vertigo

"Adding socio-economic value to industry through the integration of artists in research and open innovation processes"

DELIVERABLE 1.1

« Selection of ICT Projects for First Residencies Call »

Grant agreement no: 732112

Document information:

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Authors:	Thomas Bendig	

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Executive Summary

The collaboration of art and science is gaining more and more traction due to the promise that the idea of injecting creativity, by artists, into R&D&I, science, ICT and innovation projects will introduce new perspectives and out-of-the-box thinking.

The goal of the VERTIGO project is to integrate artists and creators in innovation processes of research and development projects focussed on new information and communication technologies and related technical fields. VERTIGO's aim is to foster the STARTS community and to support the European Commission in transforming the STARTS Initiative[1] into a EU funding policy. STARTS is an initiative of the Digital Single Market.

VERTIGO will support the Commission in transforming STARTS from an experimental initiative in DG CONNECT into a wider EU research funding policy for the future FP9. The strategic timing for action is therefore the second half of 2018 and the whole of 2019: this is the time where the positioning in the definition of the future FP9 will happen.

This deliverable describes the establishment and the activation of a network of European and national funded research projects that are interested and committed in hosting an artist and capable of providing the necessary working environment, infrastructure, support and supervision.

The successful work carried out, led to 39 projects that have been selected for the first Call-for-Artists.

1 http://www.ictartconnect.eu/

SECTION 1 – Planned actions and activities done

As mentioned, the goal of the VERTIGO project is to integrate artists and creators in innovation processes of research and development projects focussed on new information and communication technologies and related technical fields. VERTIGO's aim is to foster and grow the STARTS community and to support the European Commission in transforming the STARTS Initiative[2] into a solid EU funding policy. STARTS is an initiative of the Digital Single Market.

VERTIGO will support the Commission in transforming STARTS from an experimental initiative in DG CONNECT into a wider EU research funding policy for the future FP9. The strategic timing for action is therefore the second half of 2018 and the whole of 2019: that is exactly the time where the positioning in the definition of the future FP9 will happen.

The establishment and the activation of a network of European and national funded research projects are crucial to the VERTIGO project. It was planned to build a base of projects to be able to send 10 artists to a residency in an R&I project. Therefore, the goal was set to find 30, but at least 20 projects that match several criteria as well as are interested in hosting an artist and are capable of providing the necessary working environment, infrastructure, support and supervision to an artist.

This process was planned straightforward assuming some preconditions concerning the availability of contact information that turned out not to be true. Nevertheless, with additional steps and an adapted communication strategy the initial goal was overmatched.

[2] http://www.ictartconnect.eu/

1.1 Original Plan

The original plan was a straight forward process.

Phase 1 **Preparation phase** **(2 weeks)**		**Phase 2** **Contact to Projects** **(4 weeks)**		**Phase 3** **Selection phase** **(2 week)**
Project precondition definition				
Address collection in CORDIS database				
Definition of call text				
Definition of project form				
		Automated mailing to all H2020 ICT projects.		
		Collection of expressions of interest		
		Collection of all required information of interested projects		
				Forming of the selection committee
				Definition of selection criteria
				Ranking and selection of projects

Detailed descriptions of the single process steps can be found in section 2.

Agility and openness of this initial plan were needed for additional steps because four things were recognized during the project:

- There is no contact information available in the CORDIS database for projects running in the current framework programme. This was a big challenge because it was planned to use a huge and complete dataset to contact all projects that could benefit from the VERTIGO project.
- Subsequently, there would be a risk of not reaching the target number of involved projects only through direct contacts. In addition to contacting identified projects as initially foreseen, and in order to increase the dissemination of VERTIGO, it was decided to open a call for projects prior to the call for artistic residencies, which would be relayed by the European Commission to interested partners. This implied to develop in a short time frame some specific

functionalities in the web platform as part of WP3 (online project form) and set up. We thank the DG Connect for its support in disseminating the call to the other units and relevant projects.

- It needs a lot of additional argumentation and discussion to convince technical research projects of the huge potential of having an artist in the project.
- Because a lot of detailed information about the projects and a signed letter of commitment are needed for the application, there should be more time for the projects to submit all necessary information and documents.

1.2 Activities carried out in the WP

Phase 1 (Preparation phase) (4 weeks)		**Phase 2 (Call-for-Projects) (6 weeks)**		**Phase3 (Selection phase) (2 weeks)**
Project precondition definition				
Address collection in Cordis database				
Definition of call text				
Definition of project form				
Development of LoC template				
Manual retrieval of H2020 project contact information				
		Precommunication with external partners		
		Mailing to H2020 ICT projects and prior known projects		
		Explanation of possible benefits		
		Collection of expressions of interest of projects		
		Launch an external call for projects		
		Collection of all required information of interested projects		
				Forming of a Selection committee
				Definition of selection criteria
				Ranking and selection of projects

Detailed descriptions of the single process steps can be found in section 2.

SECTION 2 – The activities in detail

2.1 Project precondition definition

There are currently around 12.000 projects listed in the CORDIS database. To contact only projects where the artist has a chance to influence the innovation process, the Vertigo partners decided to contact only H2020 and national funded ICT projects that will not end before March 2018.

To focus the Vertigo Call-for-Projects on ICT projects, a subset of projects in H2020 ICT calls was used.

2.2 Address collection

A lot of additional time was needed because there was no chance to get a comprehensive collection of the contact information of all relevant project coordinators.

All addresses have manually been retrieved from the projects websites and through further search activities. This was a very time consuming process. Because this was not part of the original project plan, not all H2020 ICT project have been contacted yet. This leaves enough candidates for the 2nd and 3rd call for projects.

2.3 Composition of the call text

The project partners developed a text for the Call-for-Projects that should include a strong motivation and all necessary information for interested projects to reduce the further demand for additional information to a minimum.

The call text includes:

- Introduction
- Motivation
- Benefits
- Preconditions
- Required documents
- Process information
- Deadlines

The full document of the call text can be found in Appendix 1.

2.4 Definition of project description form

The project description form contains fields for all project information that are required in the further steps of the process, by the selection committee and by the artists.

The information gathered with this form is quite complex, but it ensures, that the project must provide it only one time. No additional contacts are necessary, when this form was filled.

This offline form was translated into an online form during the Vertigo project. This reduced the efforts to transfer the information into a database.

2.5 Development of LoC template

With the Letter of Commitment it should be ensured, that the research project:

- integrates the artist into the project organizational and collaborative framework;
- gives the artist access to technologies developed by the project;
- provides a basic working environment for the artist;
- makes its best efforts in order to ensure the success of the residency.
- is aware that it shall openly share information that may be relevant for the residency
- provides all the support and infrastructure possible to ensure the success of the residency

To support the projects in formulating comparable LoCs that contain all these confirmations, Vertigo provided a template to the interested research projects. It can be found in the annex 4.

2.6 Manual retrieval of H2020 project contact information

Because there was no chance to get a list of contact information to the H2020 project coordinators from a central database, the contact information has been retrieved manually.

This time consuming process was carried out in the following steps:

1. Search for the projects website using the CORDIS databse or public search engines.
2. Search through the project site to identify the project coordinator.
3. Search for the coordinators contact information on the website or with public search engines.

Through the manual process, not all relevant projects could have been contacted.

2.7 Pre-communication with external partners

Instead of a contact database, the Vertigo consortium used their own communities and external partners and multipliers to spread the Call-for-Projects. This strategy was successful but demanded more time and personnel resources than planned.

2.8 Mailing to projects

To reduce the amount of work, the projects have been contacted through bulk email sending of a standardized information message (see Appendix 2) that additionally contained the call text, the project description form and the template for the letter of commitment.

2.9 Explanation of the possible benefits and collection of expressions of interest of projects

A lot of further discussion and explanation of possible benefits of an artistic residency in a research project was needed to convince the project coordinators in hosting an artist. It took a lot of phone calls and time to contact some projects several times and talking to them.

2.10 Collection of all required information of interested projects

The collection of all required information and documents from the interested projects for the further process was done manually in the beginning.

For most of the projects it took time to get an authorization to sign the Letter of Commitment.

The use of an online form which enforces the availability of the required information helped to reduce the workload, but also reduced the possibility to contact the projects and explain the goals of the Vertigo project. (see 2.9.)

2.11 Forming of the selection committee

The selection committee decides which of the projects that sent a complete application during the Call-for-Projects will be selected to participate in the Call-for-Artists.

The selection committee was formed of one representative of each Vertigo project partner

Members of the selection committee are:

- Hugues Vinet, IRCAM
- Eurico Neves, Inova+
- Luis Miguel Girao, Artshare
- David Remon, Libelium
- Nicolas Henchoz, EPFL
- Pascal Keiser, Association Culture Tech
- Thomas Bendig, FhG

2.12 Definition of selection criteria

In correspondence with all project partners the following selection criteria have been defined:

☑ **Quality of information:**
is the information filled in the on-line form suitable for communication:
quality of writing, quality and resolution of pictures and video, capacity to express technology in understandable language for artist and large audience.

☑**Period of implementation**:
the project should be under execution at the time of the residency

☑ **Capacity to show resources committed to the artistic residency**
(people, tools, possibility to interact with the technology, etc.)

☑ **Scope**:
the ICT-Project should address an important technologic area, such as smart cities, wearable technology, open data, internet of things, cloud computing, etc.

☑ **Innovation potential:**
originality of the ICT-Project and associate technology.

☑ **Target-groups**:
dimension of the target-group (e.g. type of actors, activity areas, geographic dispersion) addressed by the technology being developed by the ICT-Project.

☑ **Impact:**
Changes and advancement for society or economy

A project must comply with as possible with as many as possible of the criteria to be selected for the call for Call-for-Artists.

2.13 Ranking and selection of projects

The selection committee decided which of the projects that sent a complete application during the Call-for-Projects was selected to participate in the Call-for-Artists. This was done through a ranking using a list of selection criteria that should be met by a project.

A ranking form was developed, containing a matrix of all projects that sent a complete application and their fulfilment of the selection criteria.

Vertigo research project selection sheet

Name:

Please enter 0 or 1 or something between

comments	Summary (do not edit)	Scope	Quality of information	Innovation potential	Period of implement.	Capacity	Target-groups	Impact	Organisation	Contact	acronym	title
	0								INOVA+	Rita Moreira	Brain-Lighting	Neural probes equipped with electric and optical interaction with
	0								Inova DE Gml	Vitor Vieira	CAST	CArdiac measuring Shirt for Telemedicine
	0								INOVA+	Carla Santos	OLA	Organisational Life Assistant (OLA)
	0								Increase Tim	Raquel Sous	KeepCare	The KeepCare® ecosystem
	0								GROW Obser	Deborah Lon	GROW	GROW Observatory
	0								DRAXIS Envir	Panagiota Sy	hackAIR	Collective awareness platform for outdoor air pollution
	0								Oxford Brook	Dr Fridolin W	WEKIT	Wearable Experience for Knowledge Intensive Training
	0								Fraunhofer IC	Dr. Kevin Füc	Car2HC	Car2H
	0								Keysight	Michael Die	TRIANGLE	5G Applications and Devices Benchmarking
	0								Centre Tecnic	Josep Lluís d	SDP	Smart Destination Palma
	0								Centre Tecnic	Josep Lluís d	NIR-VANA	Networking Innovation Room for Added Value Networking Allian
	0								Coventry Univ	Sylvester Arn	BEACONING	Breaking Educational Barriers with Contextualised, Pervasive and
	0								Fraunhofer IS	Dr. Benjamin	JERRI	Joining Efforts for Responsible Research and Innovation
	0								Politecnico d	Gaetano Cas	SPARK	Spatial Augmented Reality as a Key for co-creativity
	0								Fraunhofer IE	Ilona Würtz	Smart Rural Area	Smart Rural Areas
	0								Fraunhofer FI	Dr. Markus E	MONICA	Management Of Networked IoT Wearables – Very Large Scale De
	0								Eurecat	Adan Garriga	BINCI	Binaural Tools for the Creative Industries
	0								University of	Prof. Heiko H	flora robotica	Flora Robotica: Societies of Symbiotic Robot-Plant Bio-Hybrids as
	0								Università di	Firenze	QUIC	Quantum simulations of insulators and conductors
	0								CNRS FEMTO-ST	Institute	PM	Programmable Matter
	0								Wageningen	George Beer	IoF2020	Internet of Food and Farm 2020
	0								TU-München	Florian Röhrl	HBP SGA1	Human Brain Project: Neurorobotics
	0								HPCC Univers	Hanna Skubs	MoeWE	Modular Training to qualify for High Performance Computing
	0								IN srl	Michela Can	C3HARME	NEXT GENERATION CERAMIC COMPOSITES FOR COMBUSTION
	0								IN srl	Michela Can	CUPIDO	Cardio Ultraefficient nanoParticles for Inhalation of Drug prOduct
	0								Lund Univers	Gerda Rents	Bio4Comp	Parallel network-based biocomputation: technological baseline, s
	0								Università de	Gualtiero Vo	weDRAW	Exploiting the best sensory modality for learning arithmetic and g
	0								Universitat P	Rafael Ramír	TELMI	Technology Enhanced Learning of Musical Instrument Performanc
	0								TU Dresden	Jörg Rainer N	U_CODE	Urban Collective Design Environment: A new tool for enabling ex
	0								HPC Center St	Anna Palaiol	ExaFLOW	Enabling Exascale Fluid Dynamics Simulations
	0								Universitat P	Gemma Bole	AMORE	A distributional MOdel of Reference to Entities
	0								FEMTO-ST ins	Laurent Larg	BiPhoProc	New computing machine is explored, inspired by brain processing
	0								Queen Mary U	Andrew McPh	Design for Virtuo	Design for Virtuosity - Modelling and Supporting Expertise in Digi
	0								C/ Energía So	Ana Tajadura	Magic Shoes	Can body-tracking, sound-based wearables alter negative self-pe
	0								The Open Un	Jonathan Rix	ARCHES	Accessible Resources for Cultural Heritage EcoSystems
	0								Universitat P	Xavier Serra	Audio Commons	The Audio Commons Initiative
	0								HPC Center St	Myriam Guec	Urban Lab	Urban Lab—City Quarters 4.0
	0								Stiftelsen SIN	Ovidiu Verme	CREATE-IoT	CROSS FERTILISATION THROUGH ALIGNMENT, SYNCHRONISATI
	0								HLRS	Dr. José Grac	Mont-Blanc 3	Mont-Blanc 3, European scalable and power efficient HPC platfor

Project ranking and selection sheet

This ranking form was filled by every member of the selection committee to evaluate the projects and set priorities. The rankings of all members have been combined to get the final ranking.

Projects with a very low ranking or projects that do not at all comply with crucial criteria have been rejected.

The ranking will also been given to the jury that evaluates the applications of the artists later in the Vertigo project.

SECTION 3 – Projects involved

3.1 Projects selected

The following projects passed the selection committee based on the selection criteria:

(For an illustrated list and a table with administrative project information, see annex 5)

AMORE

AMORE investigates how humans use language to talk about the world, and enables computers to understand us.

ARCHES

How can we use technology to make museums accessible to everyone including people who don't like technology?

BEACONING

Gamified and Pervasive learning environment for 'Anytime Anywhere' learning

BINCI

BINCI will deliver binaural production tools for artists to produce immersive music and audio contents.

Bio4Comp

Research on computers based on biomolecular machines looks for creative solutions.

BiPhoProc

New computing machine is explored, inspired by brain processing concepts, and applied to real world problem.

Brain Lighting

Neural probes equipped with electric and optical interaction with wireless communication to control neurons.

C3HARME

C3harme combines the best features of ceramics to develop a new material for spacecrafts

Car2HC

Car 2 Human Communication; Visualizing machine thoughts

CAST

CArdiac measuring Shirt for Telemedicine

Create-IoT

CRoss fErtilisation through AlignmenT, synchronisation and Exchanges for IoT

CUPIDO

Cupido: inhalable nanoparticles that deliver as simple as breathing a therapeutic to the heart.

DANCE

Create and enable artistic experience of seeing dance and hearing music through tactile sensation

EMOBODIES

Develop and communicate artistic dimension of nonverbal communication using the whole body

ExaFLOW

ExaFLOW addresses algorithmic challenges to enable CFD simulations on exascale supercomputers.

Flora Robotica

symbiotic relationships of robots&natural plants, explore plant-robot societies, produce architectural artifac

GROW

Empower growers with collaborative knowledge to sustain soils and groundtruth European Space Agency satellites

hackAIR

Collective awareness platform for outdoor air pollution

Human Brain Project

Human Brain Project: Neurorobotics

IoF2020

Internet of food and farming 2020

MAGIC SHOES

Can body-tracking, sound-based wearables alter negative self-perception and reduce physical inactivity?

MoeWE

MoeWE designs and conducts training courses to qualify professionals as experts in high performance computing

MONICA

Large scale demonstration of multiple existing and new IoT technologies to improve security and sound quality

Mont-Blanc3

Production of a new type of computer architecture capable of providing more performance and using less energy

NIR-VANA

Business innovation alliances based on trust establishment through Blockchain technologies

OLA

Organisational Life Assistant, a virtual presence that supports instrumental activities of older adults

Programmable Matter

Build mm-scale robots that can stick together. Controlled by a program, this matter can change its shape.

QuNet

Quantum Telecommunication Networks

SDP

Real time tourism distribution on cities based on Big Data and intelligent bots

Smart Rural Areas

Smart Rural Areas - A Future for Rural Regions

SPARK

SPatial Augmented Reality as a Key for co-creativity

TELMI

New interactive, assistive, self-learning technologies for music performance learning

U_CODE

Digital Co-Design Platform for massive citizen participation in urban design

Urban Lab

Exploring new methods and technologies to support participatory planning for a sustainable development

Virtuosity

Design for Virtuosity aims to create new musicial instruments that repurpose the skills of expert performers

VisualMusic

VISUALmusic aims to develop an affordable real time 3D motion graphics solution for creative music industry SM

WEAR

WEAR is mapping the ethical wearable technology and e-textiles ecosystem across Europe.

weDRAW

weDRAW develops multisensory technology to learn maths combined with arts and improve creativeness of children

WEKIT

Artistic exploration of Smart Glasses technology and Augmented Reality applications.

3.2 Projects rejected

Five projects have been rejected by the jury for this first call either because they do not develop any technology or an artist was seen only as a service provider for the content production without any influence on the innovation process.

It is foreseen to keep the contact with these projects in further VERTIGO processes for enhancing their offer for the subsequent calls.

SECTION 4 – Resume

The first Call-for-Projects and the selection of the projects have been successfully mastered with joined effort of all project partners and communication support by the European Commission.

The intially planned process had to be adapted and extended since a lot of additional time was needed because there was no chance to get a comprehensive collection of the contact information of the relevant project coordinators.

Finally, 39 interesting projects with diverse research topics and technologies out of 44 submissions have been selected. These projects are really interested and committed to host an artist.

The call for artists is now open and it may happen that not all projects will receive applications of the artists. This will give some hints about the type of projects/initiatives that are most attractive to artists – which can be helpful to prepare the next call.

This first call intends to fund 10 residencies and the non-selected projects will be invited to re-apply in the future calls.

References

4 List of the committed and selected projects, available online on the project web platform: http://vertigo.starts.eu/ict-projects/list/

Appendix 1 – Project call text

VERTIGO Call for hosting R&D projects of artistic residencies

The Coordination and Support Action VERTIGO is tasked to organize and fund artistic residencies at partner institutions of interested R&D projects in the field of ICT (Information and Communication Technologies).

VERTIGO is funded under the European STARTS initiative – Innovation at the nexus of Science, Technology, and the ARTS. STARTS promotes in H2020 the Arts as catalysts for an efficient conversion of science and technology knowledge into products, services, and processes. To achieve this objective, VERTIGO will organize and fund residencies of artists in ICT R&D projects.

The artist will work with your project and will contribute to the innovative aspects of the research by bringing an original perspective through artistic practices. Those practices should naturally lead to an original artwork based on the project technology featuring novel use-cases with a high potential of innovation. VERTIGO will also contribute to expose the produced works to the public and to actors of innovation.

Benefits for your project:

- Additional input from a radically different point of view to the innovative aspect of your projects technology by rethinking design, exploring technological limits via art installations, developing unexpected use cases of technology, testing of unusual technical solutions, and working on social acceptance;
- New prospects for innovation, production of new prototypes and new knowledge complimentary to your project;
- Organizational learning through the adoption of new organizational processes for innovation;
- Significant extension of public dissemination of the project activities and technology through VERTIGO high profile events and dissemination channels;
- VERTIGO will fund the artist for the time of the residency and support the match making process of bringing artists and projects together.

Pre-conditions for first residency call (2017):

The project

- is funded through a public European or national program in the field of ICT;
- ends after February 2018;
- is fully committed to integrate the artist into the project organizational and collaborative framework;
- gives the artist access to technologies developed by the project;
- provides a basic working environment for the artist. Optionally: provides a technical infrastructure for hosting the artwork production process (otherwise will be supported by a Producer third party brought by the artist).

Process of selection and implementation:

- Interested projects fill a form presenting their activity, technology and hosting offer;
- A list of projects will be established from which the artists can choose;
- A call for artistic residencies will open to artists on March 2017 with submission deadline May 14, 2017. Artists select one project from the list and present their residency project idea;
- An international jury will select the best residencies projects;
- The selected residencies will start from earliest in September 2017;
- A co-production contract will be signed between all concerned parties including the partner of the ICT project in charge of the residency.

Applications shall be submitted to: vertigo@iuk.fraunhofer.de

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VERTIGO is supported by the H2020 Program of the European Commission in the framework of STARTS (Science, Technology and the ARTS) initiative of the DG Connect.

More information about VERTIGO can be found at: http://vertigo.starts.eu

Appendix 2 – Mailing text

Subject: A Support Action could organize and fund a residency of an artist in your project

Dear Project Coordinator,
You receive this mail as Coordinator of an ICT related R&D project.

The Coordination and Support Action VERTIGO is tasked to organize and fund artistic residencies at partner institutions of interested R&D projects in the field of ICT (Information and Communication Technologies) and related topics.

VERTIGO is funded under the H2020 Program of the European Commission in the framework of the STARTS initiative – Innovation at the nexus of Science, Technology, and the ARTS.
STARTS promotes in H2020 the Arts as catalysts for an efficient conversion of science and technology knowledge into products, services, and processes.
To achieve this objective, VERTIGO will organize and fund residencies of artists in ICT R&D projects.

The artist will work with your project and will contribute to the innovative aspects of the research by bringing an original perspective through artistic practices.
Those practices should naturally lead to an original artwork based on the project technology featuring novel use-cases with a high potential of innovation.
VERTIGO will also contribute to expose the produced works to the public and to actors of innovation.

Benefits for your project:

- Additional input from a radically different point of view to the innovative aspect of your projects technology by rethinking design, exploring technological limits via art installations, developing unexpected use cases of technology, testing of unusual technical solutions, and working on social acceptance;
- New prospects for innovation, production of new prototypes and new knowledge complimentary to your project;
- Organizational learning through the adoption of new organizational processes for innovation;
- Significant extension of public dissemination of the project activities and technology through VERTIGO high profile events and dissemination channels;
- VERTIGO will fund the artist for the time of the residency and support the match making process of bringing artists and projects together.

You can find more information about the process in the attached Projects Call Text.
If you are interested, please fill the attached project information form and send it back (together with an Letter of Commitment) within 1 week.
Applications shall be submitted to: vertigo@iuk.fraunhofer.de

VERTIGO is supported by STARTS (Science, Technology and the ARTS) initiative of the DG Connect.
More information about VERTIGO can be found at: http://vertigo.starts.eu

Best regards.

Appendix 3 – Project description form

Vertigo Project Description Form

For a temporal residency of an artist in an ICT related research project

The information is used for a call for residency to find a suitable artist, interested in supporting the innovation process with his creative ideas and work.

PRIVATE CONTENT	To be available only to Vertigo partners and artists upon successfully obtaining the residency (except letter reserved to VERTIGO)	
Project Contact Details	**Name**	
	Position	
	Street Address	
	Phone	
	Mobile	
	Email	
Project description *(500 – 1000 words)*		
Letter of commitment by project coordinator	Written on behalf of the whole project consortium, this letter will commit in implementing the collaboration of a residency application selected by the VERTIGO jury, on the conditions set by the project (in annex of letter : synthesis of all related information entered by project).	
Persons from organization / ICT Project who will be part of the project team *(preliminary)*		

PUBLIC CONTENT	To be published only for ICT-Projects selected by the consortium
Project Name	
Project Website	
Affiliation	
Very short description of challenge / technology *(110 characters max)*	To be used for wider communication strategy (eg summaries and Twitter)
Project description *(50 – 100 words)*	
Description of the project technology to be made available to artists + challenges it produces *(100-200 words) (must include the elements to be made available to the artist with sufficient functional and implementation details for enabling him/her to elaborate his/her technical approach).*	
Description of the challenges faced by the ICT-Project *(100-150 words)*	
What the project is looking to gain from the collaboration and what kind of artist would be suitable *(100 – 150 words)*	
Resources available to the artist *(50 – 100 words) e.g. office facility, studio facility, technical equipment, internet connection, laboratory, and periods of availability for artistic production, staff possibly allocated to the project, available budget for travel, consumables and equipments, etc.).*	
5 key words to describe project and challenge	
3 key images for inspiring the artists + any video content available	
Possible period of implementation *(must be part of the project implementation workplan)*	

Please send this form back to vertigo@iuk.fraunhofer.de

VERTIGO is supported by the H2020 Program of the European Commission in the framework of STARTS (Science, Technology and the ARTS) initiative of the DG Connect.
More information about VERTIGO can be found at: http://vertigo.starts.eu

European Commission

Appendix 4 – Template for Letter of commitment

Your Address

To:

Fraunhofer ICT Group
Thomas Bendig
Anna-Louisa-Karsch-Str. 2
10178 Berlin

Subject: Letter of Commitment for the Vertigo Artistic Residencies Programme

Our project ….. is interested in hosting an artist funded by the Vertigo project.

If our project is chosen by the jury, we confirm to

- integrate the artist into the project organizational and collaborative framework;
- give the artist access to technologies developed by the project;
- provide a basic working environment for the artist;
- make our best efforts in order to ensure the success of the residency.

I am aware that we shall openly share information that may be relevant for the residency with the artist and provide all the support and infrastructure possible to ensure the success of the residency.

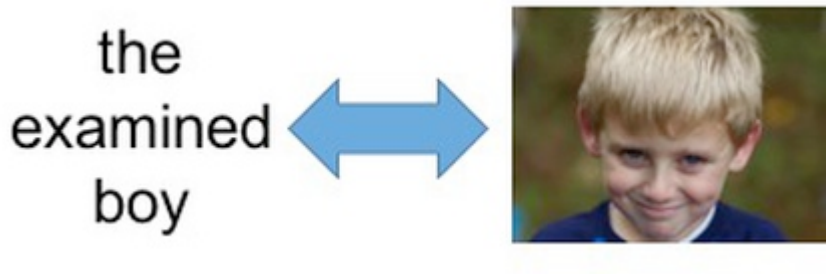
Further details like start date and duration are to be defined later.

Best regards.

<Name>

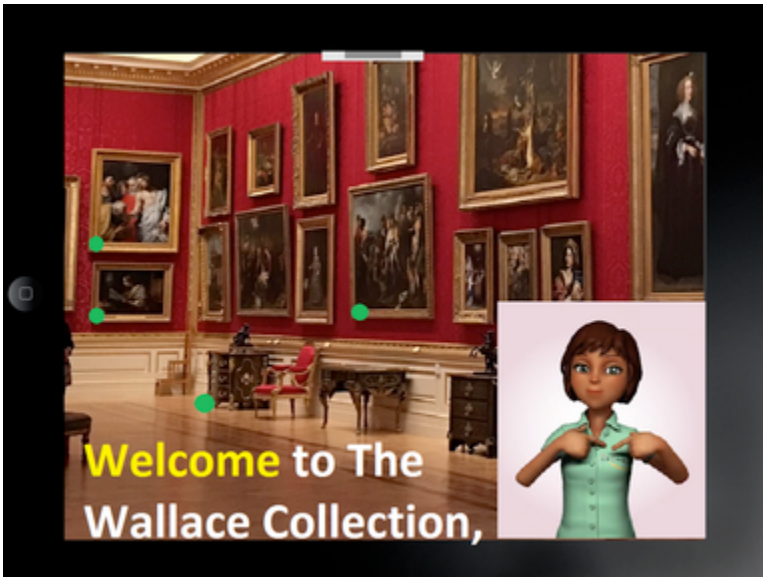
Signature Date

Appendix 5 – Visual list of selected projects



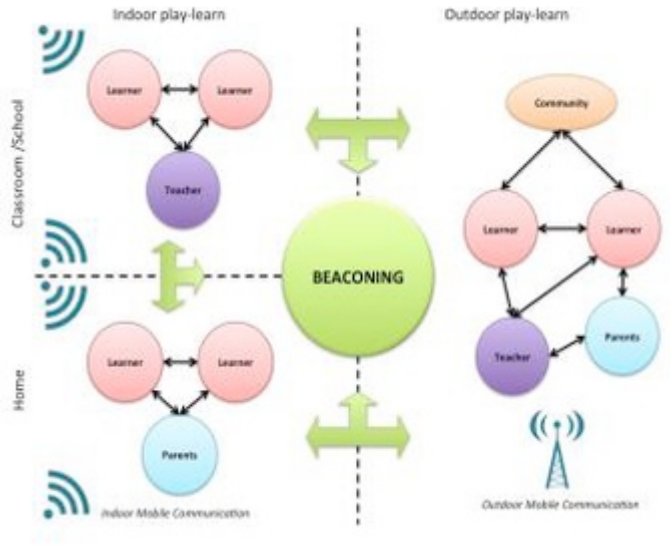
AMORE

AMORE investigates how humans use language to talk about the world, and enables computers to understand us.



ARCHES

How can we use technology to make museums accessible to everyone including people who don't like technology?

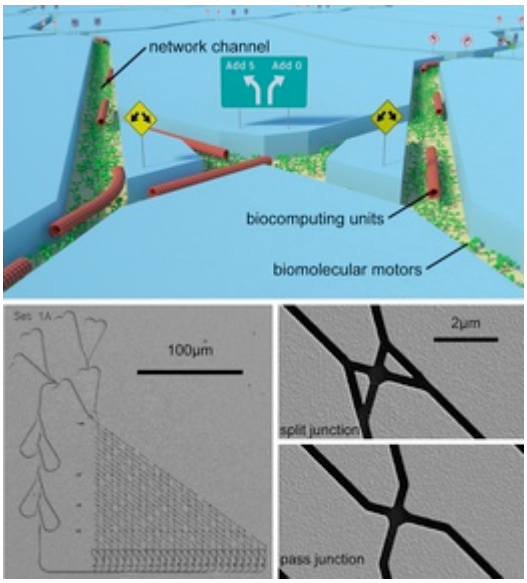


BEACONING

Gamified and Pervasive learning environment for 'Anytime Anywhere' learning

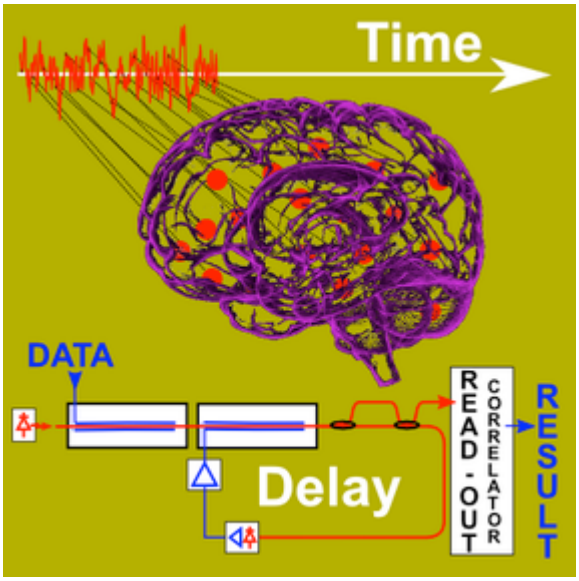
BINCI

BINCI will deliver binaural production tools for artists to produce immersive music and audio contents.



Bio4Comp

Research on computers based on biomolecular machines looks for creative solutions.

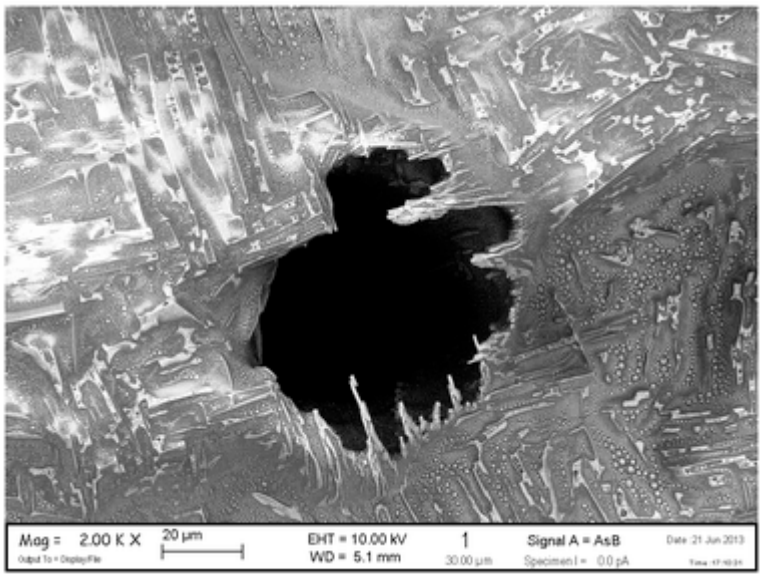


BiPhoProc

New computing machine is explored, inspired by brain processing concepts, and applied to real world problem.

Brain Lighting

Neural probes equipped with electric and optical interaction with wireless communication to control neurons.



C3HARME

C3harme combines the best features of ceramics to develop a new material for spacecrafts

Car2HC

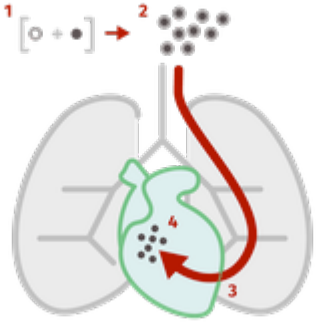
Design Challenge: Car 2 Human Communication; Visualizing machine thoughts

CAST

CArdiac measuring Shirt for Telemedicine

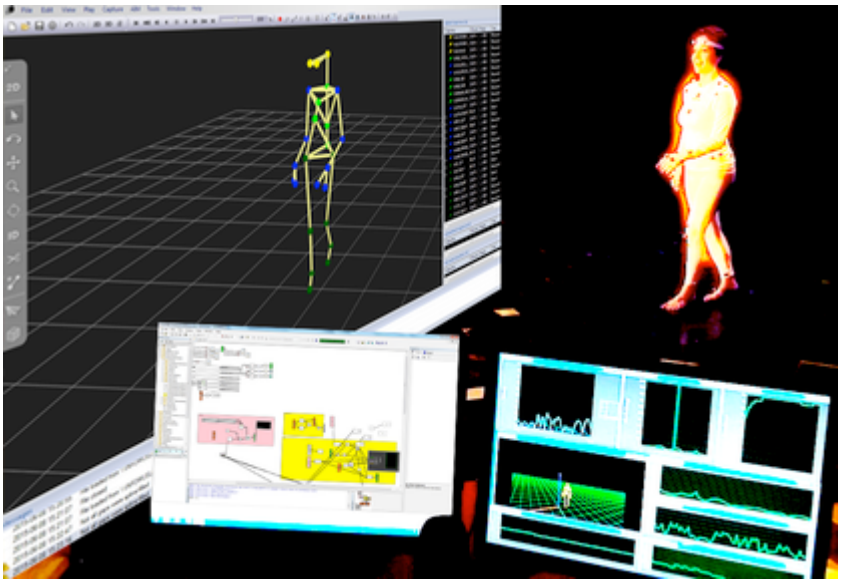
Create-IoT

CRoss fErtilisation through AlignmenT, synchronisation and Exchanges for IoT



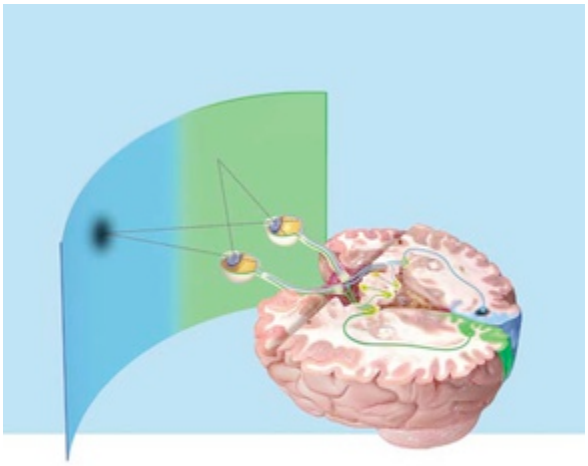
CUPIDO

Cupido: inhalable nanoparticles that deliver as simple as breathing a therapeutic to the heart.



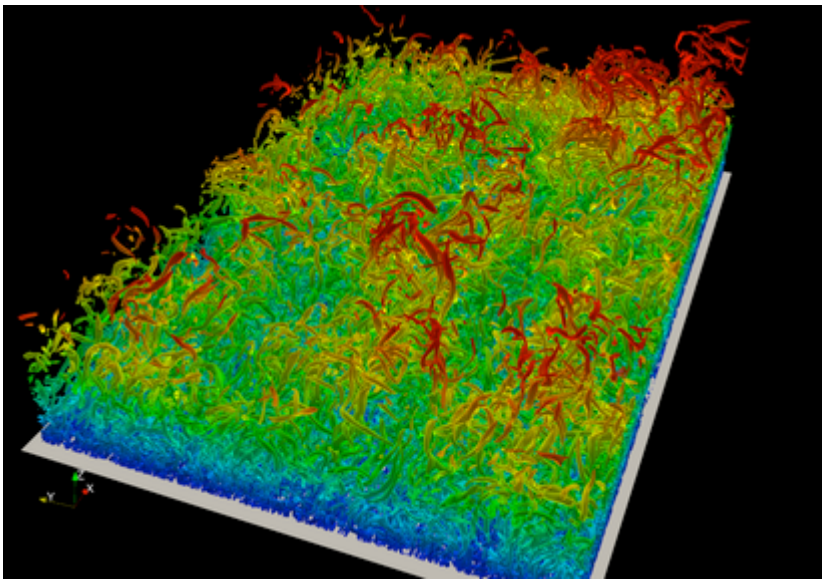
DANCE

Create and enable artistic experience of seeing dance and hearing music through tactile sensation



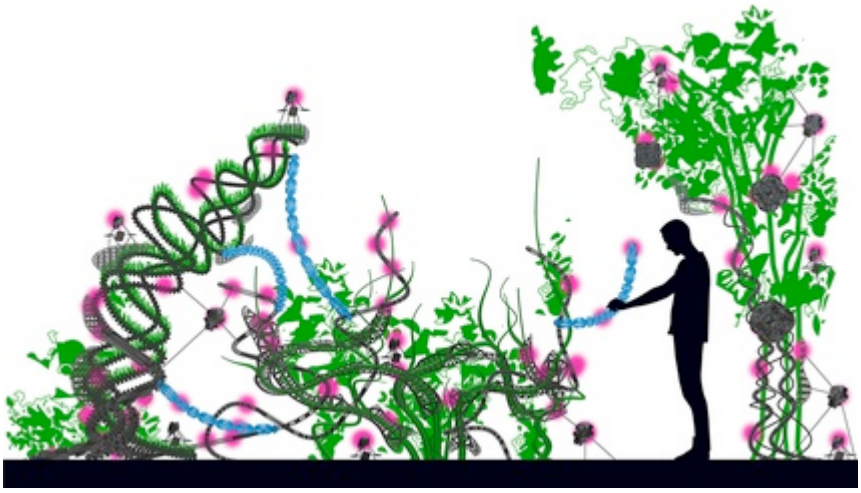
EMOBODIES

Develop and communicate artistic dimension of nonverbal communication using the whole body



ExaFLOW

ExaFLOW addresses algorithmic challenges to enable CFD simulations on exascale supercomputers.



Flora Robotica

symbiotic relationships of robots&natural plants, explore plant-robot societies, produce architectural artifac

GROW OBSERVATORY

GROW

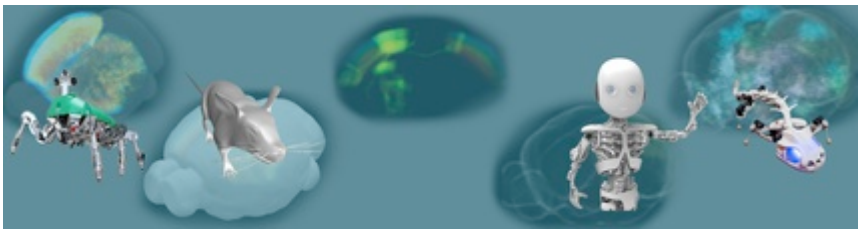
Empower growers with collaborative knowledge to sustain soils and groundtruth European Space Agency satellites

hackAIR

COLLECTIVE AWARENESS FOR AIR QUALITY

hackAIR

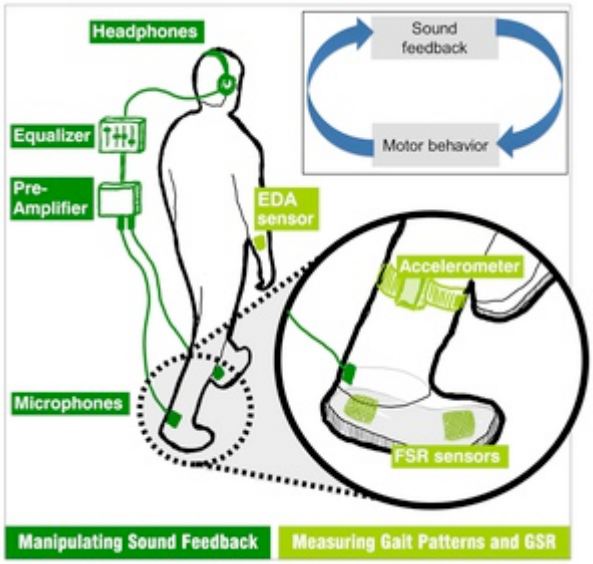
Collective awareness platform for outdoor air pollution



Human Brain Project : Neurorobotics

IoF2020

Internet of food and farming 2020



MAGIC SHOES: Can body-tracking, sound-based wearables alter negative self-perception and reduce physical inactivity?

MoeWE

MoeWE designs and conducts training courses to qualify professionals as experts in high performance computing

MONICA

Large scale demonstration of multiple existing and new IoT technologies to improve security and sound quality

Mont-Blanc3

Production of a new type of computer architecture capable of providing more performance and using less energy

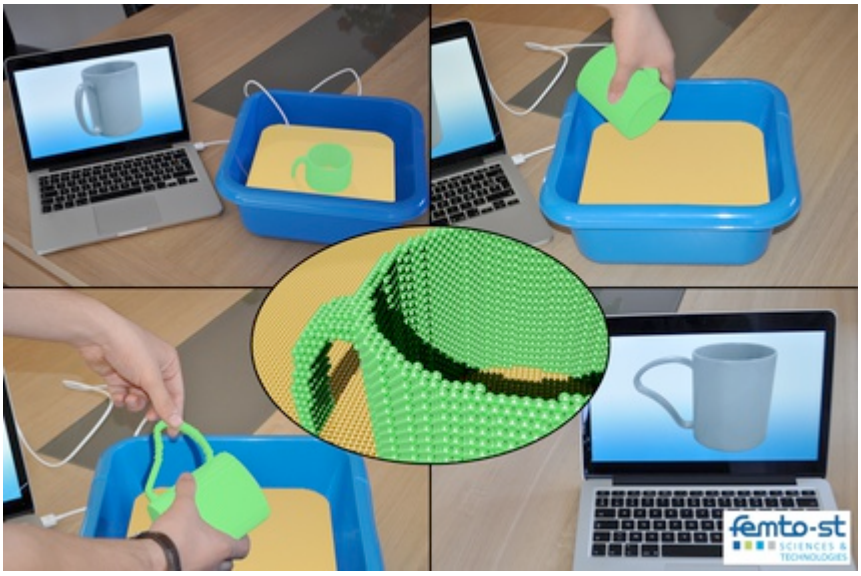
NIR-VANA

Business innovation alliances based on trust establishment through Blockchain technologies

ORGANIZATIONAL
LIFE ASSISTANT

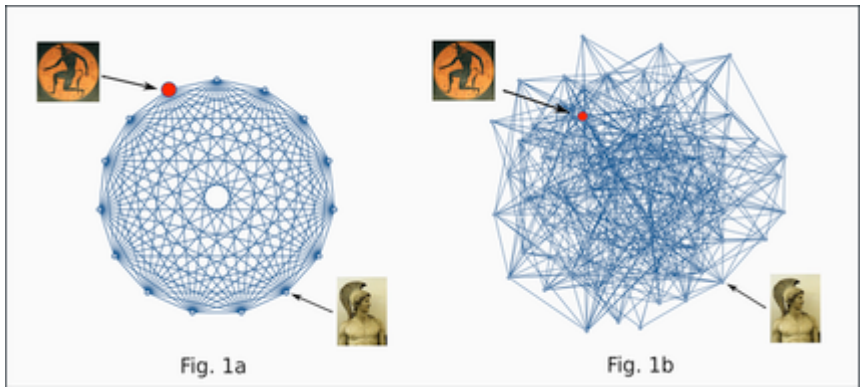
OLA

Organisational Life Assistant, a virtual presence that supports instrumental activities of older adults



Programmable Matter

Build mm-scale robots that can stick together. Controlled by a program, this matter can change its shape.



QuNet

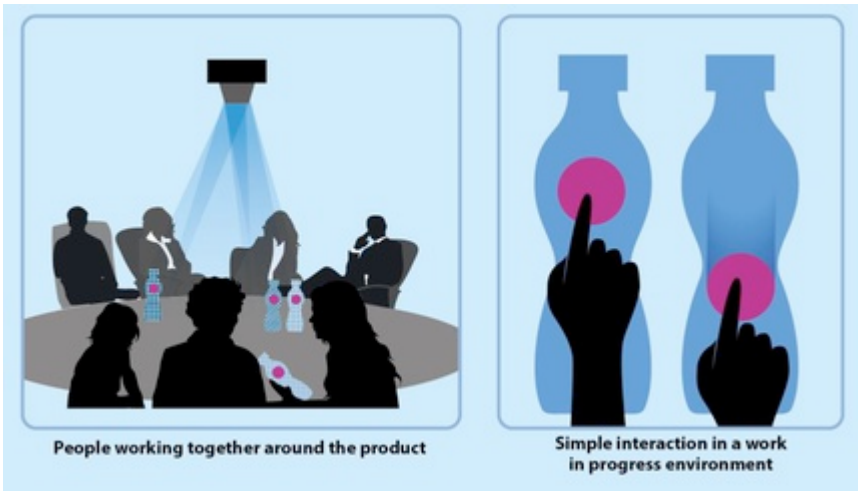
Quantum Telecommunication Networks

SDP

Real time tourism distribution on cities based on Big Data and intelligent bots

Smart Rural Areas

Smart Rural Areas - A Future for Rural Regions

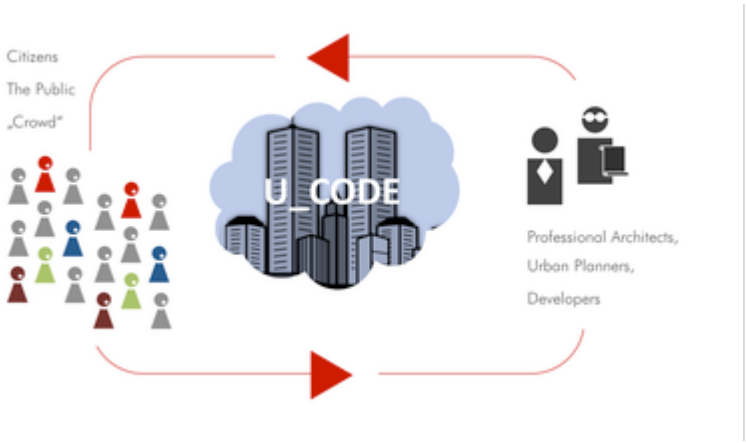


SPARK

SPatial Augmented Reality as a Key for co-creativity

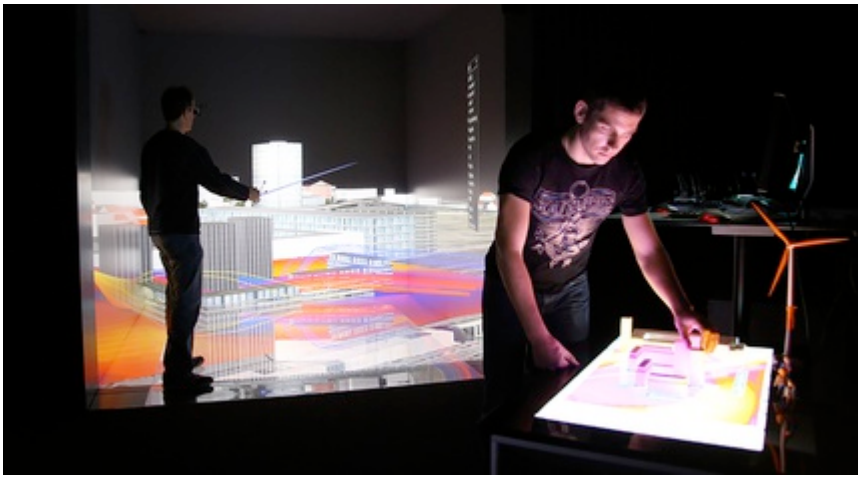
TELMI

New interactive, assistive, self-learning technologies for music performance learning



U_CODE

Digital Co-Design Platform for massive citizen participation in urban design



Urban Lab

Exploring new methods and technologies to support participatory planning for a sustainable development

Virtuosity

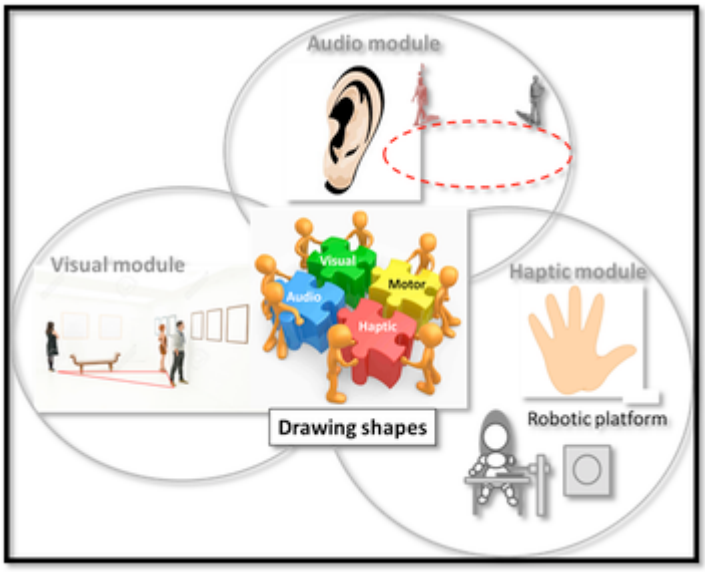
Design for Virtuosity aims to create new musicial instruments that repurpose the skills of expert performers

VisualMusic

VISUALmusic aims to develop an affordable real time 3D motion graphics solution for creative music industry SM

WEAR

WEAR is mapping the ethical wearable technology and e-textiles ecosystem across Europe.



weDRAW

weDRAW develops multisensory technology to learn maths combined with arts and improve creativeness of children

WEKIT

Artistic exploration of Smart Glasses technology and Augmented Reality applications.