



ROBOTS AND AVATARS - Collaborative and Intergenerational Futures

**Call for development commissions and exhibits
Guidelines for entry**

Deadline: Wednesday 7th September 2011

We invite submissions to this Call for Development Commissions and Call for Exhibits

The Jury will **select two Development Commissions** and additionally **a minimum of six existing works**. Lead producer and concept developer of this **EU Culture** project is **body>data>space** and the partner for the commissions is **National Theatre** in London.

The exhibition will tour to **FACT**, Liverpool (UK) where it will premiere in March-May 2012; **AltArt**, Cluj-Napoca (Romania) in June/July 2012 and **KIBLA** (Slovenia- as part of Maribor 2012, European Capital of Culture) in October/November 2012. The Exhibition will tour to other European and Asian venues (tbc) across 2013-15. The Exhibition is part of a wider programme of activities, a project supported by the **European Union Culture Programme** (2007-13).



Call for exhibits and development commissions

About the Exhibition

Robots and Avatars - our colleagues and playmates of the future

Robots and Avatars - our colleagues and playmates of the future will be
> **experiential** > **challenging** > **educative** > **intergenerational** > **playful** > **interactive** > **high quality** >.

The Call for Exhibits and Call for Development Commissions will be co-curated by the Jury within the following themes:

- **Body representation** - the development of the representation of the self and others through avatars and robots (including the use of tele-presence, virtual worlds and real time presence) - multi-identity, mobility, virtual / physical blended space.
- **A future world of collaboration** between physical and virtual forms, enabled by new forms of representation in blended worlds.
- **The future world of work and play**
- **The emergence of the European (virtual/physical) citizen**

Your proposal may respond to one or a combination of these themes.

The exhibition will have a focus on young people, families and intergenerational exchange and the presentation of your work within this context should be detailed within your proposal

Works which enable participation and Interactivity for the visitor are encouraged - the Jury aims to create a journey through/with integrated activities from the range of exhibits selected.

Works approaching mobility and/or immersion works are of interest

Historical and pioneering works are relevant as long as in good condition for public viewing and touring.

Concept relevant rather than technology led projects will be prioritised.

Works suggesting cultural scalability (global/local), mobility (of workers, players, artists/designers, data/content, new distribution platforms) and employability (jobs of the future) are of interest.

Artists need to be European or based in Europe for the core of their work.



Conceptual Framework

Robots and Avatars is an intercultural, intergenerational and interdisciplinary exploration of a near future world consisting of collaborations between robots, avatars, virtual worlds, telepresence and real time presence within creative places, work spaces, cultural environments, interactive entertainment and play space.

It addresses the issues, ethics and concerns for European cultural and creative industries professionals producing work involving new representational forms of themselves and others, in virtual and physical worlds. It examines multi-identity evolutions and virtual mobility in increasingly blended virtual/physical domains and looks at the creative collaboration and training methodologies emerging from this. It also explores the emergence of the European (virtual/physical) citizen.

The following words and areas, although by no means definitive, can be taken into consideration for this Call:

Robotic Futures, Virtual Training Grounds, Avatar Performers, Virtual Mobility, Artificial Intelligence, (Virtual) Behaviours and Ethics, Virtual Identity Maintenance, User Generated and Crowdsourced Content, Cyborg Citizens, Digital Civic Participation, Virtual Intercultural and Intergenerational Engagement, Social Integration and Inclusion, Gestural/Emotional Interfaces, Interactive Immersion, Rapid Prototyping, Open Products and Postcode Manufacturing, Sensing Technologies, Mixed/Augmented Realities, 3D Narratives, DIY Holograms, Media Facades, Haptic Tools, Creative Learning Methodologies, Digital Literacy, Digital Well Being and Active Aging, Educational Gaming, Virtual Psychologies, Tele-presence and Intuition, Blended Virtual Physical Environments, Bio-technologies, DIY culture, Wearables, The Distributed Self, The Personalised Toolkit, The Future World of Play, The Future World of Work

We welcome your own definitions, languages, phrases and concepts.

About the Programme

Aims and Objectives

Through a distinctive European programme of cultural activities Lead Co-organiser body>data>space (UK) and Co-organisers KIBLA (SI) and AltArt (RO) plus 11 associate partners (from 5 European countries and Canada) will engage in a dynamic collaboration process to deliver Robots and Avatars. The project as a whole comprises of an interwoven set of activities including **artist commissions, a touring exhibition, learning experiences, debates, an intergenerational camp, an evolving website research resource and a book.**

These activities will engage a wide range of artists, designers, cultural players, academics, scientists, public service sector and commercial sector specialists, educationalists and other recognised experts. The project will network knowledge to foster intergenerational cross sector connections throughout the European Union and internationally. Robots and Avatars will also embed itself in the 2012 European Year of “Active Ageing and Intergenerational Solidarity” and present into Maribor 2012 - European Capital of Culture, Slovenia.

It will be a driver for change and growth, a learning exchange enabling a value chain of shared expertise from research to product to public. The long term aim is a sustained co-operation, a knowledge network that will extend the understanding of working and creating in a 21st century world of virtual/physical co-operations.



Project Background

The European project Robots and Avatars has emerged from an action research initiative 'Robots and Avatars UK' undertaken by body>data>space (concept and production) and the National Endowment for Science Technologies and the Arts (NESTA, London) in the UK across 2009 -11.

A range of top level experts and professionals from diverse sectors (academia, culture, science, creative industries, public services and commerce) came together in discussions, forums and debates at NESTA to explore how young people will work and play with new representational forms of themselves and others in virtual and physical life in the next 10-15 years. The sessions also integrated a range of age groups from 14 years old to over 70.

'Robots and Avatars - our colleagues and playmates of the future', an education focused initiative, ran alongside and fed into the NESTA's Young People's programme 'idiscover'. Through multiple interventions into schools across the UK, we have been delivering a set of innovative Learning Experiences which are helping to develop the types of skills sets, aptitudes, resources and methodologies that young people will require for the workplace of the future (given that many of the jobs they will do have not yet been invented).

The action research outputs and resources for students, researchers, teachers and others (reports, videos, links, blog) can be explored at <http://www.robotsandavatars.net>.



Guidelines for Entry

Summary

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6. Selection
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Timeline

Stage 1 Deadline: Wednesday 7th September 2011 (12 BST)

Stage 2 Deadline: Monday 3rd October 2011 (12 BST)

Final Selection: Thursday 13th October 2011

Open Call Categories

This **Open Call** falls into two categories:

Call for Development Commissions

We will be awarding two development commissions at €15,000 each. These commission awards are oriented towards new and ongoing works which fit the context of the Exhibition as outlined in the Call for Exhibits and Development Commissions Brief. The work needs to show how it will benefit from development in order to be exhibited in final and complete form as part of the Robots and Avatars Exhibition. The commissions will be co-produced by body>data>space and the National Theatre, London. Projects must be original.

Call for Exhibits

We will be awarding a minimum of 6 existing work's €500-2000 each dependant on the proposal. The work needs to be transportable and to be able to tour easily to several countries. The size and technical scale of the work needs to be reasonable and supportable by technical crews in the various galleries/spaces that are being considered. We are looking for completed works rather than demo pieces. Projects must be original.



Who can apply?

Artists/designers and others from any background can apply and are expected to have experience delivering professional projects.

Applicants must demonstrate a commitment to high quality and artistic merit. Quality and merit relate to innovation, creativity, vision, originality and the power to communicate and interpret ideas, as well as to the highest possible standards of delivery in all aspects of a project's development and implementation. Concept led, not technology led projects will be prioritised.

The type of work is open - we welcome applications from installations, performances, performance / installations, telepresence, sound art, software, kinetic art, architecture, AV based work, hung work, gaming, models, robotics, virtual worlds etc – your vision will lead us!

Artists need to be European or based in Europe for the core of their work.

Application Process

Applications are accepted from individuals, groups, or collectives as well as recognised organisations or individuals acting on behalf of entrants. There are no entry fees for the Calls. Each applicant is restricted to two projects applications. In this case, it is only possible for one of the two projects to be selected. Please fill in a separate application form for each project.

Applicants must agree to the Guidelines for Entry, and incomplete or late entries [Deadline Wednesday 7th September- Stage 1 and Monday 3rd October- Stage 2] will not be considered.

STAGE 1

Stage 1 applications will be assessed by the Jury and the 15-20 pre-selected projects will be made public on the Robots and Avatars website on 20th September 2011. The pre-selected project applicants will also be notified by email. The Jury's decision is final.

STAGE 2

The 15-20 pre-selected projects will then need to submit further details to the Jury (Stage 2). They will have **between 20th September and 3rd October** to provide complete information on the conceptual, technical and creation needs, a full budget and touring/maintenance feasibility information. Further information will be sent in the notification email.

This **Stage 2** information will aid the Jury in their final decision, where they will choose a minimum of 6 existing works for the Exhibition and a maximum of 2 works to receive the Development Commissions for the Exhibition. **The final decisions will be announced on the Robots and Avatars website in October 2011.** The selected project applicants will also be notified by email. The Jury's decision is final.



Application Procedure

Please use our online form on the Robots and Avatars website at:

<http://www.robotsandavatars.net/events/call-for-proposals-application-form/>

Please use the **English language** for the application – the Jury is from several countries and this is the common language of the Jury.

If you have any problems using this online form please contact us via submissions@robots@avatars.net.

There are 4 sections in the Stage 1 Application Form:

1. Contact Information
2. About Your Work
3. Technical Information
4. Terms

Please note that this is the first stage of application. We have deliberately kept the information needed minimal to avoid long application procedures for you and for us! If you are successful you will be required to submit fully detailed information about your work in a Stage 2 Application.

Video and audio material must be made available online, either within a site like You Tube or on the applicant's own site. Supporting files images and documents (up to 3MB max each file) can be uploaded via the form or sent via the email address submissions@robots@avatars.net. Please label all supporting materials clearly with the applicant's name.

There are no entry fees for either stage of the call. All notification about selected projects will be by email. Following email notification both Stage 1 and Stage 2 selected projects will appear on the Robots and Avatars website.

Please note that you will receive an email copy of the submitted data so you will be able to check that we have received the information as you intended.

Forms that are sent late or are incomplete or which do not comply with the rules will not be accepted.

IMPORTANT – Please submit your application to submissions@robotsandavatars.net by the deadline of Wednesday 7th September 2011 (12.00 BST). You will be notified by 20th September if your proposal has been pre-selected.



Selection

The Robots and Avatars Exhibition Jury will select a shortlist of proposals from Stage 1 of this Call to go through to Stage 2 of the selection process. The decision will be based on the following criteria:

- Relevance of the Proposal to the exhibition themes;
- The overall curation of the exhibition and the public's journey through the exhibition;
- The extent to which the proposal shows clear artistic direction and future vision;
- The technological choices and their relevance to the exhibition (development of innovative devices, use of existing devices, evolution of existing devices etc);
- The viability of the proposal in terms of delivery, exhibition maintenance and touring;
- The ability of the applicant to achieve the stated aims of the proposal;
- Audience engagement (with an intergenerational focus)

The **Robots and Avatars Exhibition Jury** is made up of the directors from the project co-organisers and partners plus an independent expert from outside Europe. This will be a curational jury to create the exhibition from the call. Stage One will be judged through a structured online process. For Stage 2 the jury meets in early October to discuss all pre-selected projects.

- **Ghislaine Boddington**, Creative Director, body>data>space, London, (UK)
- **Dooeun Choi**, Creative Director, Art Centre Nabi, Seoul, (KR) (online involvement)
- **Peter Tomaž Dobrila** - Advisor for Programme and International Relations, European Capital of Culture Maribor 2012, (SI)
- **Aleksandra Kostic**, President, KIBLA, Maribor, (SI)
- **David Sabel**, Head of Digital Media, National Theatre, London, (UK)
- **Mike Stubbs**, Director, FACT (Foundation for Arts and Creative Technology), Liverpool, (UK)
- **Istvan Szakats**, Director, AltArt, Cluj-Napoca, (RO)



Intellectual Property

The moral, copyright and other intellectual property rights of the work remain with the applicant.

Applicants selected into Stage 2 by the Jury grant the right, free of charge, to present, cite and promote the pre-selected applications on any media as required. The Robots and Avatars logo will be used in all communication material of the co-producers and of the artists.

By participating in this Call organised by Robots and Avatars applicants accept and agree to fully comply with the rules stipulated herein. These rules cannot be contested.



Robots and Avatars - Collaborative and Intergenerational Futures is a project supported by the European Union Culture Programme (2007-13) and is a co-operation between body>data>space (UK) [Lead Organiser], KIBLA (SL), AltArt (RO) with body>data>space partners FACT (Foundation for Arts and Creative Technology), Liverpool and National Theatre, London

Contact

E: submissions@robotsandavatars.net

W: www.robotsandavatars.net

W: www.bodydataspace.net