



S+T+ARTS residencies
Retune the Soundscape of future cities through art and
science collaboration

Guide for applicants

Second Open Call



The ReSilence project organises S+T+ARTS residencies for artists and art-oriented SMEs to explore the future of sound in the city.

1. ReSilence overview

By 2050, cities will host 2.5 billion more urban dwellers, making the world almost 70% urban. This social density brings along a series of novel and urgent challenges, related to the processes by which we shape our public realm to maximize shared values. Sound is a fundamental component of our cities, of their cultures, and of the health and wellbeing of their citizens. In an urban fabric the properties of the soundscape are entangled with behaviour of the citizens and this entanglement is the focus of the **ReSilence** project.

As part of the S+T+ARTS program, the **ReSilence** project will collaborate with artists and SMEs to develop novel technologies that have the potential to shape in novel ways our urban environments and soundscapes and to re-position the role of silence and of sound in the city.

The main objective of **ReSilence** project is to stimulate and support the development of art-driven technologies in the spirit of the broader S+T+ARTS. The focus is on designing the soundscape of future cities through the collaboration of artists, architects, urban designers, scientists, engineers and researchers. **ReSilence** will support Art-Driven Experiments through Open Calls to artists and artist-SME teams, with a specific budget allocated for this purpose. Artists in **ReSilence** will have access to a wide number of AI and XR technologies developed in the project and access to new technologies to explore the borders between sound and silence in a changing world by producing sound awareness in urban spaces (not only reducing the intensity of noise, but also considering it as energy producer and designing positive sounds, sounds we want to preserve and multiply. We will consider new types of sonic urban experiences that expand possibilities for accessibility, active participation/engagement, sustainability, and social inclusion, assessing trust around AI & XR technologies.

Further information on **ReSilence** is found [here](#).

2. Open Call for S+T+ARTS residencies

ReSilence offers 40,000 euro stipends to selected artists and 80,000 euro to SMEs (of which 30% must also go directly to an artist to aid production of the proposed works). The residencies and the relation of the artists with the project will be managed by a dedicated team of scientific, artistic, and curatorial experts of the project. The results of the residencies will potentially be exhibited in specific curated exhibitions at main venues and under the artistic direction of a renowned curatorial team.

We envisage **two different types** of applications:



a) **An individual artist** submits a proposal (max. 40K euro) describing the artistic project in relation the expertise of one or more project partners that will be directly involved in the development. In this case the artist takes full advantage of the SME expertise available in the project at no extra costs.

b) **SME/Artist pair.** In the second type of application the artist applies with a project and together with an SME of his choice and both parties together propose the residency as well as the production of the results of the residency and/or an exhibition venue (max. 80K euro, **of which 30% must also go directly to an artist**).

The selected applicants will receive a fixed lump sum. The total amount is not subject to taxation. In type A the maximum funding is 40k. In type B the artist brings an external SME (which takes 80k, with 30% going to the artist), so the maximum funding can go up to 120k (40k + 80k)

The artists' commitment to the project lasts for at least the duration of the residency and may obviously continue beyond the lifetime of the residency. The duration of the residency may vary and it is expected to be between 12-18 months. The residencies begin with a short research phase during which the individual artists and the artists-SMEs will spend time discussing with the consortium and learning about research, technology initiatives. In return, consortium members learn about the artist's practice, working methods and perceptions of the questions being explored. Exhibition or public intervention planning is scheduled to begin in late 2024.

Project proposals should focus on one of four [Pilot Use Cases \(PUCs\)](#) along with the challenges and opportunities sound and related media offers to urban futures to create artworks and stimulate public dialogue through exhibitions, communication initiatives and/or industry collaborations.

1. **Musical experience design:** Concerts are much more than just the music they feature. Technology brings new ways of enabling participation in concerts– on site and remote. This enables the broadening and deepening of audience experience.
2. **The New Silence (Sound and mobility):** Electric cars are introducing a new silence in the city. How we can design the interior/exterior car sound, as a combination of ambiance and an audio interface in order to improve security and quality experience in mobility.
3. **Sound of urban spaces:** One aspect affecting the quality of urban life is sound. Analogous to visual city planning, a soundscape approach can be applied in order to analyse the form and sound of existing spaces, measure its quality and effects on citizens.
4. **Full-body sound experience:** Sound is experienced not only through our ears. New methods and tools (e.g., wearables) can support a full-body experience of music and sound. This opens new ways for music creation and perception while may also help people with hearing (and vision) impairment.



Further information as well as questionnaire and application details are to be found on the website of the project under [Open Calls](#).

3. Online-Webinars

The consortium has organized a webinar for future applicants to S+T+ARTS residencies. Consortium members and past residents have described their experience and provided useful background information.

Artists can watch this session online and get also an idea about the [technologies and facilities](#) to be used to develop their idea.

Watch the webinar by following this [link](#).

4. Who and How to Apply

Artists and pairs of artists-SMEs from all over the world are welcome to submit their proposals

Interested artists and pairs of artists-SMEs will be able to submit their application through [this platform](#) at any time for the duration of the open call. Applicants should fill in the online form in English.

In this platform, individual artists and/or artists-SMEs will be able to answer the questions and upload the documents asked (budget, CV, links) in order to submit the proposal.

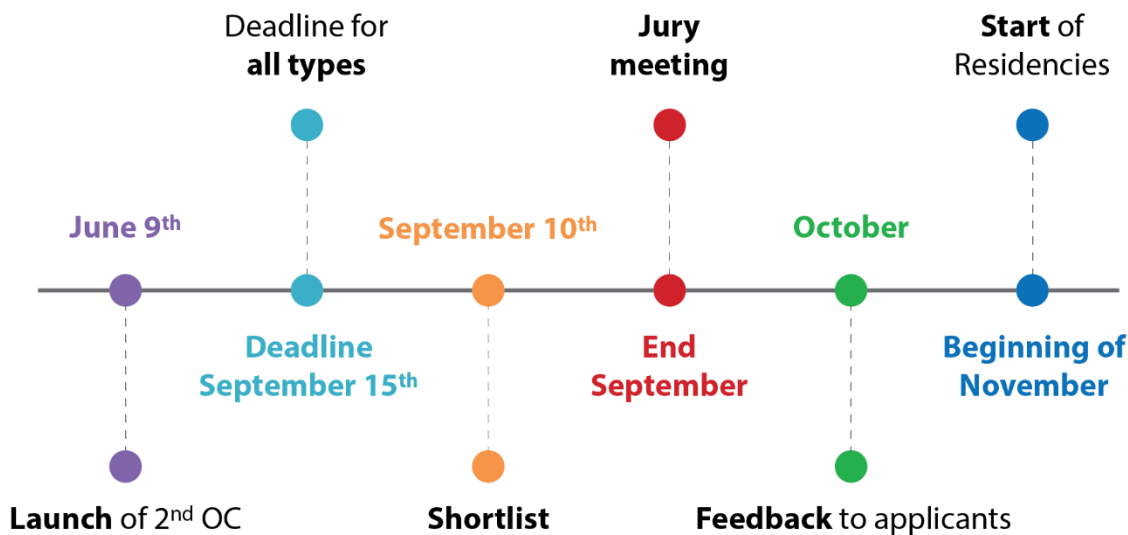
The proposal should specify clearly **(a)** the type of application and a summary of the proposed work; **(b)** a description of the applicant's' previous experience; **(c)** the motivation, ambition and relation to ReSilence; **(d)** the expected duration of the residency and the budget.

Materials can be sent as annexes to the application in so far as their relevance is described in the application.

Call will be open from 9th June to September 15th 2023.



The proposed dates for each of the evaluation phases are the following:



5. Selection criteria and procedure

The selection of proposals will be based on artistic merit, clear innovation potential and the overall fit of the proposal with the goals and ambitions of S+T+ARTS.

Proposals will be judged on:

- pertinence to selected ReSilence PUC (challenges)
- artistic quality in the spirit of S+T+ARTS
- feasibility and dissemination/communication strategy

The selection will be done by an international jury that includes the ReSilence Open Call Committee (4 internal members of the project (UNIGE, CERTH, Moben, UM) and led by UM).

External members (max 3) consist of experts from three S+T+ARTS components (science, technology, arts) and the jury is administratively assisted by the residency manager. They will review the applications after a first preselection by the OCC including an administrative and technical screening.



6. Funding Scheme

ReSilence will finance 6-8 proposals (min 2 of type A and min 4 of type B).

Applications selected for being granted will receive payments by the Coordinator of ReSilence (CERTH). Selected projects will be required to sign a Sub-Grant Agreement with binding details on the project time plan and goals and budget plan.

The final outcome of a STARTS open call, in particular art works resulting from a residency, shall be made available at no cost to the EC directly and for public viewing in exhibitions. The EC has the right to show them for at least a year after the end of the residency. The use of the outcomes, including commercial use, is still encouraged and desirable.

7. Types of activities

ReSilence S+T+ARTS Residencies are cross-disciplinary residencies of a collaborative nature and they offer no fixed accommodation. The different types of activities for which a funded third party may use their financial support will be the following:

- (i) conceiving challenging human-centered use scenarios,
- (ii) exploring alternative design methods and the intersections between technology and artistic practice,
- (iii) participating in cultural events to exhibit their outcomes,
- (iv) purchasing materials to be used for artworks and prototyping in the framework of the project use cases,
- (v) visiting the partners `worksites, exchanging ideas and working together with the researchers at these spaces,
- (vi) creating exhibitions and other communication platforms and materials (e.g., videos) to promote dialogues pertinent to Resilience.

Residents will be expected to achieve their project aims, contribute to the overall project and write a report of their experience as a member of the ReSilence team. Artistic outcomes of the residencies shall be made available for S+T+ARTS exhibitions across Europe for at least a year after the end of the S+T+ARTS residencies.

