

S+T+ARTS 4AFRICA

RESIDENCIES PROGRAMME CALL FOR ARTISTS CHALLENGES BOOKLET

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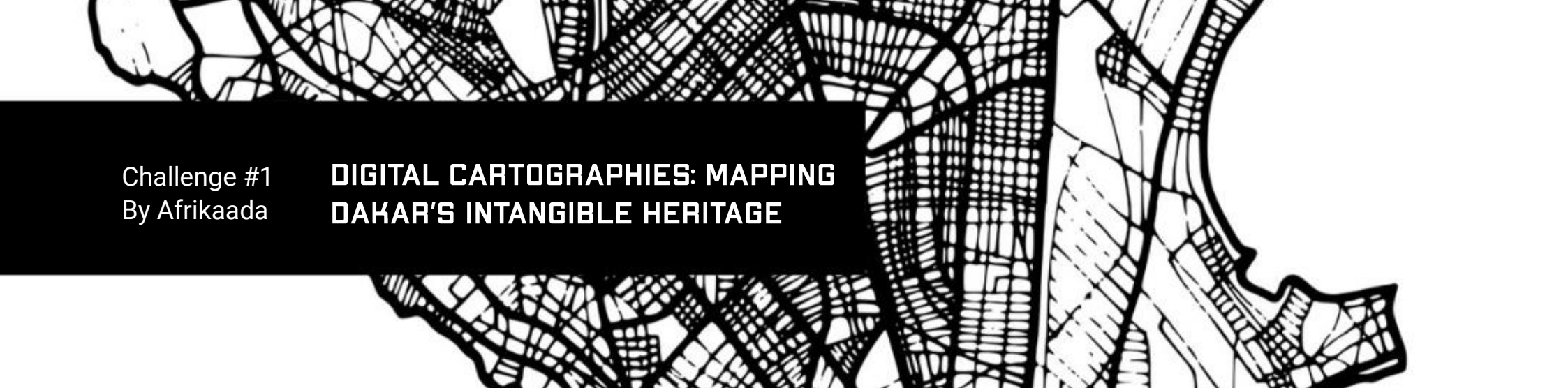
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Challenge #1
By Afrikaada

DIGITAL CARTOGRAPHIES: MAPPING DAKAR'S INTANGIBLE HERITAGE

PROBLEM STATEMENT

Rapid urbanisation in cities like Dakar poses a dual threat to both tangible and intangible cultural assets. Woven out of a patchwork of influences, from the rich heritage of the Lebou people to colonial planning, Dakar presents a unique case study. As these layers of cultural significance are at risk, there is a pressing need to preserve and reconnect inhabitants with their heritage.

Preserving and reconnecting with intangible heritage is not just a cultural initiative; it becomes a powerful tool to address societal disconnection, foster social cohesion, and counteract challenges arising from rapid urbanisation. By mapping these layers onto different approaches, the project aims to make these diverse aspects visible, offering a means to reconnect inhabitants with their

roots and ecological considerations. The project's integration of cultural and ecological planning thus aims to address the environmental degradation associated with urbanisation, fostering overall resilience.

KEYWORDS

Heritage, Intangible, Urban, Community, Mapping, Preservation, Geographic Technologies

DESCRIPTION

This residency will explore how communities grapple with the challenge of preserving and transmitting their cultural heritage in urban settings, emphasising the intersection of mapping, urban communities, youth engagement, and the safeguarding of

intangible cultural heritage. Participants will investigate how communities define heritage and assess its value in terms of transmission and expertise. The overarching goal is to enhance citizens' awareness of the significance and diversity of cultural assets.

Equipped with various digital technologies, such as Geographic Technologies, GIS, Remote Sensing, GPS, Mobile Mapping Systems, Web Mapping, LiDAR, artists will create dynamic maps that illuminate intangible heritage within the dynamic urban context. Utilizing innovative mapping tools, the project aims to visually showcase the interplay between youth, culture, and intangible heritage in urban environments. This residency invites participants to creatively capture the essence of cultural values, contributing to a deeper understanding

of the vital role cultural heritage plays in urban life.

RESIDENCY CHARACTERISTICS

Afrikaada will offer comprehensive support to participating artists throughout the residency, including assistance in securing necessary permits and permissions for data collection and mapping activities in Dakar city, Senegal. The facilitation of interactions with local communities, experts, and stakeholders will enrich artists' understanding of the cultural landscape and heritage preservation challenges in urban environments. Additionally, Afrikaada will assist in documenting the artistic process and outcomes through photography, videography, and written content.

The residency aims to yield multifaceted outcomes extending beyond traditional artistic expressions. Participating artists are expected to produce innovative artworks, critical reflections, community engagement initiatives, educational materials, and curated exhibitions showcasing the artworks in Dakar. This emphasizes the significance of utilising digital technologies for cultural preservation.

During the residency the artist will be supported by a Local expert Group composed of local and international practitioners. The residency partners are Afrikaada and GLUON.


The artist is expected to understand French to facilitate their communication with local stakeholders.

The artist is expected to travel to Dakar to attend workshops, events, meetings or to

conduct field research at least 3 times during the residency period. The artist is expected to create a presentable outcome that can be included in Dakar, at the exhibition at Ars Electronica Festival 2024 and/or the Tervuren Museum in Brussels.

JURY DAY: March 8, 2024

Please note that Applications addressing this challenge can be submitted in French OR English.



Challenge #2
By KENU LAB

"NETALI WAA KAM" *RACONTER OUAKAM

PHOTO CREDIT: INA MAKOSI

STATEMENT / PROBLEMATIQUE

Comment pourrions-nous relier les technologies ancestrales aux nouvelles innovations technologiques, en utilisant la narration immersive, la technologie portable et les textiles intelligents pour préserver et célébrer le patrimoine culturel et environnemental de Ouakam à Dakar, au Sénégal ?

Unissez tradition et innovation en intégrant des technologies ancestrales avec des outils de narration modernes, impliquant les arts de la Parole, des technologies portables et des textiles intelligents pour sensibiliser sur les défis environnementaux et sauvegarder le patrimoine culturel des Lébou de Ouakam.

KEYWORDS / MOTS CLES

Technologies ancestrales, Narration immersive, Arts de la Parole, Textiles intelligents, Ouakam, Dakar

DESCRIPTION

Ce défi envisage une intégration harmonieuse des technologies ancestrales, à savoir les connaissances endogènes et mystiques des cosmologies africaines et des innovations modernes pour valoriser le patrimoine culturel de Ouakam, en sensibilisant sur les défis environnementaux du quartier de Ouakam , village traditionnel des Lébou de Dakar, au Sénégal.

Les artistes ou collectifs d'artistes, sont encouragés à explorer comment la technologie portable et les textiles intelligents peuvent être imprégnés de pratiques

ancestrales, comme les connaissances endogènes des Lébou, tout cela raconté grâce à une narration immersive incluant les arts performatifs.

La richesse culturelle de Ouakam, profondément enracinée dans l'ethnie Lébou, en plus des autres ethnies et cultures africaines, sert d'inspiration à ce projet. L'objectif est d'exploiter la technologie comme moyen de préserver et de mettre en valeur le patrimoine culturel, sensibiliser sur les défis environnementaux de Ouakam, favorisant ainsi un lien plus profond entre le passé et le présent, en ouvrant des perspectives sur le futur.

L'impact attendu est une revitalisation des pratiques culturelles et de la cosmologie Lébou et des autres cosmologies sur le territoire de Ouakam; la technologie faisant

office de pont entre les générations. Le défi envisage un avenir dans lequel la narration immersive, les arts performatifs, la technologie interactive et les textiles intelligents deviendront des éléments essentiels des efforts de préservation culturelle, garantissant ainsi l'appréciation durable du patrimoine culturel et écologique de Ouakam.

Au cours de la résidence, les artistes ou collectifs d'artistes, sont encouragés à choisir et expérimenter parmi des technologies telles que la réalité virtuelle, les textiles interactifs et les interactions basées sur des capteurs.

Le projet cherche à créer une expérience culturelle vivante qui non seulement préserve le Patrimoine immatériel, sensibilise sur les défis environnementaux, mais célèbre également de manière dynamique les traditions uniques et les imaginaires en mouvement dans Ouakam, dans le sens d'esquisser une utopie de ce que pourrait être le Monde de demain du point de vue local, Sénégalais.

INFORMATION ON THE REGION / INFORMATIONS SUR LA REGION

La résidence aura lieu à Kenu Lab'Oratoire des imaginaires, dans le quartier de Ouakam, Dakar, Sénégal, un centre d'art à la croisée des

savoirs endogènes et pratiques artistiques et scientifiques, au sein d'une communauté dynamique et culturellement riche avec un fort accent sur la préservation du patrimoine et une vision du monde écologique. La région se caractérise par son mélange unique de pratiques traditionnelles et un intérêt croissant pour l'adoption des technologies modernes pour l'expression culturelle.

OPPORTUNITIES / OPPORTUNITES DE RESIDENCE

Les partenaires de résidence comprennent des organisations culturelles locales (collectivités Lébous, Centre de formations aux métiers des Arts, ASC et collectifs d'artistes, Monument de la renaissance, Centre et galerie d'art), des pôles technologiques et des établissements universitaires. Les artistes auront accès à des installations de pointe pour une narration immersive, une technologie portable et une expérimentation de textiles intelligents. Le soutien sera fourni par des mentors possédant une expertise à la fois en matière de préservation culturelle et d'innovation technologique.

Le programme comprendra des ateliers immersifs sur les pratiques traditionnelles, le codage et l'intégration technologique. Des événements culturels et des sessions

collaboratives avec les communautés locales seront organisés. La résidence se terminera par une vitrine du travail des artistes, célébrant la fusion de la tradition et de la technologie, qui pourra être au Festival Ars Electronica à Linz, Autriche, en septembre 2024 et/ou au Musée Tervuren à Bruxelles, Belgique.

EXPECTATIONS / ATTENTES SUR LE ROLE ET LA CONTRIBUTION DE L'ARTISTE / COLLECTIF D'ARTISTES

L'artiste, ou le collectif d'artistes sélectionné devrait jouer un rôle central en reliant les technologies ancestrales aux nouvelles innovations. Les contributions doivent se concentrer sur la création de résultats tangibles qui valorisent le patrimoine culture et la vision écologique inhérente à la cosmologie Léboul, et engagent la communauté grâce à une narration immersive avec les arts de la parole, une technologie interactive et des textiles intelligents.

Le partenaire d'accueil prévoit la création d'œuvres d'art ou de prototypes innovants contribuant à l'enrichissement culturel de Ouakam. Ces résultats constitueront des atouts précieux dans les initiatives de préservation culturelle et environnementale en cours et pourront être exposés localement et au-delà.

PROFILE OF THE ARTIST / PROFIL DE L'ARTISTE/CONTEXTE/POINT D'ENTREE

Nous recherchons des artistes / collectifs d'artistes possédant une solide expérience en matière de narration immersive et Arts de la parole, avec une forte curiosité sur tout ce qui est technologie interactive et textiles intelligents, et un vif intérêt pour la préservation culturelle. Les artistes ou collectifs d'artistes doivent être ouverts aux approches collaboratives et avoir une passion pour l'exploration de l'intersection de la tradition et de l'innovation.

L'artiste doit parler couramment le français.

PERIODE DE RESIDENCE


La résidence se déroule sur une période de 6 mois (Mars – Août 2024), laissant aux artistes / collectifs d'artistes suffisamment de temps pour s'engager profondément dans la communauté, expérimenter les technologies et produire des œuvres significatives.

Durant cette période, l'artiste / collectif d'artiste devra se rendre à Dakar au moins 3 fois pour travailler avec les partenaires de la résidence.

JOURNEE DU JURY INUMERIQUE: 26 février 2024

Cette résidence vise à favoriser une collaboration dynamique entre les artistes, la technologie et la culture, contribuant ainsi à la tapisserie culturelle et écologique dynamique de Ouakam et de Dakar.

Veillez noter que les candidatures répondant à ce défi peuvent être soumises en français OU en anglais.



Challenge #3
By Ker Thioossane

ALLIANCE WITH TREES

PROBLEM STATEMENT

How, by combining scientific knowledge, artistic creation, imagination and technology, can we create alliances with trees to regenerate healthy living areas on the urbanisation front in Dakar?

KEYWORDS

urbanism - pollution - trees - imagination - living well

DESCRIPTION

Kër Thioossane's challenge takes place in a rapidly intensifying urban zone on the outskirts of Dakar, in Sebikotane and

Diamniadio to be precise, where the effects of dazzling industrial and urban development articulate global, regional and local dynamics.

Through their work, the artist will explore the possibilities for people to live with industrialisation, through rehabilitation, repair and redevelopment, creating alliances with trees. It will integrate a plurality of viewpoints from stakeholders in the area, including scientific data on health and pollution and the knowledge of local people as practitioners and connoisseurs of their territory.

By creating a shared sense of purpose and facilitating collective learning, it will contribute to the emergence of new

territorial negotiation methods for monitoring health, the environment and the regeneration of biodiversity in Sebikotane.

EXPECTED IMPACT

Around the new transdisciplinary Observatoire on environmental change in Sebikotane and Diamniadio, supported by the CNRS and UCAD (Cheikh Anta Diop University of Dakar), the artist's work should, with this concern for shared research, facilitate the construction of a long-term dialogue between residents - politicians - factories, on issues of pollution and the habitability of the territory.

The proposed digital artwork work should encourage the co-creation of territorial trajectories, the definition of futures desired by populations for their commune, in alliance with trees (the living “non-human”, plant and mineral).

RESIDENCY CHARACTERISTICS:

XR / VR / AI, video, sound, animation, design, hybrid installations, ...

Works that are energetically and technologically neutral, but that also propose an ideological discourse capable of offering a sustainable alternative to the development of new forms of “sustainable” digital art, will be encouraged. More sustainable and less energy-consuming practices such as DIY (do it yourself), the use of techniques inspired by the principles

of sustainable development and the use of renewable energies will be encouraged. The use of techniques inspired by low-tech principles, restoration, recycling, detour, the search for new materials and partnerships with local companies developing eco-responsible technologies will all be appreciated.

During the residency the artist will be supported by a Local expert Group composed of local and international practitioners. The residency partners are Ker Thioissane and GLUON.


The artist is expected to understand French to facilitate their communication with local stakeholders.

The artist is expected to travel to Dakar to attend workshops, events, meetings or to conduct field research at least 3 times

during the residency period. The artist is expected to create a presentable outcome that can be included in the exhibition at Ars Electronica Festival 2024 and/or the Tervuren Museum in Brussels.

JURY DAY: March 4, 2024

Please note that Applications addressing this challenge can be submitted in French OR English.



Challenge #4
By OnaStories

EXPLORING TANZANIAN CULTURE THROUGH IMMERSIVE STORYTELLING

PROBLEM STATEMENT

In a world where storytelling undergoes constant evolution while holding steadfast to its timeless principles, staying relevant demands adaptation alongside technological shifts. How might we merge the art of storytelling with immersive technologies—AR, VR, XR, and AI—to craft narratives that intricately intertwine Tanzanian culture with cutting-edge technological experiences, creating impactful and resonant stories in today's dynamic landscape?

KEYWORDS

Immersive Technologies, Tanzania, Artificial Intelligence Storytelling, Virtual

Reality and Augmented Reality Narratives, Cultural Fusion in Technologies

DESCRIPTION

With 120+ different tribes, Tanzania has surprisingly managed to build a cohesive national culture over the past 6 decades. No one has ever done a deep exploration of what this “Tanzanian culture” really is - Utanzania ni nini? In this STARTS4AFRICA residency, we challenge artists to explore aspects of Tanzania’s political, socio-economic culture, history and group identity and contribute to the ‘Tanzanian-ness’ movement through innovative, critical and creative lens. Driven by a pursuit of immersive storytelling, this residency project aims to push the boundaries of

narrative innovation through a fusion of cutting-edge technologies and Tanzanian culture.

Our mission is to use immersive storytelling to reshape how Tanzania is perceived and understood through narratives, shedding light on its cultural richness. By blending technology with cultural elements, we aim to create inclusive, borderless storytelling that fosters greater appreciation and understanding of Tanzanian culture. The residency aims to create engaging narratives that connect diverse audiences worldwide, transcending geographical limitations.

Drawing from the successes of 'UTANZANIA NI NINI?', this residency invites artists to harness AI-driven

storytelling, Virtual Reality (VR), Augmented Reality (AR), and Extended Reality (XR). These emerging immersive technologies act as platforms to artistically portray the essence of 'UTANZANIA NI NINI?' with vivid and innovative storytelling. Our focus is on cultivating immersive experiences that seamlessly merge cultural richness with technological innovation, propelling the art of storytelling into a new era.

RESIDENCY CHARACTERISTICS

During the residency, the artist will receive support from a diverse Local Expert Group consisting of local and international professionals specializing in AI, AR, VR, and storytelling.

OnaStories, a pioneering Tanzanian storytelling company, serves as the primary partner for this residency. They specialize in innovating storytelling by integrating emerging technologies such as artificial intelligence, augmented reality, virtual reality, and extended reality.

We are seeking proposals inviting artists to creatively interpret UTANZANIA NI NINI? using immersive technologies like AI, AR, VR, and XR, thus translating the essence of Tanzanian stories into immersive narratives. The challenge lies in exploring

Tanzanian culture through immersive storytelling, crafting experiences integrated and displayed on the Utanzania platform, enriching the narrative landscape. Artists with a storytelling background, eager to diversify their storytelling approaches through immersive technologies, are encouraged to apply.

UTANZANIA NI NINI? is a multiplatform journalistic exploration delving deeply into the essence of 'UTANZANIA' - a unique Tanzanian identity - through diverse media, unveiling its distinctiveness from other socio-cultural and geopolitical identities.

Through OnaStories, the selected artist will benefit from expert guidance provided by experienced storytellers, journalists, AR/VR specialists, and AI experts. Access to immersive technology tools such as VR headsets, 360 cameras, software and others will be facilitated. Furthermore, additional expertise needed for project implementation will be accessible through the network of partnering experts.

The artist is expected to actively engage for 6 months, participating in immersive workshops, meetings, and events organized by OnaStories and other industry experts. These engagements aim to foster a deep understanding of Tanzanian culture, provide comprehensive learning about immersive

storytelling mediums, facilitate interactions with media industry stakeholders for insights, and offer opportunities for showcasing the artists' output on the Utanzania platform and at local exhibitions.

The residency partners are ONA STORIES and INOVA+.

The artist is expected to travel to Tanzania to attend workshops, events, meetings or to conduct field research at least 3 times during the residency period. The artist is expected to create a presentable outcome that can be included in Tanzania and, if selected, at the exhibition at Ars Electronica Festival 2024.

JURY DAY: March 6, 2024, by 10h00 CET (online)

USEFUL READINGS

[What is Augmented Reality \(AR\)](#)

[What Is Virtual Reality \(VR\)](#)

[What is Artificial Intelligence \(AI\)](#)

[Ona Stories](#)

[Utanzania](#)

[National Museum of Tanzania](#)

[Embassy](#)



Challenge #5
By Nafasi

BEYOND BLUEPRINTS: BRIDGING AND HARMONISING COMMUNITIES THROUGH ART, TECH, AND SUSTAINABILITY

PROBLEM STATEMENT

How might we harness the potential of digital communication and engagement strategies to bridge gaps between construction initiatives and the diverse social fabric of Dar es Salaam, promoting transparency, collaboration, and equitable benefits for all community members?

KEYWORDS

Civic Engagement through Art and Technology, Community-Centric Design, Interactive Urban Narratives, Digital Inclusivity, Sustainable Innovation

DESCRIPTION

This unique opportunity beckons visionary artists to reshape the narrative of sustainable semi - permanent construction in Dar es Salaam, converging the realms of art, technology, and social equity.

At its core, this challenge pivots on the imperative to transform construction into a force for positive community change. How might we wield digital platforms and technology as tools of empowerment, instilling a sense of ownership among residents in the construction process? Given the complexity and extensiveness of the subject, your challenge is to conceive groundbreaking ideas and solutions that actively engage communities, addressing

social concerns and championing inclusivity and provide safe spaces, with the goal of contributing to the creation of tools / toolkits that can be used by others in the design of sustainable urban space.

Artists will navigate the intersection of sustainability, urban development, and digital communication, forging pathways that transcend conventional blueprints. We encourage projects that champion community-centric design, craft interactive urban narratives, and seamlessly integrate digital inclusivity particularly in unplanned areas of the city using technologies such as Augmented Reality (AR) and Virtual Reality (VR), Internet of Things (IoT), Digital Engagement Platforms, Smart Building

Technologies and Community Crowdsourcing Platforms just to name a few.

By participating, artists embark on a transformative journey, poised to redefine the future landscape of Dar es Salaam. The challenge not only calls for creativity but demands a dedication to sustainable innovation and civic engagement through the fusion of art and technology. Join us in crafting a future where construction harmonises with communities, leaving an indelible mark on Dar es Salaam's social fabric. Are you ready to go beyond blueprints and be a driving force for change?

RESIDENCY CHARACTERISTICS

During the residency, the artist will benefit from a collaborative ecosystem facilitated by a Local Expert Group comprising professionals in sustainable construction, urban planning, digital technology, and community engagement. Our partner organisations are dedicated to fostering a resilient and inclusive urban landscape. The artist will have access to diverse sites,

including buildings and open spaces, to explore the intersection of art, technology, and sustainable construction.

Supported by the Local Expert Group, the artist will conduct an introductory research visit and collaborate in selecting specific sites/areas conducive to implementing their proposal. The residency offers a unique network that connects the artist with local experts, companies, and research institutions specialising in ICT technologies, community engagement, and sustainable development. The expertise needed for the project's implementation will be assessed collaboratively by the Local Expert Group.

This residency is inherently collaborative, aiming to enrich the social fabric of Dar es Salaam. It actively engages with local stakeholders, including entrepreneurs, youth, policymakers, and researchers. The artist is expected to make 3 to 6 visits to the region for meetings, events, and on-site research, fostering a deep understanding of the local context and ensuring the project's relevance and impact. The envisioned outcome is a project with replicable tools and methods, contributing to sustainable

construction practices in other regions. The results shall be tangible and ready for being showcased in exhibitions, events and other showcasing opportunities that will be discussed during the residency programme and can include Ars Electronica Festival 2024.

JURY DAY: March 4, 2024, by 10h00 CET (online)


LOCAL EXPERT GROUP

APC Architects - Tanzania -
<https://www.apc-tz.com/>

BlackRhino VR - Kenya -
<https://www.blackrhinovr.com/>

Tai Animation Studio - Tanzania
www.tai.or.tz ; www.taipius.co.tz

DARCH! (Dar es Salaam Centre for Architectural Heritage) Tanzania
<https://habitat-unit.de/en/research/darch/>



Challenge #6
By Gallery of Code

BUILDING RESILIENT SYSTEMS: SUSTAINABLE SOLUTIONS FOR FOOD AND WATER ACCESS

PHOTO CREDIT: FREEPIK.COM – ROYALTY FREE

PROBLEM STATEMENT

#ZeroScarcityFuture. The impact of conflict, climate change and poor infrastructure has triggered a food crisis in Nigeria. Soaring food prices put many at risk of hunger while clean water scarcity is prevalent. How can art-thinking and digital technologies be utilized to mitigate the impact of climate change on farming, reduce post-harvest loss and make food and water more available and affordable?

KEYWORDS

Access to food, Clean water access, Sustainable solutions, Food Loss, Water resource management

DESCRIPTION

Imagine a future where there is no food and water in Nigeria, this dystopian reality is not far-fetched where the convergence of climatic changes, conflict, and logistical hurdles has given rise to a growing food insecurity crisis. The North-East is reeling from halted farming activities due to conflict, thereby diminishing the food supply. In addition, post-harvest losses afflict over 30 per cent of annual food production, a consequence of inadequate food produced in storage facilities, poor transportation, and lack of equipment for value addition to farm produce. Adding to the complexity, a staggering 44.5 million people lack access to clean water near their homes.

In face of these challenges, how can the STARTS4AFRICA Residency ignite transformative community-based solutions? This residency prompts artists to reflect on the following questions:

How can we leverage digital innovation and technologies like IoT, AI or Data Analytics to analyse patterns in climatic changes, effects of conflict on food supply chain and food loss reduction? How might we create sustainable solutions for effective water resource management or improve access to food for citizens?

In this residency we invite artists and researchers to imagine Nigerian communities where its inhabitants have access to clean water, safe food and leading healthy lives. Artists can create

installations or prototypes at the nexus of science, technology and the arts that raises awareness about food and water access or question the social, economic, and cultural forces that frame food and water while evoking thought towards sustainable solutions.

RESIDENCY CHARACTERISTICS

The 6-month residency will provide technical support for design and development of the project idea which can be a digital prototype or an arts installation. The selected artist or researcher will have access to a technical team with various skillset ranging from AI, Data Science, Software Engineering and Product Design while leveraging state of the art equipment at Gallery of Code innovation lab for building IoT systems.

– *Who Can Apply*

Artists or Collectives of artists with experience or interest in experimenting with technology to actualise project ideas that address issues of food and water access in Nigeria.

– The Residency encompasses

- Series of idea/concept development meetings at host institutions innovation lab
- Workshops and webinars with network of subject matter experts in EU and Africa.
- Fully sponsored participation and exhibition of completed works at the Ars Electronica Festival 2024.
- Project prototyping, technical design and development.
- Participation in “Innovation X Arts and Technology Festival 2024. A national arts and technology festival in collaboration

with the Ministry of Information and Culture Nigeria.

- Access to residency partners – World Food Program (WFP), Global Alliance for Improved Nutrition (GAIN) and UNICEF.
- If selected, exhibition at Ars Electronica Festival 2024

– What we expect from you

Propose an innovative project that combines art-thinking, science and technology that is relevant and impactful in the area of food and water. Projects MUST be tangible and can be exhibited at various showcase events. Projects must be feasible and implementable within the duration of residency.

JURY DAY: March 5, 2024, by 15h00 CET (online)



Challenge #7
By University of Ghana Business School
Innovation and Incubation Hub

CODING GHANAIAN CULTURE: REIMAGINING NSADWASE NKOMOM FOR CONTEMPORARY RELEVANCE

PROBLEM STATEMENT

Nsadwase Nkomom, a monthly gathering featuring Anasesem storytelling, Palmwine music, and other cultural performances, represents a vibrant convergence point of Ghanaian cultural heritage. However, these legacies, a vital component of the Ghanaian culture, face a youth disconnect. To bridge this gap, the challenge seeks digital artists to reimagine Anasesem and Palmwine music within the context of Nsadwase Nkomom to make it more appealing to younger generations and ensure the continued vitality of this cultural convergence.

Can we bridge generations through Digital Innovation and transforming Nsadwase Nkomom?

Join us to reimagine Nsadwase Nkomom. Merging tradition with innovation to captivate the youth and safeguard Ghana's cultural heartbeat.

KEYWORDS

Anasesem Storytelling, palmwine music, Nsadwase Nkomom, digital fusion, cultural revival, intergenerational engagement.

DESCRIPTION

This challenge aims to revitalize Anasesem storytelling and palm wine music traditions, a cultural heritage facing a decline within the context of Nsadwase Nkomom. Artists are tasked to create a digital fusion that incorporates these traditions into youth

engagement while preserving their traditional values. The projected impact imagines a reimaged Nsadwase Nkomom, where Anasesem storytelling and palm wine music becomes appealing to the younger generations. The challenge aims to rekindle interest among the youth, fostering a deeper appreciation for their cultural heritage through innovative digital mediums. In this residency, artists will experiment with various technologies, including interactive storytelling platforms, virtual reality, and immersive audio experiences.

By exploring these technologies, the challenge hopes to create an immersive, participatory experience that transcends traditional boundaries, making the Nsadwase Nkomom performance circle an interactive journey into Ghanaian cultural

narratives. The residency at the University of Ghana provides an ideal space for this exploration as it fosters collaboration between artists, cultural experts, and technologists to shape a digital future for the Nsawase Nkomo Performance Circle.

RESIDENCY CHARACTERISTICS

The artist in residence will have access to facilities, including digital labs, Nsawase Nkomo sessions, and collaboration spaces.

The residency emphasizes the interaction between cultural heritage and digital innovation, aligning to revitalize Anasesem storytelling and palm wine music traditions

within the context of Nsawase Nkomo. Activities including participating in the monthly Nsawase Nkomo, cultural appreciation, and digital and collaborative brainstorming sessions to ensure a holistic exploration of digital arts within the Ghanaian cultural context will form the foundation for the output. The artist will be expected to play a pivotal role in experimenting with various digital storytelling mediums, pushing the boundaries of technology to rekindle interest in Anasesem storytelling and palmwine music. Contributions will extend beyond individual projects to include knowledge-sharing sessions with the university

community, promoting a sustainable exchange of skills and ideas.

We seek an artist keen on cultural preservation, digital storytelling, and a collaborative spirit. Prior experience in blending traditional arts with digital technologies is highly valued. The expected result is a compelling digital experience that enriches and renews interest in the Anasesem storytelling and palm wine music traditions that leave a lasting influence on the community.

JURY DAY: March 5, 2024

Challenge #8
By Department of Vocational and
Technical Education, University of
Cape Coast, Ghana

IMMERSIVE SPECULATIVE FUTURES: REIMAGING OUR TRADITIONAL TOWNS THROUGH TANGIBLE DREAMS

PHOTO CREDIT: JUSTICE AMOH

PROBLEM STATEMENT

We are living in a period of permacrises within all facets of our lives including social disconnectedness, lack of sustainability, infrastructural deficits, degeneration, and climate change. How do we resort to technology, arts, and science to best shape our world?

KEYWORDS

Ecology, hybrid, eco-friendly city, alternative futures, sustainability, regeneration

DESCRIPTION

We do believe that in a world of myriad crises, creatives can figure out the possible

worlds that are viable and workable for our specific conditions. A critical response to our traditional ways of doing things to allow synergy between technology, arts, and science to mediate our current crises. This residency will explore problems within the physical and social structures of our community to envisage better futures. We challenge creatives to speculate, improvise, and dream to create possible new worlds worthy of good living. We welcome projects that take into consideration the intersection between our social, structural, and economic scenes. An immersive work that binds and connects us with our common humanity.

RESIDENCY CHARACTERISTICS

We invite creatives to respond to the open call with their innovative and ambitious

project that envisages new worlds for our current conditions. During the residency, applicants will be supported by local experts from the Construction Technology unit and Fine Art unit in the Department of Vocational and Technical Education to offer a platform for the cross-pollination of ideas and concepts to be realized in artworks or prototypes. Participants will get the opportunity to interact with our vibrant community. We want creatives to challenge the status quo, shift perspectives, improvise, propose, and dream to come alternative futures. The residency is for the participant to imagine and create possible new worlds.

JURY DAY: March 5, 2024

