

e-MobiLArt

European Mobile Lab for Interactive Media Artists

CALL FOR PARTICIPATION

(latest update: 7 March 2008)

Aims and objectives of the project

European Mobile Lab for Interactive Media Artists (e-MobiLArt) is a project tailored around the process of collaboratively creating interactive installation artworks. Such mediated environments may involve the use of ubiquitous computing, communication networks and mobile or locative media technologies. Participants in this project will be artists and scientists who are active in creating interactive media art or pursuing innovative interdisciplinary research and wish to collaborate in order to create interactive media artworks.

The e-MobiLArt project aims to provide selected participants with a multicultural, interdisciplinary context, ideal for shared artistic practice, by supporting their travels, collaboration and the exhibition of their work. Selected participants will form groups and work together in order to develop their projects. Each artist/scientist will have to collaborate with at least one artist/scientist from another European (or collaborating) country in order to submit his or her artwork for exhibition.

During the project, three workshops will take place in three different European countries. In these workshops, participants will be provided with necessary technical, theoretical and curatorial support and will be aided in starting and developing their collaboration. The resulting interactive installation artworks, which will be produced during this creative process, will be exhibited in at least two museum or gallery spaces in different European cities, with the support of a team of established curators and theorists, active in the intersecting fields of art, science and technology.

Timeline and duration of the project

e-MobiLArt will be launched in June 2008, with the first workshop hosted in Athens, Greece. The second workshop will take place in Rovaniemi, Finland in August 2008. The third and final workshop will take place in Vienna, Austria in February 2009. Artists will be required to submit their completed artworks by the end of March 2009. The exhibitions will take place in autumn 2009 and will last from ten days to one month.

Project partners and sponsors

The e-MobiLArt Project has been funded with support from the CULTURE 2007 Programme of the European Union. It is co-coordinated by the University of Athens (Greece). The co-organising partners are: the University of Applied Arts Vienna (Austria) and the University of Lapland (Finland). Associate partners are: Leonardo/OLATS (France), Group Haute Ecole ICHEC Saint Louis (Belgium), State Museum of Contemporary Art – Thessaloniki (Greece), The Academy of Fine Arts - Katowice (Poland), Cycling74 (U.S.A.), and I-CubeX (Canada).

Curatorial committee

Roger Malina, Nina Czegledy, Annick Bureaud, Christiana Galanopoulou

Participating artists/scientists requirements

Artists from all disciplines are encouraged to apply: interactive installation artists, video artists, visual artists, net artists, as well as musicians, choreographers, performance artists and others who wish to experiment with the use of the aforementioned technologies in the creative process. Individuals with a scientific background and the willingness to experiment in a collaborative artistic project in this direction are also eligible.

The call for participants is open to all countries that participate in the Culture 2007-13 Programme¹. Participants from **third countries**² may also apply, but their number cannot exceed the 15% of the total number of participants and their travel expenses will only be covered for trips within the EU.

A reasonable degree of technical skill and previous experience with MAX/MSP or relevant software will be an advantage. However, due to the interdisciplinary and collaborative character of the project, artists and scientists who are interested in working with these technologies but have no such prior experience will also be considered, provided that they collaborate with more experienced artists in the use of interactive technologies.

¹ European Union Member States; EEA countries (Iceland, Liechtenstein, Norway); candidate countries (Croatia and Turkey; former Yugoslav Republic of Macedonia, subject to the conclusion of a Memorandum of Understanding concerning the participation of this country in the Programme); the countries of the western Balkans (Albania, Bosnia-Herzegovina, Montenegro, Serbia including Kosovo (UN Security Council Resolution 244)), subject to the conclusion of a Memorandum of Understanding concerning the participation of each of those countries in the Programme).

² A country not taking part in the CULTURE 2007 Programme is a *third country*. Artists/scientists from third countries may apply; however, please bear in mind that there is a limitation imposed to us by the European Commission concerning the number of the participants coming from third countries.

Group collaboration

Participants will form groups of 2-4 persons. Each group will consist of participants from at least two participating countries. The formation of the groups will aim to promote interdisciplinary and intercultural dialogue amongst participants. Their communication will be strongly encouraged and supported not only during the workshops but also via the project's website in the period between and after the workshops.

Structure of the project's activities:

The project activities will consist of:

- Three workshops in three different European countries (Greece, Finland and Austria) hosted by the University of Athens, the University of Lapland and the University of Applied Arts Vienna respectively
- Two exhibitions in two other European cities (State Museum of Contemporary Art - Thessaloniki in Greece and Gallery of the Academy of Fine Arts - Katowice in Poland).
- Additional on-line support in-between the workshops and exhibitions for the purpose of aiding communication and collaboration among artists and other members of the consortium who will be supporting the creative process
- Dissemination of the project's results through related print (Leonardo Journal, exhibitions catalogues, workshop brochures, etc.) and electronic publications (Leonardo Electronic Almanac, YASMIN forum and Leonardo/OLATS web sites etc.).

Content of workshops

The workshops will support the creative process by providing tuition via a series of presentations and lectures by experts and by aiding collaboration within the groups' activities at a theoretical, practical, and technical level.

The technical aspect of the workshops will focus on the use of appropriate hardware (sensors, devices, boards, etc.) and software (an introductory course in MAX/MSP, etc.) supporting the design and development of ubiquitous computing systems and interactive environments. Apart from technical support, artists will be offered theoretical support throughout all phases of the creative process (conception, design, and implementation of their interactive installation works). Additionally, workshops will feature lectures on specific topics related to the current discourse at the intersection of art, technology, science and society, by an international team of experts (professionals, academics, researchers, artists, museum curators) active in this field.

Topics to be addressed and discussed during the workshops may include (but will not be limited to):

- Intelligent systems and environments
- Ubiquitous computing, sensors and networks
- Communication in mediated spaces
- Locative media art
- Sound installations, sound art
- Cognitive and neurobiological issues of artistic creation and reception, synaesthesia in art
- Interactive narrative / interactive storytelling
- Evolutionary systems in art
- Art and postmodernism
- Media art theory, digital design and aesthetics
- Curating interactive media art: exhibition, preservation, restoration.
- Virtual reality / Augmented reality
- Performative environments

Organization of two exhibitions

At the end of the project, at least two exhibitions will be organized in Greece and Poland by the State Museum of Contemporary Art in Thessaloniki and the Gallery of the Academy of Fine Arts, Katowice respectively. This implies an obligation on the behalf of the groups of participants to submit their completed works by the end of March 2009 and an obligation on behalf of the project that all these works will be exhibited at least once.

Theme / concept of artworks and exhibitions

There will be a central theme which will function as a context within which the artworks will be created. The proposed theme relates to the concept of “*passage*”, which could provide an axis across which artists will be asked to comment on through their works.

The concept of *Passage* is seen as a journey, a path or a ritual transforming someone from what one was to what one becomes, a state of passing, of being on a doorway, as migration, a space in-between, a *non-place*³.

The collaborative and interdisciplinary process of artistic experimentation and exhibition of the artworks may contribute towards identifying emerging fields in contemporary European artistic creation. The exhibitions as well as their documentation will aim to reflect contemporary intercultural, artistic and interdisciplinary discourse.

³ Auge, M. (1995) *Non-places: Introduction to an anthropology of supermodernity*, London: Verso.

Publication and dissemination of results

A special issue of Leonardo Electronic Almanac (LEA) will be edited by a team of experts participating in the project. This issue will feature reports on activities that took place during the project. Furthermore, a selection of short articles will be submitted through the editorial peer review process to the Leonardo Journal.

Artists who will participate in the project and in the final exhibitions will be promoted by the e-MobiLArt website and links to the website of Leonardo/OLATS, YASMIN forum etc. Additional promotional activity (e.g. exhibition catalogue, local press etc.) will be undertaken by the museums and relevant brochures will be published in relation to the project and its workshops.

Detailed description of terms and regulations of the project

The project will support artists in the following ways:

- **Mobility:** All travel expenses from each participant's home country (within the EU) to each workshop location and back will be paid by the e-MobiLArt Project.
- **Subsistence:** Artists will be provided with subsistence (accommodation and meals) for the duration of each of the three workshops (5-6 days).
- **Theoretical support:** Artists will be given a series of lectures by an established team of academics, researchers and theorists.
- **Technical support:** Artists will be given tuition on technical issues pertaining to the creation of interactive installation environments (MAX/MSP authoring, constructing and installing sensors and circuit boards etc.).
- **On-line tools and support:** On-line tools will facilitate collaboration and content exchange among group members. Artists will also be given advice on technical matters regarding the completion of their works, including design and implementation via on-line communication with experts. A team of "moderators" with experience in different aspects of creating this particular type of interactive art will be available for consultation, both during the workshops as well as between and after the workshop periods, via on-line communication.
- **e-MobiLArt on-line community:** Each participant will have access to an on-line environment in order to present him/herself and his/her work and to communicate with others. The creative process will therefore be documented and displayed on-line through this social network. The e-MobiLArt on-line community will include features such as user profiles, comments, recommendations, forums, content sharing, reviews and events, among others and may work in parallel with the YASMIN forum. Ultimately, one of the objectives of the project is the creation of a community of artists, scientists, theorists, cultural operators, academic

institutions and ICT-related companies which will continue to evolve and form new collaborative activities, after the completion of the project.

- **Equipment:** Groups of participants will be provided with hardware (circuit boards, sensors, other I/O devices etc.) necessary for the development of their artworks. This hardware will belong to the artists after the completion of the two exhibitions, as integral parts of their actual works.
- **Software:** Software licenses will be provided by the project in order to develop the artistic works. Ownership of software licenses and relevant material used for the artworks after the completion of the project will belong to the artists as integral parts of their works.
- **Curatorial support:** A team of curators will support artists during the creative process, to the extent that each party feels appropriate. The curatorial team will also collaborate with local museums/galleries and groups of participants, in order to curate the final exhibitions.

Participants will be required to provide:

- **Own contribution:** The contribution of each participant is €3.000, paid in advance at the beginning of the programme. However, an option of paying a reduced fee of €1.700 is also available, but in this case the project will not cover the travel expenses of participants.
- The project will pay for all expenses described above. All other expenses (materials or services) needed for creating the artworks, as well as travel expenses for the exhibitions will be covered by the participants.

Grants: In case an artist/scientist is supported by a funding agency or programme, he/she can be accepted provided that the fees are paid in cash at the beginning of the project. The Institution that provides this grant will optionally be mentioned in the programme credits. Collaborations with grant programmes, funding organizations as well as Academic, Research or Cultural Institutions are highly encouraged.

Scholarships: The project will offer at least two scholarships which will cover the fees for participation (excluding the travel expenses). The project partners are working towards providing more scholarships for potential participants. In addition, selected participants will be provided with a formal letter of invitation in order to assist their application for grants in their own academic institutions and European or national mobility funds, and embassies of their country of origin.

Languages: The working language of the programme is English. Additionally, certain documentation will be available on the e-MobiLArt website in other European languages. Leonardo/OLATS will publish a short description of the project and its results in French. A joint

exhibition catalogue of the two exhibitions will be published in English with excerpts in Greek and Polish.

Ownership of rights: There will be an agreement signed to the above terms and conditions. All copyright of the final artworks will belong to their authors.

Evaluation and selection committee: Roger Malina, Nina Czegledy, Annick Bureau, Christiana Galanopolulou, Dimitris Charitos, Ruth Schnell, Eija Timonen

Application submission process

Prospective participants may apply online via the e-MobiLArt website (<http://www.media.uoa.gr/emobilart/application.php>).

Alternatively, applications and attached files can be sent via e-mail to emobilart@gmail.com. Applications should include:

- a detailed Curriculum Vitae of the participant
- a portfolio of each participant's work in digital format and
- a short statement describing the work the participant would like to pursue during the e-MobiLArt project (optional).

Please limit the total size of all files sent by email to **15 MB**.

If you wish to send larger files, you are kindly asked to post them in CD or DVD format.

Please send 4 copies to:

Michael Meimaris
attn: e-MobiLArt CULTURE project
Department of Communication and Media Studies, University of Athens
5 Stadiou Street
Athens 10562, GREECE

Application deadline: extended to Sunday, March 30th, 2008

Notification of acceptance: Monday, April 14th, 2008

Thank you for your interest in e-MobiLArt. Please do not hesitate to contact us at emobilart@gmail.com in case you need further details.

