



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

DELIVERABLE 2.7

Visualization of Challenges – Final

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Authors:	Pierre-Xavier Puissant, Nicolas Henchoz	

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Executive Summary

This document presents the contribution for 2.7 “Visualization of Challenges” during the second year of the STARTS Residencies (VERTIGO) Coordination and Support Action (CSA). It describes methods and tools which have been implemented. The initial objective was to define a framework able to turn the innovation challenges proposed by Tech projects into an understandable, attractive and engaging field of collaboration for Artists. To reach its goal the work has been extended to the other steps of the co-creation methodology.

The task of visualizing the challenges should therefore be fully integrated into the Co-Creation Methodology, through the digital tool, review processes, and the residency implementation Methodology itself.

D2.7 builds on the Co-creation Methodology described in Deliverable 2.1 (D2.1), on the Communication Manual for Co-Creation Processes of Deliverable 2.5 (D2.5) and on the Visualization of Challenges – Year 1 2.6 (D2.6), as well as on what has been implemented and observed in the last 18 months:

- Implementation & Valorization of 1st cycle residencies – Outreach
- Implementation of Call for Tech Projects 2 & 3 and associated processes
- User Experience (UX) Proposals for the release of the Digital Tool

Following the statements of D2.6, the workflow has been implemented according to the challenge visualization criteria. The work followed the established main guidelines: scalability, efficiency of the co-creation process, empowerment of the different stakeholders, implementation of good practices emerging from the literature, and valorization of the participant’s inputs.

Processes have been improved according to observations made during the 3 cycles of calls. In this regard, the digital platform has been updated incrementally: designs, workflow, content, forms, etc.

Although digital & methodological tools have been designed for empowering each stakeholder and induce as much as possible autonomous residencies to reach ultimately a full scalability, it appears that mentoring by CSA partners has been a significant drive to express challenges in an efficient way.

Rather than explaining the global Methodology and the platform which are already available in other documents (e.g. D2.2, D3.6), we mostly describe here the evolution of the process and the tools. It allows to understand how the work had an impact on Visualization of Challenges and provide insights for future initiatives.

Due to resources availabilities and planning constraints, only part of the design strategy proposed in D2.6 have been implemented on the platform during the last 18 months. At M30 the STARTS Residencies CSA have implemented all planned Calls, and the digital tool is to be released publicly.

Therefore, the final section proposes social media UX & User Interface (UI) mechanics implementation to capitalize on the work done in the last years, while setting guidelines for the tool’s further evolutions.

SECTION 1 – Objectives

The main goal of the visualization of challenges is to bring Artists and Tech Projects together into fruitful residencies. Although the global methodology includes many tools, like Jam Sessions, information campaigns, etc., the digital platform is a critical interaction point for the initial engagement and commitment. The user experience design and all the related tasks is what will define the challenge visualization and its impact. Therefore, it's vital to the success of this task.

The key objectives are therefore to:

- Attract Tech Projects leaders and help them to express their challenge in an attractive manner to Artists.
- Help the Tech Projects and their institutions/companies to understand the potential benefit of Artists contribution beyond the traditional criteria of performance improvement or communication/marketing contribution.
- Induce Artistic proposals combining disruptive creativity and meaningful common perspectives.
- Help artist to formulate their proposals in a relevant way for Tech Projects and their associated challenges in order to set a mutual interest.
- Set a clear view on feasibility criteria (tools, technical expectations, resources, etc.) to support each participant in his/her decision to propose a contribution for a residency.
- Support the Jury and the participants in the residency assignments and definition.
- Provide a strong starting point for the co-creation methodology during the residency and a good understanding of the major process and steps to follow.
- Present existing residencies process and outcomes as an inspiration for new ones and stimulate further collaborations.
- Propose UX/UI digital platform evolutions to move in the direction of an autonomous & scalable tool for residency calls and dissemination of their outcomes.
- Nurture the knowledge on artistic residency through impact monitoring of the challenge visualization and its extensions in the full co-creation methodology.

The goal for Tech Projects is to move beyond technical performance by showing the proposed technology into a wider context, demonstrating its potential and expressing it in a form that talks to a wide range of Artists. One of the challenges of the CSA is to reach Tech Projects and Artists beyond the small community of actors already involved in art-tech collaborations to generate new visions, open new perspectives and address a large number of Tech Projects.

STARTS Residencies ultimate goal is to boost innovation; this means setting real collaborations between partners in order to create tangible artefacts and generate credible potentialities for emerging technologies.

SECTION 2 – Methodology

Visualization of Challenges has a specific position in the global Methodology of Co-Creation and the concept developed by EPFL. It is embodied through the whole residency process, from its very first expression to the dissemination of the final deliverables. Since the release of D2.6, first cycle residencies have been implemented and two sets of Calls for Tech Projects and Artists have been emitted, which fed results and insights presented in this deliverable. We incrementally adapted the proposition to face observed issues, answer comments expressed by stakeholders and optimize the global impact. This work was based on the monitoring process (described in D2.1), assessing the Residency Methodology. As a reminder, this Methodology is built along three phases:

- **Identification of challenges:** researchers propose technologies and the ambition of their project. They express their expectations from the artistic input and the available resources. A committee of experts helps refine & validates the proposals.
- **Identification of Artistic proposals & team assignments:** the Artist selects a validated Tech Project and proposes a contribution to answer to its challenges. An independent jury rates the proposals through the lens of 5 factors (Artistic Relevance, Convergence of Expectations, Implementation Plan, Innovation Potential and Technical Approach).
- **Implementation and impact:** a mediator implement, follows and structures the residency.

Details about this process and their associated tools can be found in D2.1, D2.3 and D2.5.

Also, through academic publication accepted as an outcome from 2.2, we highlighted five gaps that artistic residencies need to fill in order to increase their success rate and impact. STARTS Residency CSA aims at addressing these issues in order to set a global framework for artistic residencies:

- **Mediation:** A mediator should facilitate the dialogue between artists and scientists. They can help to preserve the integrity of the boundaries of their respective cultural domains and identities, from which they can then interact.
- **Methodology:** An integrated methodology, considering artists' and engineers' perspectives, would clarify the relationship and induce a dynamic flow throughout the co-creative process. It must include the selection process, the launch of the interaction, the outreach and the evaluation.
- **Adaptation:** The evolution of innovation contexts and digital tools modify practices [9]. Thus, guidelines shall accompany this evolution and be adapted to it.
- **Goal Setting:** The goals of art and engineering co-creation must be specified: potential for disruption, social impact, economic impact, etc. are known to be strong common drivers.
- **Scalability:** A generic framework should be scalable: the number of residencies can be increased at reasonable costs, to allow their implementation as a regular practice in innovation.

These gaps are addressed in particular by the several strategic principles of the Co-Creation Methodology expressed in 2.5 and 2.6:

- **Efficiency:** Designing a system that gathers content from different actors at specific stages, in such a way that value can continue to be added throughout the residency cycle.
- **Social and human-centered outcomes:** guide Tech Projects and Artists to produce work addressing social and cultural issues, whilst remaining creative and open.
- **Pragmatism:** Creating a digital tool that allows Artists and Tech Projects to exchange clear and practical information with each other.
- **Quality:** Inducing actors to contribute visual and written content of high quality for effective communication and dissemination of the project outcomes.
- **Scalability:** Develop a methodology and its related tools allowing as much as possible the co-creation teams to act autonomously, hence reducing the individual human support for each residency.
- **Dynamic perception:** Communicating a diverse and dynamic message about the STARTS Residencies project to the public and potential actors.

Unlike Call 1, Call 2 and 3 were launched on an evolved iteration of the STARTS Residencies digital tool, based on Call 1 feedback. The conception of the digital tool, the designs, the Co-Creation Methodology and the Visualization of Challenges have been adapted. Observations show significant impacts.

SECTION 3 – Calls 1, 2, 3: Implementation, Evolution and Observation

3.1 1st Cycle Results Valorization

Residencies are not considered as single independent projects, but as part as global evolution. Valorization has therefore a special place in the concept of Visualization of Challenges. Beyond making high-tech challenges understandable and attractive to Artists, the ultimate goal is to convey the message to the final audiences in a meaningful and impactful way to trigger awareness and new behaviors, from a wider public to key stakeholders in the industry, the research, the science, the technology and the artistic field. Each contribution of Art to technological and societal challenges can act as seeds for cultural and new practices in innovation.

Aside from the ideological goal, this also implies, in the context of our CSA, that the better the results of the collaboration would be highlighted – through Challenge Visualization tools and a well-coordinated and implemented dissemination strategy – the higher impact will get on on-going residencies and on further initiatives. It's not the matter of showing one specific step, but introducing a global flux in the process.

From the announcement of the Laureates to the dissemination of results, 1st cycle residencies have gone through a continuous Challenge Visualization process. This has been implemented at specific steps intimately linked to the structure of the residency process further described in D2.1:

- Engagement of Tech Project and expression of the challenge;
- Announcement of challenges to Artists;
- Announcement of the Laureates at the Yearly Event with synthesis of challenges faced by the Tech Projects & elements of answers brought by the artistic proposal;
- Inception Meeting for internal setting of a common ground & understanding, as a key moment to align on common goal while achieving personal objectives, and the means and plan required to achieve them;
- Through the blog, acting both as a notebook and as a peephole at the work in progress of the residency, where the participants could/can express their process & findings & how these answer to the challenges faced by the Co-Creation team;
- The mid-term video, whose goal is twofold: on one hand, state the early progress & results of the residency, and on the other hand, present the project to the public. This material is then used as a dissemination element to promote the residency to the public & other relevant and interested actors;
- The public release of the final deliverables, with the artwork itself as the artefact of the residency and the public report, discussing the challenges faced by the Tech Project and how they were addressed by the Artists throughout the Co-Creation process.

These valorization elements embedded in the Co-Creation Methodology are pushed by a constant and dedicated effort from the STARTS Residencies partners to disseminate the results of the

Residencies in prestigious events & cultural institutions (as described, by residency, in D4.6). By reaching its very diverse audience – from wider public to very specialized stakeholders.

This has been verified in interviews conducted with participants from Call 2 and Call 3 residencies, as part of the monitoring process. Artists and Tech Projects mentioned that they were inspired by the results of one or more of 1st cycle residencies, either through a communication channel, word of mouth, STARTS Residencies Yearly Event, an event or an information session, and wanted to benefit from that framework.

3.2 Tools & Process for Calls 2 & 3

Through the implementation of the three Calls, the project partners developed texts and their related pages that invited the Tech Projects to show evidence of strong motivation and all necessary information, following guidelines a structure described in D1.3. These elements have been adapted over the Calls, by considering feedback from each previous call.

The related form contains fields for private and public project information that are required by the selection committee for the further steps of the process. The objective was to reduce the demand for additional information in the next steps to a minimum. In this regard, guidelines were specified in D2.5 for Tech Projects – but also Artists – to communicate effectively between one another while describing their challenges and intentions.

The information gathered with the forms is quite demanding, but required only once. The information is then pushed in relevant context to serve the Co-Creation process, the valorization of outcomes and the global methodology improvement. When these forms are filled, no additional contacts are necessary with the Tech Project.

3.2.1 Specific to Call 2

The designs of the Call 2 platform were based on layouts from Call 1, with some additions: a header was included with a tagline summarizing the STARTS Residencies ambitions. Also, a Call to Action (CTA) was added at the bottom of the page, linking to 1st cycle residencies, to give practical examples of what it means to host an Artist in residency.

From Call 1 to Call 2, the text has been refined, clarified and augmented: clarification of goals of the CSA, of requirements from the Tech Project, explanation of the selection criteria, etc. The fact that previous feedback & experiences showed some misunderstandings and time-consuming back-and-forth between Tech Projects and the STARTS Residencies partners strongly influenced the way this text was redesigned.

While this version was the most complete in terms of quantity of information; it has also been perceived as the most complex and potentially off-putting.

3.2.2. Specific to Call 3

Lessons learned led us to redesign the Call 3 content towards more efficiency. Shorter and more focused texts were associated to clearer lexicon and more didactical tone. Engagement has been

enhanced through brief examples. Tone has shifted from administrative requirements to creative industry culture, while keeping the critical steps to get efficient Co-Creation process.

The development and implementation of the new STARTS Identity as well as the integration of the CSA in the STARTS environment allowed to a global redesign of Call 3, taking advantage of the learnings from the previous phases. “Apply” CTAs were brought up upper in the page so they were very visible at first sight, augmenting their impact.

This simplicity is emphasized by flowcharts showing the application process in a schematic way, along with a toggle system to switch between actors Calls. The same flowchart is used for all applications processes (Tech Projects, Producers, Artists) and adapted accordingly. Each actor gets a clear view on their own process but also grasp easily the process of the other ones. It has therefore a positive impact on individual contributions, but also on Co-Creation process and improves the benefits between the different residencies and calls.

3.2.3 Common to All Calls

Through the three Calls, selected Challenges were released and open for artistic proposals under the form of a list. Each item of the list is a Tech Project expressed into a challenge, summarized to its most crucial information: an image, a short explanatory text and keywords. Projects were listed by alphabetical order. The Artist could then browse and select specific challenges to know more. It was reported that the alphabetical order of the projects led Artists to sometimes only find the right project to apply to after multiple visits. In this regard, we later implemented the keyword system into a dynamic filter system, allowing Artists to browse the list through the lens of topics.

By clicking on the item, the user was brought to a page showcasing the Tech Project’s challenges. This page includes a contextualization of the research field. It also describes the resources made available to the Artist for the residency. A set of images provides a visual embodiment of the Tech Project as it triggers Artist’s curiosity and creativity. At the end of the page, a CTA invites the Artist to apply to this specific Tech Project.

All the information displayed on this page comes from the forms previously filled by the Tech Project during their application - only public fields are revealed to the Artist. The designed proposed in 2.6 were not fully implemented on this page, but its underlying principles have been applied, as well as several important modules.

3.3 Results of Calls: Comparison

In Call 1, 39 challenges were selected for the Call for Artists. As the digital tool was in its early days and not fully set up, contacts and improvement were performed manually. This allowed real tailored exchanges between STARTS Residencies and Tech Projects, providing detailed insights and feedback on the process. This initial process was very useful, but didn’t cope with the ultimate goal of scalability.

In Call 2, the full process was set up on the digital tool, with Call texts, CTA, lists and forms, reducing the workload of managing all exchanges by hand. 37 challenges were selected for the subsequent Call for Artists.

The Call 3 ran through a longer period taking advantage of the communication channels established during the previous phases. 72 challenges were validated for the subsequent Call-for-Artists.

We can see here that there was a significant rise in the number of applications. This coincides with the rise of the dissemination of 1st cycle residencies through all STARTS Residencies channels and is an indicator that the initial effort undertook paid off: bringing 1st Cycle Residencies results to the widest audience made the project relatable to more & more institutions and, through the progressive digitalization and automation of the Call process, we managed to keep a constant. In terms of scalability, the digital platform and the process can now accept massive Calls without dramatically rising the resources for human effort. Moving from the single issue of challenge visualization to a global information flux approach, until results valorization, has brought a positive feedback loop, both on the process effectiveness and on the global attractiveness.

The quality challenges presentation by Tech Projects themselves increased significantly between the calls, as analyzed through a set of criteria detailed in D1.3 & D1.4. We identified this as a consequence of the platform improvement as well as its capacity to showcase good examples coming from the first set of residencies.

Artistic proposals rate is one major indicator. Call 1 brought 89 artistic proposals. The number of applications per challenges varied a lot: the most popular receiving 11 artistic proposals, while 19 out of the 39 were left orphan (as detailed in deliverable D4.2).

These Tech Projects were invited to participate again to Call 2 & reformulate their application. In Call 2, there were also 89 artistic proposals, but only 7 remained orphans. On the last call, this number got down to only 3. **It shows that challenge visualization is critical for the global success of a call.** The fact that most of the Tech Projects were motivated to improve their proposition between the different calls and got more success, indicates that challenge visualization at the core of a global process and a dynamic of the initiative. It cannot be seen as an isolated task.

Complete details about Tech Projects application & selection can be found in D1.3 and D1.4, and details about Jury Review process and residency selection in D4.2 and D4.3. D4.4 confirm the trends.

SECTION 4 – Next: Designs for Posterity

As part objectives of the CSA, STARTS Residencies aims to deliver, amongst other tools described in D2.2, a Call digital tool that would become a major hub bringing Artists, Research Projects, Cultural Institutions and other key stakeholders to collaborate on a Call principle.

D2.7 is the last deliverable covering Visualization of Challenges and in this respect, it aims to propose paths for the posterity of the digital tools and associated processes, based on the experience of the 3 sets of Calls.

4.1 The Third-Party Call System

As highlighted by statistics detailed in D3.5 and D3.6, the visits of the digital tool follow peaks linked with the publication of Calls. The use if the digital tool is therefore very specific to Calls, where users come back for a reason – they reach us because they know what they want to find, at occasional times. This gives us a glimpse of what the digital tool is evolving into, and on what we should build on.

By releasing the digital tools' final version, the goal is to give any Tech Project or Producer (or other entities promoting calls for collaboration) the means to create, emit and manage its own Call without any further help from a moderator.

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Leeds Center for Social Innovation
Leeds, UK

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Call for Submissions

End of Submissions

Results Announcement

April 15, 2019
3 PM UTC

May 5, 2019
4 PM UTC

June 2, 2019
5 PM UTC

Eligibility Criteria Update
April 26, 2019
10 AM UTC

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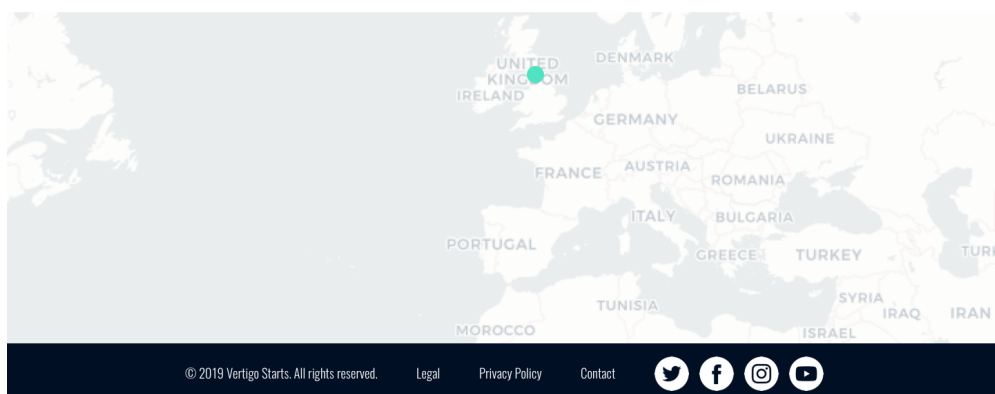
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Following the principles underlying Visualization of Challenges and the insights from the 3 sets of Calls, we designed the third-party Call as an autonomous tool, able to involve entities which are not familiar to artists residencies. The form to fill when creating a Call is shrunk to the minimum and most important fields: name, tagline, keywords, location, deadlines, eligibility criteria, and a description of the Challenge that should be as clear as possible. All these elements are reused on a dedicated page when the call is released.

We mostly built upon the Tech Project application forms from STARTS Residencies Calls to create this one: indeed, all fields are tailored to express the challenges of the projects, the resources available to the Artist and what is expected from him/her.

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Creativiteam 2019

Call for Artists Residencies in Transdisciplinary Team

Leeds Center for Social Innovation
Leeds, UK

The call organizer requires more information. Please fill out the following information on your profile in order to apply:
Date of birth, Phone, Address, City, Zipcode, Country

Artist CV

Please upload a pdf file of your CV.

Drag file here
[or browse your computer](#)

Proposed project title

Type here

Proposal summary sentence

Summarise your proposal into a sentence under 110 characters. Use the following examples as guides.
e.g Rethinking augmented reality to tell non-linear narratives through objects, photography and animation.

Type here
110 characters

How will the artist approach this project?

Briefly summarise your proposal. This project abstract will be published on this website if you are chosen for a residency.

Type here
150- 200 words

Proposal video

Upload a short (1-3 minute) amateur video of yourself presenting your proposal.

Drag file here
[or browse your computer](#)

Additional proposal media

If relevant: please upload up to 5 audio or visual samples that were not able to be represented by images in your project proposal document.

Drag file here
[or browse your computer](#)

Three key words to describe your practice

Choose at least one, and up to three keywords from the following list to describe your practice. If necessary, you can add keywords manually, but at least one needs to be selected from the list.

Choose from the list...

Choose from the list...

Choose from the list...

Save as Draft

Review and Submit

The Tech Project also has to define what is required from the Artists that will apply: the promotor can add as few / as much fields that is needed thanks to the integration of the Ulysses modules. The Call is then published on a specific page, and any interested Artist is invited to apply through a CTA and fill the form defined by the Tech Project.

CALLS



Filter by Keywords 

563 results

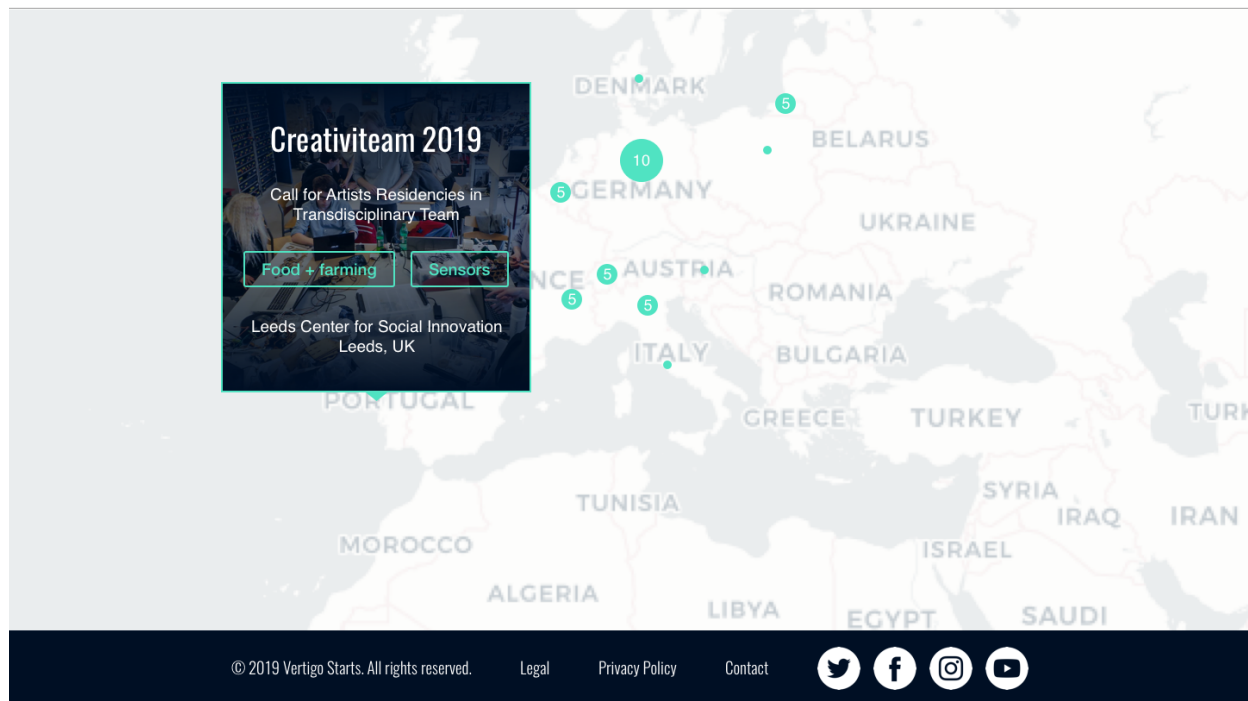
Physics Biology Chemistry Engineering **Geography** Computing Robotics Visualization + simulation

Food + farming Wearable technology Sensors Communication **Urban/rural spaces** Ageing Neural science

Augmented + virtual reality **Linguistics, speech, language** Education + learning Audio, sound, music UX / UI

Crowd sourcing + big data Healthcare, medicine IoT Security Inclusivity Environment + sustainability Materials

...



Third Party Call Map/List

As a mean of having a place where to gather all those Calls / opportunities for Artists, we designed an index of all the available Calls. It is designed to be viewed either as a list or through a Map interface. A system of dynamic filters based on keywords was also designed to refine the researches and get to find the right opportunity faster.

4.2 Social Media Features & Visualization of Challenges Scalability

After the hand of the CSA, all the work will have to be performed with as few interventions as possible. In order to increase adoption of the tool and more generally residency practices, we design the platform to empower the actors, thus increasing the autonomy of calls. In this regard, we investigate UX/UI design performance, as they will embody the processes & dynamics of the digital tool previously handled by a team of moderators. First step has been done this way with the full integration of the Ulysses modules in the STARTS Residencies digital tool.

In a perspective of scalability and efficiency, EPFL extends its proposals and principles developed in D2.5 and D2.6, in respect of specifications given by IRCAM, by adding a new dimension that will drive the digital tool to an (almost-) autonomous network: social media principles.

The idea is to move from a system that needs to be fed and maintained, to platform fed, moderated and mostly maintained by the users network. Power is given to the users, which are the major producers of content. Interaction is at the core of the working principles of such structures. While moderation will still be needed in some regards, it will be downsized to the minimum.

Beyond pragmatic benefits, this proposition increases the tool's relevance and dynamic inc. Users are free to emit Calls, implement them, set their rules, and their frame.

Although it is planned to implement social media features, they will be limited to essentials, using the few key features that it will benefit from. For instance, like, comment or share are not included, to reduce side behaviour which are not at the core mission of the tool. The design needs to serve the residencies, and not bring another all-in-one network.

The following section examines the latest design proposals through this lens.

4.2.1 Profiles

Everything starts with a Profile. There are 3 types of Profiles (Artist, Tech Project, Producer), derived from the roles identified in the Co-Creation Methodology. By creating a Profile, the user becomes part of the digital tool ecosystem, with all the possibilities it bears. A user can:

- give personal information (all)
- emit Calls (Tech Projects, Producer)
- apply to Calls (Artists)
- post updates (All)
- follow users (All)
- be followed by other users (All)

[STARTS Home](#)
[STARTS News](#)
[STARTS Community](#)
[what is STARTS?](#)
[Username](#)

[CALLS](#)
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[RESIDENCIES BLOG](#)
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[ABOUT](#)

Fridolin Wild

Researcher, Author - Oxford, UK

<http://wekit.eu/>

[About](#)
[Residency Blog](#)
[Following](#)
[Followers](#)

You just started following Fridolin Wild.

You will receive updates monthly by mail.

Dr Fridolin Wild is a Senior Research Fellow, leading the Performance Augmentation Lab (PAL) of Oxford Brookes University. With the research and development of the lab, Fridolin seeks to close the dissociative gap between abstract knowledge and its practical application, researching radically new forms of linking directly from knowing something 'in principle' to applying that knowledge 'in practice' and speeding its refinement and integration into polished performance.

Fridolin is leading numerous EU, European Space Agency, and nationally funded research projects, including WEKIT, TCBL, ARPASS, Tellme, TELmap, cRunch, Stellar, Role, LTFLL, iCamp, and Prolearn. Fridolin is the voted treasurer of the European Association of Technology Enhanced Learning (EATEL) and leads its Special Interest Group on Wearable-Enhanced Learning (SIG WELL). He chairs the working group on Augmented Reality Learning Experience Models (ARLEM) of the IEEE Standards Association as well as the Natural Language Processing task view of the Comprehensive R Archive Network (CRAN).

Previously, Fridolin was with the Knowledge Media Institute of the Open University from 2009 to 2016, last in his role as a Research Fellow. Before, Fridolin worked as a researcher at the Vienna University of Economics and Business in Austria from 2004 to 2009. He studied at the University of Regensburg, Germany, with extra-murals at the Ludwig Maximilian University of Munich and the University of Hildesheim.

The header features a picture of the user, along with its name and title. The user also has the opportunity to link his/her account with other social medias and to his/her own website.

The About tab invites the user to give more details about his/her practice.

Through a Profile Settings tab, the users will be asked to fill information about him/herself, subdivided in public and private information. Public information will be used in the digital tool search engine and visible to all the other users.

STARTS Home

STARTS News

STARTS Community

what is STARTS?

Username

S+T+ARTS RESIDENCIES

CALLS

RESIDENCIES

RESIDENCIES BLOG

NEWS & EVENTS

ABOUT

http://wekit.eu/

Fridolin Wild

Researcher, Author - Oxford, UK

About

Residency Blog

Following

Followers

Application Forms

Profile & Settings

Public Informations

Profile Picture

Supported Formats: jpg, png, 100MB max.

Background Picture

Supported Formats: jpg, png, 100MB max.

Occupation

Website URL

Biography

Use your social profiles to allow visitors to get in touch with you. These links will be added to your profile page.

Twitter URL

LinkedIn URL

Facebook URL

Instagram URL

Youtube URL

Private Informations

These informations can be required by calls organizers when you apply through the STARTS Residencies Platform. They won't appear on your profile page.

Adress 1

Adress 2

ZIP Code

Country

Phone 1

Phone 2

Date of Birth

Gender

Citizenship

Settings

Username*

First Name*

Last Name*

Email Address*

Password*

Click here to update your password.

Appear on the Artistic Network Map

Newsletter

Users and Organizations Monthly Digest

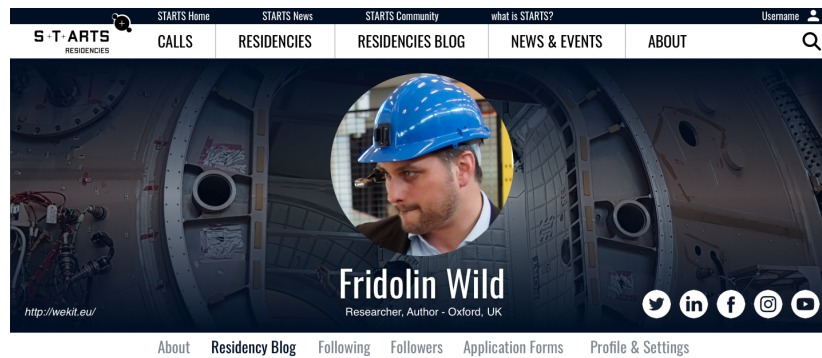
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Legal

Privacy Policy

Contact



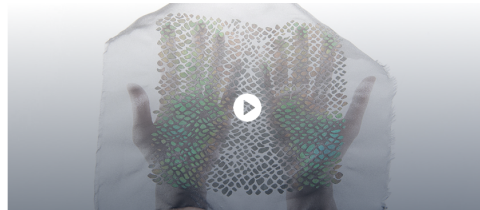
What has been going on lately?



Spatialization of Interaction in AR: Update

Fridolin Wild
About the Atlas Residency
April 14, 2018 - 2:34 PM

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Unveiling New Visual Principles for AR: week 2

Fridolin Wild
About the Atlas Residency
April 14, 2018 - 2:34 PM

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The tab Residency Blog allows the user to post update about an ongoing residency. Building on the already existing blogging platform, this tool is designed to be a log book as much as a mean to reach out to a larger audience. Through a posting interface, the user is invited to enter texts, pictures, videos and sounds, along with keywords. Building on the Information Pipeline concept developed in D2.6, this information is then displayed on the Residency Blog tab of the user, and the post is reused and accessible in various pages of the digital tool, such as the homepage or the global Residency Blog page.

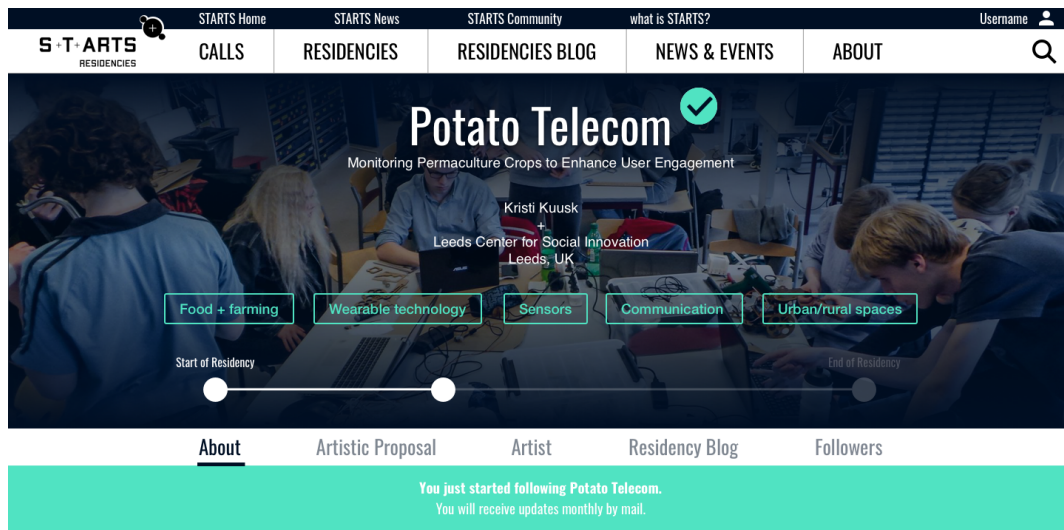
Unlike other social media, the user can only post updates on his/her Profile. This ensures that further chat with potential partners will be done in another channel.

Users can follow and unfollow each other. When a user follows another user, he/she will see the updates posts of the residency on his/her Residency Blog page. Under the Profile's Following tab, a user can see a list of who he/she is currently following, and under the Followers tab, who is following him/her.

4.2.2 Residency Profile

When a Tech Project hosts a residency at the conclusion of a Call, a new Residency Profile is created. It looks like a regular user Profile, with extra features building on the Call's challenges and both Artist's and Tech Project's Profile.

The header features the name of the residency, along with a short description and the Co-Creation team. Below, a set of keywords highlight the topics of the residency. At the bottom of the header, a dynamic timeline shows the implementation state of the residency, from its beginning until its end.

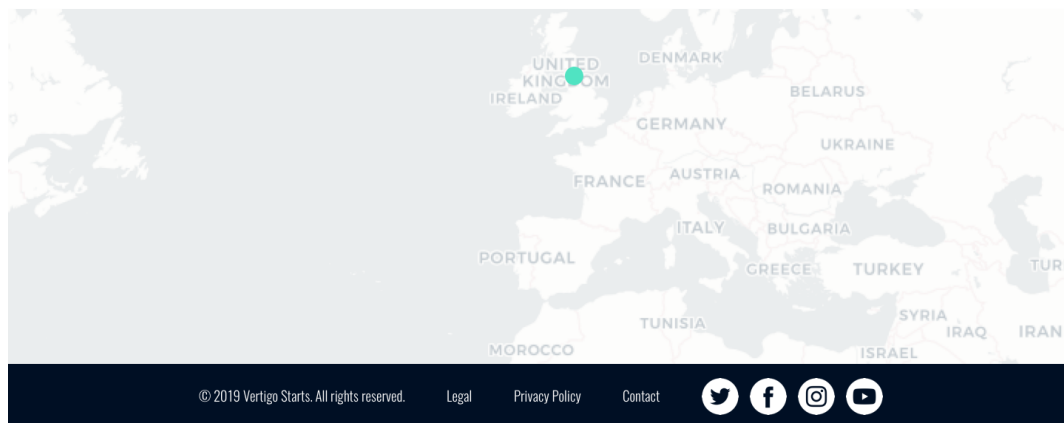


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Residency Profile – About tab

Below the header, like on a regular Profile, a set of tabs is displayed. The about section gives information about the residency and the challenges faced by the Tech Project, with a CTA inviting to visit his/her Profile. The Artistic Proposal explains how the Artist proposes to address these challenges through its practice. The Artist tab gives more information about the Artist in residency, with a CTA inviting to visit his/her Profile. The Residency Blog tab gathers the updates both from the Artist and the Tech Project in one feed. A Residency Profile can be followed, but it cannot follow – therefore there is only a Followers tab.



Residency Profile – Artist tab

All pages related to a Profile (Profiles, Residency Profiles, Calls) are also displayed on a Map of the network. The goal of the Map is to create visual representation of the ecosystem, as a whole made up of stakeholders around Europe, and to create a feeling of Community. On some pages, this Map can be accessed at the bottom of the page, above the footer.

When a user sees another user, every bit of the Profile is formatted the same way, only the “Application Forms” and the “Profile Settings” disappear.

4.2.3 Residencies Blog

The Residency Blog page acts as a feed, common to a lot of social medias. It is populated by updates written by users in residency. As every user on the digital tool is held accountable for his/her actions and is given all the tools to create interesting information, it is foreseeable that this page will feature high quality insights about challenges faced by the residencies and on-going processes. This page builds on the concept of blogging already existing, but currently on a separate platform. This page will be divided in two categories:

- A Global Feed tab, where updates from all the residencies are displayed.
- A Following tab, where only updates from the residencies that the user is following are displayed.

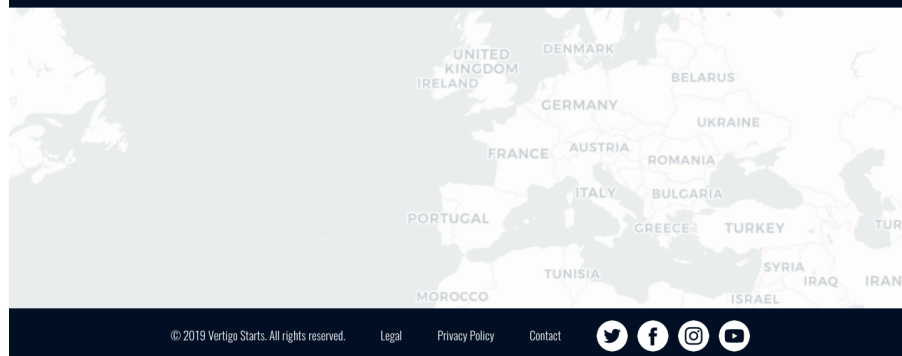
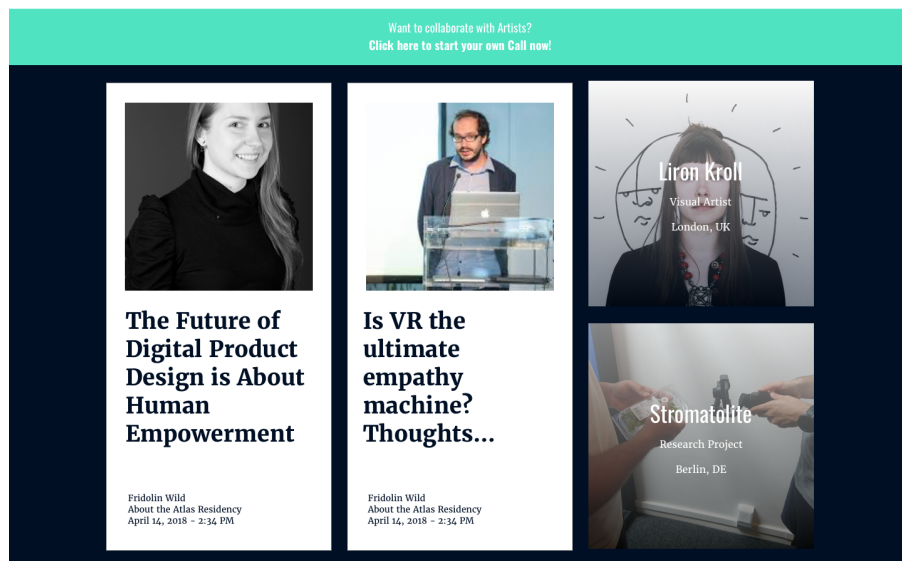
Clicking on an update will open it full size in a modal and let the user go through the whole content that will feature texts, photos, videos and sounds.

4.2.4 Homepage

The new Homepage is mainly building on proposals from D2.6. At the top, content managed by moderators – such as news and events – is displayed as a carousel. Aside from being informative, it is also an engaging window for newcomers, emphasized with a tagline about the purpose of the digital tool. It is tailored to display the most precious information first sight and be unmissable.



CALLS SELECTION



Just under is featured a selection of Calls for Artists, with a CTA inviting any Tech Projects who would like to implement a Call to do so through the third-party Call feature.

Then, a section highlights updates from ongoing residencies, along with users Profiles, in a fluid and random way.

Figure 1: Call 1 Text

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

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>

Figure 2: Call 1 Page

The screenshot shows the 'Call 1 Page' of the VERTIGO website. The navigation bar at the top includes links for 'THE PROJECT', 'RESIDENCIES PROGRAM', 'RESIDENCIES', 'CALLS' (highlighted), 'NEWS & EVENTS', 'EVENTS', and 'ICT PROJECTS'. The VERTIGO logo is in the top left, and 't.bendig' with a user icon is in the top right. Below the navigation bar, there are two sub-headers: 'CALL FOR ICT PROJECTS' and 'CALL FOR PRODUCERS'. The main heading reads: 'Are you an R&D ICT-Project coordinator or partner? Apply and have the chance of hosting an Artistic Residency to boost your innovation process and the dissemination of your technology!'. The text describes VERTIGO's mission to promote arts as catalysts for creative conversion of science and technology knowledge into new products, services, and processes. It details how artists will work in R&D projects in the field of ICT, contributing innovative aspects and leading to original artwork. A section titled 'Benefits for your project:' lists four bullet points: additional input from a different perspective, new prospects for innovation, organisational learning, and significant extension of public dissemination. Below this, three tabs are visible: 'REQUIREMENTS AND PROCESS' (active), 'SELECTION CRITERIA', and 'SUBMISSION PROCESS'. Under the active tab, a list of requirements is provided, including funding sources, project duration, integration into the project framework, access to technologies, and technical infrastructure for artwork production. A green button at the bottom right says 'APPLY ! (Project EU/National Program)'.

Are you an R&D ICT-Project coordinator or partner? Apply and have the chance of hosting an Artistic Residency to boost your innovation process and the dissemination of your technology!

VERTIGO promotes the arts as impetus and catalysts for a creative conversion of science and technology knowledge into new products, services, and processes. To achieve this objective, VERTIGO is organising and funding artist residencies in R&D projects in the field of ICT (Information and Communication Technologies) and related application areas. The artist will work in your ICT-Project and will contribute to the innovative aspects of the research undertaken within it by bringing a creative perspective through artistic practices. Those practices should naturally lead to an original artwork based on the project's technology featuring novel use-cases with a high potential for innovation. VERTIGO will also act as a platform to showcase the produced works to the public and actors of innovation.

Benefits for your project:

- Additional input to the innovative aspects of your project's technology from a radically different point of view. This will be achieved by rethinking design, expanding technological limits through art installations, developing unexpected use-cases for the technology, testing unusual technical solutions, and working on social acceptance;
- New prospects for innovation, production of new prototypes and new knowledge complimentary to your project;
- Organisational learning through the adoption of new processes for innovation;
- Significant extension of public dissemination of the project activities and technology through the high-profile VERTIGO events and dissemination channels.

REQUIREMENTS AND PROCESS

- The R&D project is in the field of ICT or related application areas;
- The R&D project is either funded through a public European / national program or by own funds of the organisation;
- It ends after March 2019 (for residencies starting in 2018) or after March 2020 (for residencies starting in 2019);
- It is fully committed to integrate the artist into the project organisational and collaborative framework;
- It gives the artist access to technologies developed by the project;
- It 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 third party, called as Producer, brought by the artist).

APPLY ! (Project EU/National Program)

Figure 3: Call 1 Forms

The image displays two side-by-side screenshots of the S+T+ARTS application forms. Both forms are titled 'Application form for Projects' and are designed for private leads and EU/National Program funded projects. The forms are structured into several sections: 'Top details', 'About the project', 'About the artist', and 'About the institution'. The 'About the project' section in both forms contains a large list of checkboxes for various project details, such as 'Project is a new project', 'Project is a continuation of a previous project', 'Project is a collaboration with a research institution', etc. The forms are presented in a dark theme with white text and red accents.

Figure 4: Call 2 Text

Are you an R&D ICT-Project coordinator or partner? Apply and have the chance of hosting an Artistic Residency to boost your innovation process and the dissemination of your technology!

VERTIGO promotes the arts as impetus and catalysts for a creative conversion of science and technology knowledge into new products, services, and processes. To achieve this objective, VERTIGO is organising and funding artist residencies in R&D projects in the field of ICT (Information and Communication Technologies) and related application areas.

The artist will work in your ICT-Project and will contribute to the innovative aspects of the research undertaken within it by bringing a creative perspective through artistic practices. Those practices should naturally lead to an original artwork based on the project's technology featuring novel use-cases with a high potential for innovation. VERTIGO will also act as a platform to showcase the produced works to the public and actors of innovation.

Benefits for your project:

- Additional input to the innovative aspects of your project's technology from a radically different point of view. This will be achieved by rethinking design, expanding technological limits through art installations, developing unexpected use-cases for the technology, testing unusual technical solutions, and working on social acceptance;
- New prospects for innovation, production of new prototypes and new knowledge complimentary to your project;
- Organisational learning through the adoption of new processes for innovation;
- Significant extension of public dissemination of the project activities and technology through the high-profile VERTIGO events and dissemination channels.

Requirements and process

Pre-conditions for the second residency call:

- The R&D project is in the field of ICT or related application areas;
- The R&D project is either funded through a public European/national program or by own funds of the organisation;
- It ends after March 2019 (for residencies starting in 2018) or after March 2020 (for residencies starting in 2019);
- It is fully committed to integrate the artist into the project organizational and collaborative framework;
- It gives the artist access to technologies developed by the project;
- It 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 third party Producer brought by the artist).

Selection criteria:

- Period of implementation: the project should be under execution at the time of the residency;
- Scope: the ICT-related 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-related project and associated technology;
- Capacity to show resources committed to the artistic residency (people, tools, possibility to interact with the technology, etc.);

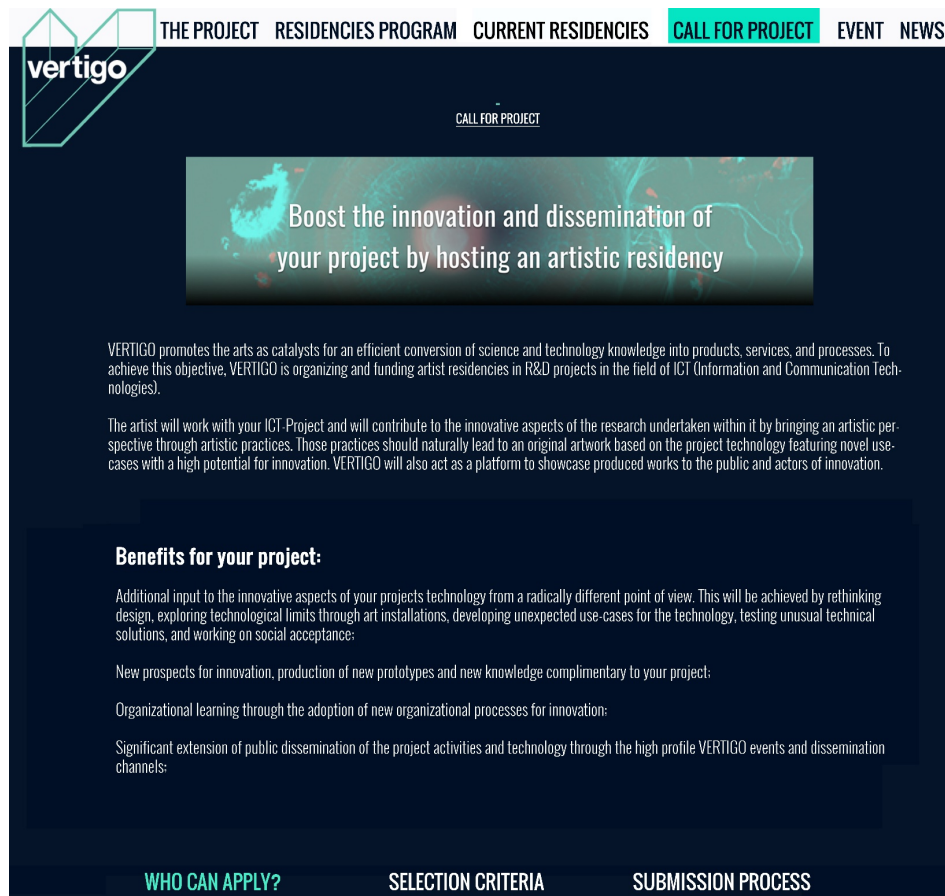
- **Quality of information:** is the information filled in the on-line form suitable for communication: quality of writing, quality and resolution of pictures and video, capacity to express technology in understandable language for artists and large audience
- **Target-groups:** dimension of the target-group (e.g. type of actors, activity areas, geographic dispersion) addressed by the technology being developed by the ICT-related project;
- **Impact:** Positive changes and advancement for society or economy.

Note: within the VERTIGO Project, an ICT-related project is a project, formalised within defined means and time frame, aimed at implementing research and innovation activities in or close to the field of ICT at the level of the international state-of-the-art.

Submission process:

- Interested projects fill a form presenting their activity, technology and hosting offer.
- The projects submission platform will close on December 2018.
- The projects submission for the 2018 Call for Residencies will close on December 11th at 06:00pm CET. Submissions made after this deadline will be accepted only for the 2019 Call (3rd call).
- The selection of available projects for the 2018 Call for Artists will be published from January 10th and closed March 2nd, 2018;
- The announcement of laureates will be made on June 2018;
- The selected residencies will start from September 2018 at the earliest.

Figure 5: Call 2 Page



Who can apply?

The project is funded through a public European or national program in the field of ICT:

APPLY !

It ends after February 2019

It is fully committed to integrate the artist into the project organizational and collaborative framework:

It gives the artist access to technologies developed by the project:

It 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).

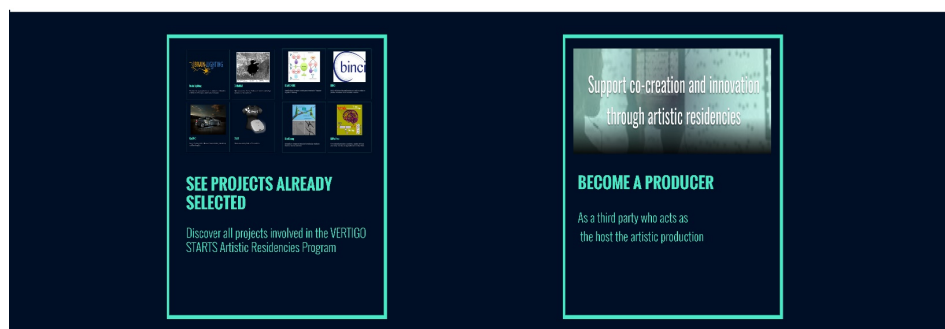


Figure 6: Call 2 Forms

The image displays two side-by-side screenshots of the S+T+ARTS Residencies application forms. Both forms are titled 'Application form for Projects' and are part of a larger application process. The left form is specifically for 'Priority funded' projects, while the right form is for 'EU / National Program funding'.

Left Form: Application form for Projects (Priority funded)

- For Artists:** Includes fields for Name, Surname, Date of birth, Nationality, and a section for 'Level of education by the project coordinator'.
- For the project:** Includes a 'Project description' section with a large text area and a 'Project budget' section with a table for budget breakdown.
- For the funding:** Includes a 'Funding description' section with a large text area and a 'Funding budget' section with a table for budget breakdown.
- For the funding:** Includes a 'Funding description' section with a large text area and a 'Funding budget' section with a table for budget breakdown.

Right Form: Application form for Projects (EU / National Program funding)

- For Artists:** Includes fields for Name, Surname, Date of birth, Nationality, and a section for 'Level of education by the project coordinator'.
- For the project:** Includes a 'Project description' section with a large text area and a 'Project budget' section with a table for budget breakdown.
- For the funding:** Includes a 'Funding description' section with a large text area and a 'Funding budget' section with a table for budget breakdown.
- For the funding:** Includes a 'Funding description' section with a large text area and a 'Funding budget' section with a table for budget breakdown.

Both forms feature a large list of checkboxes in the 'For the project' section, allowing applicants to select various project types and themes. The forms are designed to be user-friendly and comprehensive, covering all necessary information for the application process.

Figure 7: Call 3 Text

VERTIGO Call for Tech Projects for artistic residencies

Artists are likely to develop visions for technology that are different from researchers or engineers. Through co-creation, they can inspire new ways of thinking for tech projects developing new technologies.

STARTS Residencies encourage Tech Projects to host artists to boost the innovation potential of any technology. By thinking “out of the box”, artists can expand technological boundaries, develop unexpected use-cases, produce new prototypes, provide additional knowledge and stimulate groundbreaking processes. A Residency lasts between 3 and 9 months and the artists are funded by the STARTS Residencies programme.

How to apply ?

Coordinators of any Tech Project or partners with the consent of the project coordinators, should create an account on starts.eu, and then fill a form describing their technology and hosting offer. The call for Tech Projects is currently open and will close on October 31, 2018. Selected Tech Projects are displayed on the STARTS Residencies website, two weeks after their submission.

What are the requirements?

A Tech Project is a collaborative project between institutions or an internal project in a research centre or company. Each Tech Project applying for a STARTS Residency may be funded through public European or national programmes or through private funds. It is compulsory that the Tech Project applying for a STARTS Residency is running during the period of the residency (which may occur between March 2019 and March 2020).

It is also expected that Tech Projects:

- Are developing an innovative technology at a state-of-the-art level in an emerging field (e.g. smart cities, wearables, open data, internet of things, cloud computing, eHealth, virtual reality, etc.).
- Are located in one or several countries of the European Union.
- Are prepared to give the artist access to technologies developed by the project.
- Aim at positive change and advancement for society or economy.
- Are fully committed to integrate the artist into the project and the team through a co-creation process.

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>

Figure 8: Call 3 Page

STARTS RESIDENCIES CALL 3

The flowchart illustrates the submission process for Tech Projects:

- Tech Team** and **Producer** both **Submit** to the **List of Tech Projects**.
- Artist** **Selects** from the **List of Tech Projects**.
- The **List of Tech Projects** **Chooses (Optional)** from the **List of Producers**.
- The **List of Producers** **Submits** an **Artistic Proposal**.

Navigation tabs: **As an Artist**, **As a Tech Project** (selected), **As a Producer**.

SUBMIT a Tech Project (PUBLIC FUNDED) | **SUBMIT** a Tech Project (PRIVATELY FUNDED)

THE RESULTS WILL BE ANNOUNCED MARCH 28, DURING THE STARTS RESIDENCIES DAYS AT THE CENTRE POMPIDOU. THEY WILL BE PUBLISHED ON THE WEBSITE THE SAME DAY.

The call for Tech Projects is now closed.

Artists are likely to develop visions for technology that are different from researchers or engineers. Through co-creation, they can inspire new ways of thinking for tech projects developing new technologies.

STARTS Residencies encourage Tech Projects to host artists to boost the innovation potential of any technology. By thinking "out of the box", artists can expand technological boundaries, develop unexpected use-cases, produce new prototypes, provide additional knowledge and stimulate groundbreaking processes. A Residency lasts between 3 and 9 months and the artists are funded by the STARTS Residencies programme.

HOW TO APPLY ?

Coordinators of any Tech Project or partners with the consent of the project coordinators, should create an account on starts.eu, and then fill a form describing their technology and hosting offer. The call for Tech Projects is currently open and will close on October 31, 2018. Selected Tech Projects are displayed on the STARTS Residencies website, two weeks after their submission.

WHAT ARE THE REQUIREMENTS?

A Tech Project is a collaborative project between institutions or an internal project in a research centre or company. Each Tech Project applying for a STARTS Residency may be funded through public European or national programmes or through private funds. It is compulsory that the Tech Project applying for a STARTS Residency is running during the period of the residency (which may occur between March 2019 and March 2020).

It is also expected that Tech Projects:

- Are developing an innovative technology at a state-of-the-art level in an emerging field (e.g. smart cities, wearables, open data, internet of things, cloud computing, eHealth, virtual reality, etc.).
- Are located in one or several countries of the European Union.
- Are prepared to give the artist access to technologies developed by the project.
- Aim at positive change and advancement for society or economy.
- Are fully committed to integrate the artist into the project and the team through a co-creation process.

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