or other tangible results as part of this residency? What is your expected contribution to the project and research?  
(max 250 words)

### **Communication of Open Call**

The Open Call is circulated through the networks of project members, the STARTS community, the Vertigo platform, and through other available networks as well with as additional announcements made in key art channels: e-flux, art and education, and submitted to all key art media.

### **Selection**

Following the internal preselection based on Doc1, the selection will be done by an international jury that includes the MindSpaces Open Call Committee (the 4 internal members of the project (AN, ESP, Moben, UM) and led by UM). External members (max 4-5) consist of experts from three STARTS components (science, technology, arts) and the jury is administratively assisted by the residency manager. They will review the applications after a first preselection by the OCC including an administrative and technical screening. They will review approximately 3-4 times the available residency budget for the call, agree on a ranking and report results to the coordinator.

Besides the international jury, there will be an Advisory board that will contribute to the visibility and success of the residencies.

## **Residency Management**

The residence program office is in charge of preparing the publication of the Call, monitor the submissions on the various platforms, establishing technical conformity with the call requirements, prepare the list of submissions for the external jury, assist the external jury with all aspects of its functioning. The office will assist residents in organizing travel, material and communication with partners. A core task will be the follow up of the residencies once they started. Externally, the office will communicate with relevant media and potential partners for exhibitions, artist talks and other important manners of additional project dissemination.