

Guide for Applicants (GfA)

AIR S+T+ARTS Residencies Open Call

Call for Artists

Application submission starts on: **12 July 2023 09:00 CEST**

Submission deadline is: **22 September 2023 17:00 CEST**

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Must Read Brief

Applicants to the 2-stage Open Call of **AIR S+T+ARTS Residencies, Call for Artists**, are required to go through all the call documentation in order to get a full understanding of the call and the application process. This is a call for individual artists, open between **12 July 2023 and 22 September 2023**, launched by the project **AIR S+T+ARTS Regional Centres**, supported by DG Connect through **S+T+ARTS**. Only individual artists or artist-led organizations (studio's or registered collectives) are eligible to apply to this open call.

This Call for Artists will provide funding, mentoring and co-production support for **10 S+T+ARTS residencies**, between the period December 2023 and September 2024, which will focus on two main themes: Resilient interspecies urban ecosystems and Human AI Ecosystems.

- Maximum funding per artist: up to **40 000 EUR**
- Duration of AIR residency: **10 months**, divided in phases
- Number of selected applicants: up to **10 artists**
- Open call period: **July 12th, 2023- September 22nd 5pm CEST***

** The deadline for the open call is fixed and will not be extended under any circumstances. Proposals submitted after September 22nd 17.00 CEST will not be considered for selection.*

This is a two-phase selection process. In total 20 candidates will be selected to proceed to the second phase and invited for the matchmaking briefing on Oct. 22nd, 2023, where they will get further info on preparation for the Jury Day.

The AIR S+T+ARTS residency has to be proposed by one Artist (natural person) or Artistic company or association (legal person). Full details on the eligibility of applicants, project scope and objectives, application and evaluation processes, application form requirements and where to apply can be found in the Guide for Applicants (this document) and the [STARTS.EU project page](#).

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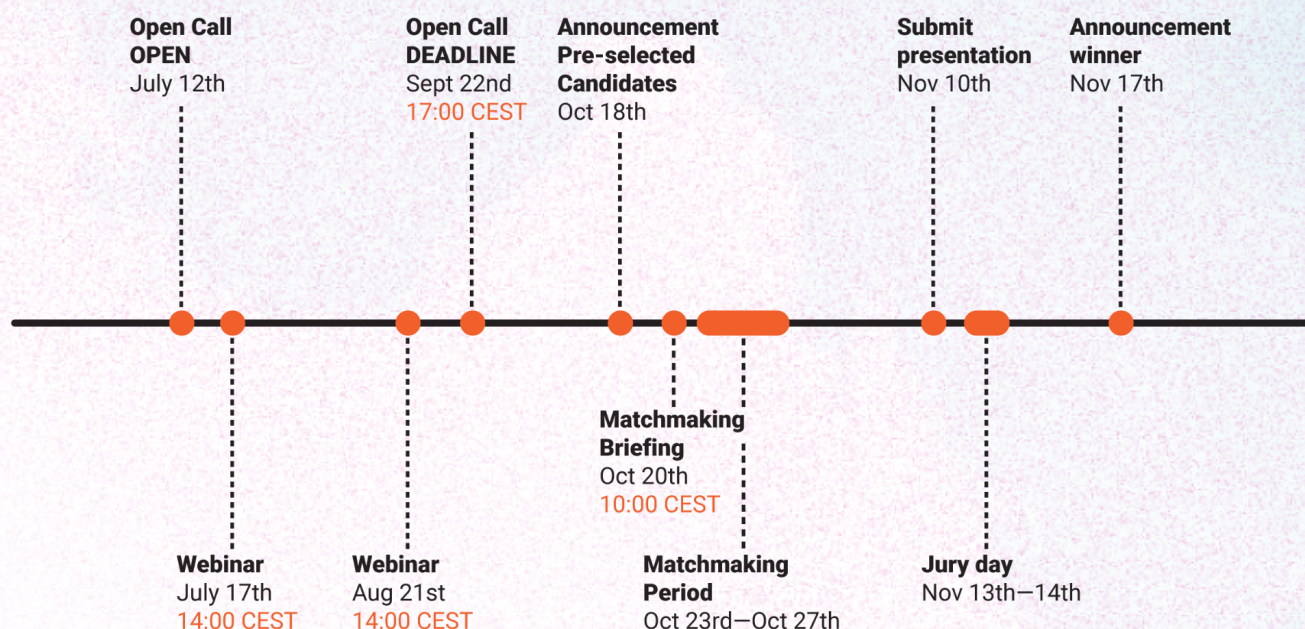
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Other documents/sources that are important to understand the objectives and requirements of this open call:

- [Application Form](#)
- [Webinars](#)
- [Starts.eu/what-we-do/residences/air/](https://starts.eu/what-we-do/residences/air/)

In case you still have doubts or questions after going through the available resources, feel free to reach out by email at starts-air@lists.projects.hlrs.de or watch the [webinars](#). Good luck!

Timeline overview



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Introduction to AIR

The Artistic Innovation for European Resilience (AIR) project is an EU initiative encouraging experimental collaboration between science, technology and the arts (S+T+ARTS) through the establishment of S+T+ARTS regional centers as hubs for art-driven innovation.

For artists interested in joining AIR as a resident artist, the project consortium offers access to the technologies and know-how of two of Europe's leading supercomputing centers ([HLRS](#) in Stuttgart and [BSC](#) in Barcelona), [SONY](#) Computer Science Laboratories in Rome, [PiNA](#) labs in Koper, Slovenia, and the artistic expert organizations Fundación [ÉPICA](#) La Fura dels Baus from Badalona, Media Solutions Center ([MSC](#)) from Stuttgart, [In4Art](#) from Rotterdam and [RCR](#) Architects from Barcelona. In this way, AIR is born from the will of 8 organizations from 5 different countries belonging to different fields of knowledge – technology, research, industry, and culture – to establish new methodologies, processes, indicators and seeks artists to collaborate with them. To this end, AIR will host a total of 10 S+T+ART residencies for artists between December 2023 and September 2024.

About AIR Concept:

Air's Multifaceted Nature: Air extends beyond the invisible substance we breathe. It encompasses both visible and invisible elements, complementing our senses and connecting us to our surroundings. It acts as a warning system, heightening our perception of danger and evoking deep emotions through scent. Air enables the existence of sound and has a tactile connection to our body, particularly our hair and skin.

Air played a vital role in verbal communication, language development, and logical thinking, laying the groundwork for scientific and technological progress. This dynamic has allowed humans to translate intricate processes into symbolic representations, making the unseen visible. Through the integration of science, technology, and art, we aim to create challenges that bridge these realms of knowledge, fostering a deeper understanding of the diverse realities and concepts intertwined with the air.

We invite creative and experienced artists to participate in the S+T+ARTS AIR Residencies, which deepen the multifaceted nature of AIR and its profound significance in our lives.

AIR S+T+ARTS Regional Centre has received funding from the European Union from call CNECT/2022/3482066 – Art and the digital: Unleashing creativity for European industry, regions, and society under grant agreement LC-0198476. The consortium is formed by [8 partners across 5 EU countries](#).

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Overview of the Open Call process

These guidelines summarize the main features of the Call for Artists as a first stage to apply to the AIR open call that will end up with the selection of 10 S+T+ARTS Residencies.

This Call for Artists will be open

From **12 July 2023** at 09:00 CET

Until **22 September 2023** at 17:00 CET

With this Open Call, AIR is looking for **Artists willing to collaborate on the intersections of art-science-technology and innovation, with a strong motivation to do so and an artistically and technically sound reflection on the topic(s) relevant to this call.**

This call is a great opportunity for Artists who seek to collaborate with centers for high performance computing & computer science on experiments where art, science and innovation come together.

The main objective of this call is to identify 20 artists who are convincing in their profile, motivation and reflection on the topics at hand. This call does not expect artists to submit full project proposals. The pre-selected artists will enter a proposal development matchmaking process (Stage 2) with scientists and core experts from the consortium to ensure a fit between the artistic interests, the scientific interests and the real-world challenges faced by society. The 20 pre-selected artists will conclude Stage 2 with the presentation of their proposal in front of the selection committee jury.

The steps within the AIR 2-stage Open Call until the start of the S+T+ARTS residency projects are as follows:

1. Individual application to the open call with an in-depth expression of interest before the deadline of September 22nd 2023 17:00 CET.
2. Proposal development matchmaking process for the pre-selected individual applicants, with the help of AIR consortium partners, between October 18th and November 10th 2023
3. Presentation of the final proposal to the jury on November 13th or 14th 2023
4. Selection and start of 10 AIR S+T+ARTS residencies

Preparing your submission

Artists are invited to apply by completing an online application form. This form, which can be filled out [here](#), asks from applicants to respond to a series of questions related to:

- Basic personal and legal information
- Autonomous artistic experience and practice
- Motivation to collaborate on the topic, with the partners and in the context
- In-depth reflection on one of the two directions and one or two challenges

All the parts of the application form need to be written in the text boxes, with the exception of the in-depth reflection. Applicants are free to choose between written text, visuals or video which format fits best to bring across your vision and ideas.

Artists from all eligible European countries (see eligibility section) are invited to respond to this 2 staged open call with an elaborated expression of interest in which the applicant responds to one of either directions in scope of AIR. The two directions and their related challenges are presented below.

As an applicant, you are requested to direct your motivation and in-depth reflection to 1 direction and, within this direction, 1 or 2 associated challenges. Not more. It is not possible to submit multiple proposals. It is also not possible to respond to both directions or to more than two challenge questions in your expression of interest application.

Each applicant will be matched with one of the four hubs for art-driven innovation which are part of AIR. The hubs are located in Germany, Spain, Slovenia and Italy (see Annex 2). As an applicant, you are requested to answer the question whether you have a preference of working with any of the hubs in particular and motivate why. The final decision as to which applicants will be connected to which hub will be made during Stage 2 of the process.

Directions in scope of AIR:

Direction 1: Resilient interspecies urban ecosystems

As a larger share of humanity moves to urban areas, and technology changes drastically how certain industries and spaces work, our shared space becomes more difficult to navigate, manage, and sustain. The visible part of cities is filled and connected with the invisible: air, sound, smell, electrical fields, as well as societal constructs like safety, diversity, inclusiveness, closeness to nature, and others. AIR aims at joining artists and researchers for making these invisible urban structures visible and help explore the challenges that might define our quality of life and our sustainable future.

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Challenges part of direction 1:

1.1. What could be the role of sound in modeling future cities?

As we change our lifestyles to fight climate change, how will cities sound? Apart from the transition to electric vehicles (in all sizes and shapes), we will see more pervasive signaling, communication devices, and the reintroduction of nature in the city. Can we actively design the urban acoustic experience to improve our lives? The voice of artists and scientists together will be necessary for creating experiences with the power to sway urban planning decisions, imagining, exploring, and even designing the sound of future cities.

1.2. Can virtual replicas of cities trigger urban regeneration?

Cities work through myriad invisible systems—some airborne, some buried, others a product of the interaction between the built domain and policies and habits. One of the big challenges is improving the quality of life and mental health within cities while not disrupting the socio-economic fabric, fostering instead the natural tendency of human beings to fulfil their needs and equal access to all opportunities. It is paramount to tackle urban areas' challenges beyond pure optimisation schemes, keeping a transformative eye instead. The power of supercomputers enables novel tools, like Urban Digital Twins, that can connect multiple disciplines, scales, and stakeholders, allowing us to explore the consequences of new scenarios and policies virtually. Artists are invited to work in tight collaboration with researchers to use AI-powered tools to visualise and explore the invisible interconnectedness and complexity of city systems, making the hidden beauty of our urban environments visible and enjoyable.

1.3. How can we transform urban ecosystems through our senses?

Air is a medium that can carry communication to multiple senses (sight, sound, smell, and even haptic response to sound) and can be exploited to create powerful multisensory experiences in indoor and public spaces. Emotions and moods that complement traditional communication can transform or even create urban ecosystems in innovative and disruptive ways. In order to create immersive (AR, VR) experiences that talk directly to our environmental consciousness and discover new interaction interfaces, artists must work together with scientists to explore and experiment with transducers, in-bone headphones, data sonification and smellification, always keeping in mind possible cultural and policy-making impacts of this novel approach.

Direction 2: Human-AI Ecosystems

While AI-powered digital systems make the news by taking the world by storm, we are already in a world where we are surrounded by invisible algorithms that touch and influence our lives in almost every way: What we eat, what we enjoy, where we work, and how we live is decided or influenced by invisible networks of algorithms. As AI gets closer to us and more

pervasive, we need to improve our way of living with them by equipping them with natural, spontaneous, intuitive behavior, leading to human-robot collaboration in creative activities but also in manufacturing / health / food / etc which improves productivity while decreasing ecological impact.

Challenges part of direction 2:

2.1. How will the digital twin of our respiration system change us?

Personalized medicine is headed towards creating virtual replicas of each of us to create tailored treatments for our bodies. Supercomputers can now simulate a digital twin of our respiratory system to help us measure and prevent diseases. However, their complexity requires collaboration with artists to explore not only their direct use, but also how will we interact with our digital replicas, how we will relate to them, and how human digital twins will change our lifestyles and the relationship with our bodies.

2.2. Can we create a Human-AI ecology?

As AI and algorithms are more pervasive and are responsible for more decisions in our lives, we need to create novel, intuitive and ecological ways to integrate them in our lives. The challenge is to create environments that augment human creativity and power through a virtuous cycle where machines and humans improve each other leveraging their skills—environments and spaces that can be created themselves through the use of AI. Artists and scientists are needed to explore novel interfaces, or even making the space itself the interface, relating to the person through the air around them. Possible use cases include singers, musicians, and performers working with AI or robotic entities to enhance, transform, and create music, movement, and experiences, or citizens and policy makers jointly designing and assessing AI-generated solutions for mobility around urban or indoor spaces..

2.3. How could we redraw the boundaries of perception?

The interaction between human and AI opens up new challenges and opportunities in shaping how we perceive our world around us. Artists can help scientists explore the emotional and moral aspects of communicating with AI systems, bringing a unique perspective to enrich human machine collaborations and their impact, as well as enriching future European AI generative models (language, music, sound, image). As artists and scientists work together to discover and exploit the whole gamut of our perception, they can also explore the perception and senses of other species and organisms, helping us improve our interspecies communication as well as our understanding of and coexistence with artificial intelligence entities.

Selection process

All artists who submitted an application will go through the same selection process in stage 1 of this open call. The selection process consists of the following steps:

1. Eligibility Check
2. In/Out of Scope Screening
3. Internal/External Evaluation
4. Consensus Meeting

1. Eligibility Check

Once the open call is closed, we will check whether the proposal meets the admissibility and eligibility conditions as described in the eligibility section. We will do it on the basis of the statements included in your proposal. At this stage, the eligibility criteria are checked against a Declaration of Honour or self-declarations included in the application form. Later on, during the evaluation process, the above criteria will be verified during the whole evaluation process (including the final formal check). The projects that do not comply with these criteria will be rejected and notified.

2. In/Out of Scope Screening

The In/Out Scope Screening will be done by the Selection Committee, which means that each proposal will be reviewed by one partner. The overall content of all applications included in the 'List of Eligible Applications' will be reviewed to evaluate the following items:

- **Scope.** The applicant must fit within the scope of the project as described in this guide.
- **European Dimension.** The project should have a European dimension as described in this guide.

The **Selection Committee** will assess if your proposal complies with the aspects above on a YES/NO basis and will provide reasoning in the cases where no compliance evidence is found. The Selection Committee will meet to review the partners assessment and validate the ones proposed, generating an 'In Scope List' and agree on the ones to be excluded. Be aware that proposals that do not comply with any of the aspects described above will be rejected. The ones complying with all of them will move on to the experts' evaluation phase. We will inform all applicants about the results of the eligibility and admissibility check and the in/out scope screening.

!! It is very important that you carefully go through all the available documentation to make sure you are an eligible applicant and that your application is within scope of the AIR call for artists before submitting your proposal !!

3. Internal/External Evaluation

Each application that has reached this stage, will be evaluated by **2 external and independent evaluators and 1 internal evaluator** appointed according to the specific characteristics of the applicants from the pool of Experts.

These are the criteria they will consider in order to evaluate your proposal:

ARTISTIC EXCELLENCE

- **CV/Artistic Portfolio:** the artist background must match in terms of needs, strategies and competences, proving the artists' ability to go from the conceptual to the development stage within a project.
- **Artistic quality:** based both on previous work by the artist and on the vision developed in the application regarding the use of computing technology in tackling/addressing the selected direction.

MOTIVATION

- **Collaboration:** the artist demonstrates clear motivation to collaborate with project partners throughout the project period.
- **EU Context:** the artist demonstrates a clear understanding of the European context underlying this program and how the artist relates to that.
- **S+T+ARTS goals:** the artist demonstrates a clear understanding of, and congruence with, the goal of S+T+ARTS regarding art-science-technology and art-driven innovation.

FIT

- **Direction:** the artist demonstrates a deep understanding and sound vision on the direction of choice in their reflection.
- **Challenge:** the artist clearly has a new, unexpected approach towards the challenges the artist reflects on in their application.

The evaluators will score each criterion on a scale from 0 to 5:

0 = The proposal fails to address the criterion, or it cannot be assessed due to missing or incomplete information.

1 = Poor – The criterion is inadequately addressed or there are serious inherent weaknesses.

2 = Fair – The application broadly addresses the criterion, but there are significant weaknesses.

3 = Good – The application addresses the criterion well but there are a certain number of shortcomings.

4 = Very good – There are a small number of shortcomings but overall, the application addresses the criterion very well.

5 = Excellent – The application successfully addresses all relevant aspects of the criterion with no or minor shortcomings.

Each evaluator will produce an Individual Evaluation Report. Your final score will be calculated as an average of the individual assessments provided by the Evaluators.

For each section (criterion), **the minimum threshold is 3** out of 5 points. **The total** maximum score will be 15 points, with a **minimum threshold of 10 points**.

4. Consensus Meeting

Following the external/internal evaluation, a 'Selection Committee' formed by all consortium partners, will decide by consensus (or minimum $\frac{2}{3}$ majority votes) on the "List of Jury Day's participants" to move on to the next stage. The discussion will be based on the ranking obtained as a result of the External and Internal Evaluation.

Bear in mind that even if usually the best-scored proposals are the ones selected for funding, the Selection Committee may have fair reasons for objecting to the selection of a specific candidate. These reasons can relate to:

- The alignment with the **AIR and S+T+ARTS** goals and scope.
- The ability to achieve the strongest possible impact.
- Commercial competition.
- The existence of significant ethical concerns.
- The existence of a potential conflict of interest.

In case a top-ranked application is rejected, we will consider selecting the next best-ranked proposal. Although the **AIR** project aims to select a portfolio of proposals that will result in a balanced outcome among the different application technologies/challenge/country, the final decision as to proposals approved will be made based on the quality and potential of the submitted applications.

At this stage up to 20 Applicants will be selected and will pass to Stage 2 of the call process.

Stage 2: Proposal development matchmaking

Up to 20 applicants will be selected to pass to Stage 2 of the call process after the consensus meeting. Stage 2 will be an intensive stage where the artist is expected to develop

a full residency proposal in a period of 5 weeks, between October 20th 2023 and November 10th 2023. The artists in this stage will receive mentoring, support and opportunities to meet the collaboration partners and discuss the project possibilities with them in-depth. The stage 2 process has the following structure:

Week 1 October 16 - October 20

- Announcement of pre-selected candidates entering stage 2 on **October 18th**
- Briefing session to start Stage 2 with all artists and partners on **October 20th**

Week 2 October 23 - October 27

- Individual meetings between artists and partners

Week 3 October 30 - November 3

- Artists develop proposal, support on a needs basis from proposal mentor

Week 4 November 6 - November 10

- Artists develop proposal, support on a needs basis from proposal mentor
- Submitting final proposal in the form of a presentation on **November 10th**

Week 5 November 13 - November 17

- Jury Days **November 13th** and **November 14th**
- On **November 17th**, the final outcome will be communicated and the 10 artists who proceed with the residencies will be informed.

For applicants to this open call it is important to take note of this process and allocate enough capacity to work on the full proposal with the partners in Stage 2 when selected. If you are going to submit an application, reserve October 20th, November 13th and November 14th in your agenda until it is known whether you successfully passed to stage 2.

Further information on stage 2 and the evaluation criteria will be provided during the briefing session on October 20th.

What do we offer and what do we expect?

AIR will select **up to 10 applications** that will take part in a **10 month support programme** where they will be working towards defining, experimenting, and prototyping in collaboration with a dedicated core team from the consortium.

AIR will offer the beneficiaries the following:

- Up to **40 000 EUR¹** as a lump sum grant per Artist
- **Guidance and support** by their hosting hubs from the consortium (the hosting hub will be defined during the second stage of the selection process) and the mentoring/innovation partners
- **Mentorship and collaboration throughout the residency** on the following areas:
 - o Conceptual mentoring by RCR
 - o Artistic production, experience design, participatory experiences and transmedia storytelling mentoring by EPICA & MSC
 - o Art-driven innovation mentoring by In4Art.
- **Access to scientific knowledge and facilities**, provided by the scientific and local partners and consisting of available knowledge, programs, solutions, and equipment to support the development of the project: see Annex 2 with an explanation of facilities per HUB.
- **Access to the European S+T+ARTS network.**

What we expect from artists:

- Minimum availability of 2 days a week during the residency period to work on the project
- At least 3 working periods of physical collaboration at the hub, each with a duration between 3 to 5 days.

¹ The budget is partly funded by this EU project and partly co-funded by the partners in this consortium. The 10 residencies are co-funded as follows: PiNa (2), MSC (1), HRLS (2), SONY Computer Science Laboratories in Rome (2), Fundación EPICA La Fura dels Baus (2), RCR (1), In4Art (1). The payment will be released in three installments based on the sub-grant agreement and set milestones.

- Availability to participate in the joint workshop at the RCR Architect Vila, in La Vall de Bianya (Girona), Spain:
April 8th - 10th, 2024.
- Regular online monitoring meetings with core team members
- Execution of experiments
- Active participation in the preparation and execution of a series of events/sessions organized around the experiment: knowledge transfer sessions (at least 2 per artist per residency), local demonstration sessions and the final AIR festival.
- Promoting new challenges, ideas, reflections, opportunities, etc. back to the scientific community they are collaborating with.
- Conducting experiments, writing of a final report describing the activities performed, progress or results achieved, and create proof-of-concept(s) (TRL 3-5)² demonstrated in a controlled environment.
- Artworks resulting from the AIR residencies must be made available without fee for short term exhibitions to the AIR Consortium and the European Commission for a minimum of 1 year after end of residency.

Residency project outline

The Artists selected in AIR will enter a 10-months **S+T+ARTS** residency, which will be divided into three stages:

- **Stage 1 - Prototyping: Technology exploration and experimentation:** For the first 4 months of the residency the assigned mentors and consortium partners will assist you in elaborating the main concept and establish a framework and set-up of the experiments.

Period: December 2023 - March 2024

AIR workshop. (April 8th) Three days workshop in RCR facilities (ES), where the 10 artists and all 10 core teams, including mentors and scientists, will share knowledge and ideas gathered during the first phase. Between the whole group the concept for the final AIR festival and the first approach of proof-of-concepts/demonstrator/experiments to be done by each artist will be defined.

² TRL 3: Experimental proof of concept

TRL 4: Tech validated in lab

TRL 5: Tech validated in relevant environment

[TRL Assessment | NCP Portal management | Horizon Europe NCP Portal](#)

- **Stage 2 – Experiment and develop proof-of-concept/ demonstrator.** For the following months, you will receive the necessary support from consortium collaborators to focus on the execution of the experiments and proof-of-concept / demonstrator.
Period: March/ April 2024 - June 2024
- **Stage 3 - Presentation, Dissemination and Spill-Overs.** For the final months, you will collaborate with the mentors to present your outcomes on various stages and prepare for wider dissemination and innovation uptake. This will come together in the AIR Festival.
Period: July 2024 - September 2024

The S+T+ARTS AIR Residencies aim to have a lasting impact on the artistic community, as well as the broader public. Artists will be encouraged to actively participate in workshops, exhibitions, and public events, sharing their creative processes and engaging with diverse audiences.

Admissibility and Eligibility Criteria

We will check the admissibility and eligibility of all proposals submitted before the deadline via our [online application form](#). All the admissibility and eligibility criteria are listed in this Section of this Guide for Applicants. Submissions that do not comply with those criteria will be excluded and marked as ineligible. We will check the admissibility and eligibility criteria based on the information provided in your application during the whole evaluation process.

Who are we looking for?

The AIR S+T+ARTS residency has to be proposed by one Artist (natural person) or Artistic company or association (legal person).

An Artist refers to: a self-employed individual (freelancer) or (co)owner of an artistic company or association that undertakes artistic activities as a profession/job occupation. The artist must have produced enough artworks to assess their artistic quality and experience. The Artist must share evidence for each artwork reference as part of their portfolio. Previous experience with art-tech experimentation projects will be valued but does not represent a condition for participation.

The natural persons who act as Artists have to be citizens or permanent residents in any of the eligible countries listed below³:

- The Member States of the European Union⁴ and its Overseas Countries and Territories (OCT)⁵ or
- Associated Countries to Horizon Europe⁶.

The **AIR** consortium partners or their affiliates or employees or permanent collaborators are not eligible for funding within this open call.

Type of Artist we search for

We are seeking artists with a passion for exploring the perception of air through the uses of our senses and in co-existence with other species and organisms. They question and promote a deeper understanding of the fields that surround us and the profound influence of these invisible waves. This entails exploring the boundaries of existing technical tools and pushing for novel ways and perspectives to look at AIR.

- Ideal candidates will be curious and open-minded, willing to dive into the complexities of our ecosystems. They should possess a strong interest in information and computer technologies and how they can be used to elevate our senses.
- Resulting on expanding perspectives and embracing interdisciplinary approaches, artists can imagine new insights related to the impact of human actions and digital activities on different ecosystems. The ability to think critically, push boundaries, and communicate complex ideas through artistic means will be essential for this residency.
- Utilizing high performance computing power is crucial for these artists, as they will be expected to propose experimental maps or models and will closely collaborate with the scientists.
- The ideal candidate will show a deep interest in collaborating with the consortium partners and being part of a core-team that will jointly work and embody the co-producing of the prototypes.

³ The applicants who are subject to EU restrictive measures under Article 29 of the Treaty on the European Union (TEU) and Article 215 of the Treaty on the Functioning of the EU (TFEU) are not eligible to participate in this open call. Please note that the EU Official Journal contains the official list and, in case of conflict, its content prevails over that of the EU Sanctions Map.

⁴ https://european-union.europa.eu/principles-countries-history/country-profiles_en

⁵ According to the Horizon Europe Programme Guide, the OCTs (and their linked Member States) are: Aruba (NL), Bonaire (NL), Curaçao (NL), French Polynesia (FR), French Southern and Antarctic Territories (FR), Greenland (DK), New Caledonia (FR), Saba (NL), Saint Barthélemy (FR), Sint Eustatius (NL), Sint Maarten (NL), St. Pierre and Miquelon (FR), Wallis and Futuna Islands (FR).

⁶ **AC as of 28.02.2023:** Albania, Armenia, Bosnia and Herzegovina, Faroe Islands, Georgia, Iceland, Israel, Kosovo, Moldova, Montenegro, North Macedonia, Norway, Serbia, Türkiye, Tunisia, Ukraine, for the most up-to-date list please first part of this [document](#).

- Artists will be expected to employ a selection of artistic elements such as light, color, smell, sound, and/or motion towards creating tangible outcomes/ prototypes.
- Artists interested in a joint presentation/ installation that captivates and inspires viewers.

How to apply?

We know it. Applying to an open call takes time and dedication and we are grateful you take up the challenge of applying to the **AIR** open call. We are here to support and help you understand the process and the eligibility requirements you have to comply with.

- **Be on time and use our system:**
Make sure you submit your proposal through the online form before the **deadline 22nd of September 2023, 17:00 Brussels time** (admissibility criterion). If you submit the form correctly, the system will send you a confirmation of your submission. Get in touch with us if it is not the case. It is important for you to know that we will not be evaluating any proposal sent after the deadline and submitted outside the dedicated form. Interested applicants must meet the deadline.
- **English language:**
Your proposal must be written/spoken in **English** in all mandatory parts in order to be eligible. Only parts in English will be evaluated. If the mandatory parts of the proposal are in any other language, the entire proposal will be rejected (admissibility criterion).
- **Every question deserves your attention:**
All mandatory sections of your proposal - generally marked with an asterisk - must be filled in (admissibility criterion). Make sure that the data provided is true and complete. This is crucial for us to properly assess your proposal. Conversely, any additional material that is not specifically requested in the online application form will not be considered for the evaluation
- **Have a European dimension:**
Your proposal should have a clear *European* dimension meaning all your actions, results and methodologies must be carried out according to European standards and overall, keeping in mind that they can be used in different member states across the European Union once the project is finished. The proposal should be relatable to the Sustainable Development Goals (SDGs)⁷ and the European Green Deal (EGD) goals⁸.
- **Be exhaustive:**

⁷ <https://sdgs.un.org/goals>

⁸ https://commission.europa.eu/strategy-and-policy/priorities-2019-2024/european-green-deal_en

Have you answered all the sections of the form? It won't be possible to add any information after the deadline. However, you will be able to modify the form as much as you like even *after* the proposal is submitted, **if it is done before the deadline**.

- **Conflicts of interest:**

We will take into consideration the existence of potential **conflict of interest** between you and one or more **AIR** Consortium partners. Indeed, consortium partners, their affiliated entities, employees, and permanent collaborators cannot take part in the **AIR** programme as applicants or beneficiaries. All cases of potential conflict of interest will be assessed case by case.

- **Healthy finances and a clean sheet are a must:**

We won't accept entities that are under liquidation or enterprises in difficulty according to the Commission Regulation No 651/2014, art. 2.18. Neither will we accept proposals from entities that are excluded from the possibility of obtaining EU funding under the provisions of both national and EU law, or by a decision of both national or EU authority; met national regulations regarding bankruptcy.

- **It is your proposal:**

Your project should be based on your original work. If not, that's okay, just make sure your right to use the IPR is 100% certain. Going forward, any foreseen developments must be free from third-party rights and if not, these third-party rights must be clearly stated.

- **Acceptance of the open call rules:** to apply for this open call you have to accept its rules and regulations detailed in this Guide for Applicants.

AIR will host two online webinars (**on July 17th and August 21st**) about this open call to clear doubts and answer questions live.

Join us on July 17th at 14:00 CEST on the Zoom platform on our first webinar at which you'll meet the consortium partners driving this initiative, explore the four S+T+ARTS Regional Centers, gain insights into the project's challenges and artistic exploration, learn about the application process for the S+T+ARTS residencies and gain valuable tips on how to submit a compelling proposal, as well as participate in a live Q&A session. To secure your spot, please register using the following link: [CLICK HERE](#).

Registration to the second webinar will be available at the end of July 2023, at the starts.eu website.

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Last but not least - final provisions

Any matters not covered by this Guide will be governed by German law excluding its conflict of law provisions. Any dispute, controversy or claim arising under, out of or relating to this Guide for Applicants and any subsequent amendments of this, including, without limitation, its formation, validity, binding effect, interpretation, performance, breach or termination, as well as non-contractual claims, shall be submitted to the Court of Stuttgart. Any matters not covered by this Guide will be governed from the rules related to the European Union grants regulations. We do our best to keep all the applicant data confidential. However, to avoid any doubts, you are entirely responsible to indicate what information is confidential. Your IPR will remain your property.

For the selected beneficiaries, the SubGrant Agreement will include the set of obligations towards the European Commission (for example: promoting the project and giving visibility to the EU funding, maintaining confidentiality, IPR, understanding potential controls by the EC/ECA, EPPO and OLAF).

The **AIR** Consortium might cancel the call at any time, change its provisions or extend it. In such a case we will inform all applicants about such change. Signature of the SubGrant Agreement is an initial condition to establish any obligations among applicants and any Consortium partners (with respect to the obligation of confidentiality of the application).

Good luck!

Annex I: AIR Consortium

HLRS

High-Performance Computing Center Stuttgart

The High-Performance Computing Center Stuttgart (HLRS) was established in 1996 as Germany's first national high-performance computing center. As a research institution affiliated with the University of Stuttgart and a member of the Gauss Centre for Supercomputing, HLRS provides computing resources for academia and industry. HLRS operates HPC systems, provides advanced training, and conducts research itself. Among HLRS's areas of expertise are parallel programming, numerical methods for HPC, visualization, cloud computing, high-performance data analytics, and AI.

<https://www.hlrs.de/>



Barcelona Supercomputing Center
Centro Nacional de Supercomputación

The Barcelona Supercomputing Center (BSC) is the leading supercomputing center in Spain. It specializes in high-performance computing. It has a dual role: providing infrastructure and a supercomputing service for Spanish and European scientists, and generating knowledge and technology to be transferred to society.

It manages the Red Española de Supercomputación (RES), was a founding and hosting member of the former European HPC infrastructure PRACE (Partnership for Advanced Computing in Europe), and now it is a hosting entity for EuroHPC JU, the Joint Undertaking that leads large-scale investments and HPC provision in Europe. BSC is a public consortium owned by the Spanish Government Ministry of Science and Innovation (60%), the Catalan Government Department of Research and Universities (30%) and the Polytechnic University of Catalonia (10%).

www.bsc.es



Sony CSL

Sony Computer Science Laboratories – Rome (Sony CSL – Rome) are pure research laboratories embedded in the rich Sony galaxy. The extreme flexibility and transdisciplinarity of the approach adopted in the four labs in Tokyo, Kyoto, Paris and Rome give the chance to face diverse research fields, combining science, technological innovation, art and the public good in a single conceptual space. The specific themes range from music to language, from the future of cities to sustainable agriculture, from creative processes to humanity's great challenges. Specifically, Sony CSL - Rome features three main research areas: the **Sustainable Cities** (committed to providing new tools for understanding and monitoring urban environments, contributing to making them more sustainable) the **Augmented Creativity** (aiming at using AI to find new paths for a better comprehension of global problems and their causal relationships to forecasting and validated scenarios.) and the **Infosphere** (tackling the challenge of redesigning Information Technologies to make information accessible and social dialogue more transparent, understandable, and healthy).

<https://csl.sony.it/>



FUNDACIÓN ÉPICA
LA FURA DELS BAUS

Fundación Épica La Fura dels Baus is a research center in advanced arts built on the know-how of the performing arts company La Fura dels Baus developed over more than 40 years. Based on the sum up of talents, its methodology and co-creation processes, Épica is an R+D+I

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laboratory promoting horizontal collaboration of Humanities, Science and Technology through creative projects that allow the transfer of knowledge to society.

<https://fundacionepica.org/>



media
solution
center
baden
württemberg

The Media Solution Center Baden Württemberg e.V (MSC) is a non-profit membership founded in 2019 by HLRS, together with the Hochschule der Medien Stuttgart (HdM), and the Center for Art and Media Karlsruhe (ZKM). The MSC promotes innovation in the arts and media industries by facilitating access to technologies and expertise in high-performance computing and visualisation. It contributes the knowledge and expertise of its members from the media industry and research as well as its experience in working at the interface of science and practical application in commercial environments. The structure of MSC's members guarantees access to diverse skills and perspectives. The Media Solution Center Baden Württemberg e.V is also one of the members and lead partners of the EIT CC. Today we can count with more than 19 international partners in the media and creative industries, museums, foundations, company's and research institutes.

<https://www.msc-bw.com/>

In4Art
guiding curiosity....

In4Art is a European-focused independent research and development organisation for artistic experimentation and responsible innovation in the fields of food, manufacturing, health, and biodiversity. We work according to our developed art-driven innovation method and are focused on the responsible use of technology. In4Art is interested in making connections

between science, technology, and the arts with a potential for technological, ecological, economical a/o social innovation.

<https://in4art.eu/>

piNa

PiNA is a Slovenian cultural and educational non-profit organization dedicated to fostering sustainable development and empowering communities. They contribute to the empowerment of non-formal education, participatory policy creation and merging art, science, and technology. Their educators blend artistic expressions with cutting-edge research at the HEKA laboratory, fostering innovation and inclusivity.

Through citizens' science and artistic presentations, they unveil captivating research insights and with expertise in participatory public interactions, they pave the way for collective visioning. HEKA's Immersive Sound Studio KUBER, collaborates with partner institutions, bridging tech, arts, and society, resulting in immersive audio experiences, bringing outcomes such as research projects, innovative hardware and software, installations, art festival contributions and workshops, paving the way for collective visioning and co-creation.

<https://pina.si/en>

RCR LAB·A

RCR LAB·A is an open architecture laboratory space to develop creative research and transversality, born from RCR (Rafael, Carme, Ramon) architects and sharing projects with RCR BUNKA foundation. Participates in the RCR universe of sharing creativity. The aim is to wake the senses up by experiencing the space. Revealing the qualities and the

capacities of a natural place (which is the initial source) to be applied in cities or urban environments.

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Behind the walls (that solid image of an object with which a house, a construction can be shown) there is nothing but air being modelled in different proportions. Understanding AIR as space which is the common ground of all people. In la Vila, an space with forest, streams, old constructions is intended to be a new laboratory of space.

<https://www.rcrarquitectes.es/>

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Annex II: AIR Hubs spec sheet

Hub	Germany - Stuttgart
Spaces	Offices and laboratories at the HLRS supercomputing center.
Hardware	Visualization Cluster and the CAVE (virtual environment) VR/AR hardware (Powerwall, HMDs, tangible interfaces, mobile CAVE)
Software	COVISE/Vistle (open source software for visualization in VR/AR)
Know how/expertise	Virtual & Augmented Reality, Digital Twins, Simulation
Infrastructures	Visualization Lab

Hub	Spain - Barcelona/ Badalona
Spaces	Fundación Épica La fura dels Baus (Badalona) atelier, La Vila space for residencies in La Vall de Bianya, office space at Barcelona Supercomputing Center (Barcelona).
Hardware	Marenostrum V, one of the 3 fastest supercomputers in Europe, including a general usage module, an AI-accelerated module, and a quantum computing module.
Software	Urban Digital Twins simulators of city systems. Earth modeling simulators, genetic modeling, large language models, and AI systems. Personalized Transmedia storytelling platform.
Know how/expertise	Data analytics and visualization, architecture and design, interaction with space, climate change, genomics, AI, large language models, computer vision, and urban digital twins, performing arts, co-creation methodologies, new narratives.
Infrastructures	Atelier, Auditoriums, digital storage.

Hub	Slovenia - Koper/ Ljubljana
Spaces	KUBER immersive sound studio in HEKA, offices Kuber Studio.

Hardware	A research unit for production and reproduction studio equipped with 3 different standard formats for the spatial audio; 2nd order ambisonics, dolby atmos 7.1.4, 2x directional sound above the listener, and bass transducers attached to the listener’s chair for a multisensorial sound experience. A realtime Ipad application to encode physical gestures of sound in the time-space domain.
Software	3 different Customly made workflows, IEM plugin suite, Dolby Atmos Rendering Suite, IRCAM’s Panoramix, HyperSpace (Åke Parmerud’s tool)
Know how/expertise	Social change, citizen science, education, immersive sound, biomaterials
Infrastructures	HEKA immersive audio lab

Hub	Italy - Rome
Spaces	Sony Computer Science Laboratories of Rome (CSL-Rome) is located within the Centro Ricerche “Enrico Fermi” (CREF) premises
Hardware	Five laptops with GPUs for deep learning and urban data analysis algorithms. One 64 CPUs and 1 Tesla GPU cluster. One 60 TB JBOD disk system for data storage. Four USB cameras - visible light and IR - for real time performance acquisition.
Software	Python, OpenCV and PyTorch for Deep Learning development. Max by Cycling74 for real time audio and video processing.
Know how/expertise	Complexity science, data science, geospatial data analysis, artificial intelligence, media. High-Frequency Location-Based data processing. Network theory. Information theory.
Infrastructures	Research lab. 100 people auditorium for conferences and public presentations.