

*Open call for artistic projects
(2024)*

Residències Híbrides: small embodied data

Axolot is a Barcelona-based interdisciplinary artistic collective that focuses on critical approaches to science and technology, embracing practices and tools such as live coding, creative coding, "generative AI", and interfaces. We align with open source principles, advocating for a humanized technology that enhances accessibility to everybody.

The freedom to share, modify, and add functionalities of the tools cultivates a collaborative culture within the artistic communities. The emphasis on open-source resources is a deliberate effort to democratize access to technology applied to art, aligning with our advocacy for extending the lifespan of technological devices through practices of reduction, reuse, repair, and recycling. The critical approach to DIY (do it yourself) | DIWO (do it with others) technology, using small datasets and customized electronic devices, sharply contrasts with the resource-intensive methods employed by large corporations in the fields of big data and advanced technology.

Axolot Collective is interested in creating a space for artistic research and production in the following topics:

AI and Small Data Sets

The use of **small datasets** raises awareness about the ethical, environmental, and bias-related challenges inherent in large datasets. This emphasis extends beyond the creative realm: it advocates for ethical and sustainable data practices and aligns the project with broader principles of responsible technological engagement.

Embodiment and electronic interfaces

The body as a theme in artistic practices can unfold in multiple perspectives on the process of becoming a body (in terms of subjectivation and identity). From a gaze that advocates for the understanding of the technologies we inhabit, this theme seeks projects that interweave sensitive methodologies (thinking with and about the body), open source electronics, and questions about technologies, to offer reflections on our ways of becoming a body in the conditions of

the contemporary socio-technical systems.

Within this framework, this call for residencies seeks to create a space open to the situated knowledge of each artist considering their own experiences and socio-cultural environment, and to engage in a dialogue with the Barcelona artistic community.

The call

This call will award 2 grants for **conducting research** and **developing artistic productions**. One residency will be granted for each of the following topics:

1. **AI and small datasets**: Explore creative possibilities with small datasets in AI algorithms and models, emphasizing ethical and environmental awareness in contrast to big data usage.

2. **Embodiment and electronic interfaces**: Focused on open-source electronics and the human body, integrating critical and social perspectives.

Who can apply?

Artists, researchers and developers of all ages (older than 18 years) and nationalities, active in visual arts, that have previously worked with (1) AI or (2) tangible interfaces for artistic processes using the body, and are interested in critical approaches to technology, open-source and DIY|DIWO practices. Candidates must be legal residents in Creative Europe Countries¹ (except Spain) and Overseas Countries and Territories (OCTs) and Outermost Regions (ORs).

¹ Albania, Austria, Armenia, Belgium, Bosnia-Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo*, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Serbia, Slovakia, Slovenia, Sweden, Tunisia, and Ukraine.

- Greenland (Denmark);
- French Guiana, French Polynesia, French Southern and Antarctic Territories,
- Guadeloupe, Martinique, Mayotte, New Caledonia, Reunion Island, Saint Barthelemy,
- Saint-Martin, St. Pierre and Miquelon, Wallis and Futuna Islands (France);
- Azores, Madeira (Portugal);
- Aruba, Bonaire, Curaçao, Saba, Sint Maarten, Sint Eustatius (The Netherlands)

The residency covers:

Artist fees:

1500 euros per resident

Subsistence:

750 euros per resident

Accommodation:

covered (shared apartment)

Travel allowance:

From 350 to 700 euros depending on travel distance

- Production costs
- Access to facilities and equipment
- Peer to peer mentoring

Production budget

Up to 500 euros per resident

Top-ups and disability support:

Green mobility top-up: 350 euros

Family top-up: 100 euros (children below the age of 10)

OCTs and ORs top-up: 150 euros

Visa top-up: 80 euros

Disability support: up to 75 euros per day, per resident.

Duration:

30 days

Residency period:

From November 2nd - to December 2nd, 2024

Deadline for submission of applications:

May 12, 2024 at 23:55 CET.

Results of the selection process:

Acceptance/rejection and logistics details will be communicated via email at the end of May, 2024.

How to apply?

Candidates must submit their proposals **in English** through the following form:

<https://pad.canodrom.barcelona/form/#/2/form/view/ia5SxsfzDkigTAnRbDRCG+k8GCPZL-T6JDdfWpcqk74/>

Infrastructure available for selected projects

Candidates will have the opportunity to use resources and receive guidance and support from experienced individuals within our interconnected communities.

Facilities:

- Working space with:
 - Desk
 - Rehearsal room
 - Small workshop
 - Small kitchen

- Accommodation.

Equipment:

- Computer with dedicated GPU
- Additional computers and small processors
- Projectors and screen projection.
- Sound system: PA, studio monitors, headphones, mixer, audio interface, etc.
- Stage lighting equipment DMX light controllers and video controllers.
- Soldering stations
- Microcontrollers, equipment for electronics
- Digital fabrication tools (3D printer, laser, CNC milling machines)

Mentorship

- Weekly peer-to-peer mentoring with expert community members who are also part of the local university, artistic, and digital fabrication network.

<https://axolot.cat/about/>

Community

- Researchers and practitioners specialized in AI, live coding and creative coding.
- Artists with a strong background in music, visual arts and digital fabrication.

Commitments of the selected project

Presence and Community Engagement:

- Staying for the whole duration of the residency and spending at least 70% of each week at the residency spaces for developing the residency project.
- An openness to establishing links between the community of artists and mentors is expected.
- Attend the mentoring sessions (on site and online).
- Commitment with the project development and calendar.

Knowledge Sharing:

- Using or developing Open Source tools. This can apply to the entire project or to a specific part of it.
- Documenting the process and results.
- Sharing the documentation in axolot.cat public archive.
- Include carbon footprint and sustainability awareness in the creative process.

Public Presentations:

- R1 & R2. Participation in an open interview called "Trobada" during *Hibrides Encounter* in November. The event will be video-streamed and be part of a public archive of different interviews made by the Toplap Barcelona and Axolot.cat communities.
- Public presentation of residency results. Either a final artistic piece or a meaningful work in progress.

Selection process

The application must be done by submitting the above mentioned form. Each candidate can submit a single project. The selection committee may contact shortlisted candidates for an interview.

As part of the selection process, we will consider gender diversity awareness, equal professional opportunities for artists from the diverse cultural scene of the EU and consciousness on equal professional opportunities for functional diversity and migrant vulnerable communities.

Selection Committee

A 5-member panel (3 from our organization, 2 external experts) will be in charge of projects' evaluation.

Evaluation criteria

The selection committee will evaluate the projects according to:

Topic Adherence, the alignment of the proposal with the objectives and themes of the call.

Creativity and Concept, the quality, relevance and interest of the project in relation to the context of the themes proposed in the call.

Originality and Viability, the feasibility and potential development of the project in the context of *Híbrides*.

Artistic background and statement, the significance of the artist's contextual understanding and experience.

Positioning, The ability of the project to generate and / or link critical thinking along the process.

Sustainability, awareness on carbon footprint and sustainability awareness in the creative process.

Open Knowledge, The commitment of the applicant with the open documentation of the project and with opening and sharing the process.

Environmental Statement

We invite everyone to reflect on the impact that our research and practice has on our environment and ecosystems. Acknowledging this, we are incorporating sustainability and conservation criteria as guidelines for the residences planning.

OBLIGATIONS FOR THE RESIDENTS

1. You must travel from the place of legal residency (city/country) to Barcelona. You can leave your place of legal residence up to 15 days

before the start of the residency and go back to your place of legal residence up to 15 days after the end of the residency project.

2. You must stay for the whole duration of the residency and spend at least 70% of each week at our studio developing the residency project.

At time of acceptance:

1. Official National Identification Document (In any Creative Europe language):
 - National Identity Card or Passport or Residence permit.
In any Creative Europe language.
2. Proof of legal residence:
 - a. National Identity Card or passport
 - b. Refugee or humanitarian protection status
 - c. Residence permit
 - d. Electricity or water bills, etc...as long as the name and address are clearly indicated.
3. Proof of disability support (if applicable)
 - a. Official document providing that the participating Artist has a disability that affects their ability to carry out the mobility project (any language of a creative europe country and an explanatory note in English).
4. Proof of family support (if applicable)
 - a. Birth certificate, ID Card of children, legal guardian document.
5. Provide proof of transportation from the place of legal residence to Barcelona and back.
 - a. Tickets / boarding passes showing the arrival and departure, carsharing receipts, gas station tickets, etc.

ELIGIBLE:

1. Artists with Spain Nationality, as long as they legally reside in a different eligible European country.

NON-ELIGIBLE:

1. Artists that legally reside in Spain.
2. Artists who have a mobility grant for the Individual Mobility Action of Culture Moves Europe for the same project, same purpose, and same period.
3. Artists who have already received a Culture Moves Europe mobility

grant, as “participants” of a residency project.

Non-Eligible Projects:

- a. Projects that have already started or are completed
- b. Projects exclusively covering the audio-visual sector
- c. Projects focusing on research as part of an academic degree

Important Dates

Deadline for submission of applications:

May 12th, 2024

Results of the selection process:

May 22th, 2024

Acceptance confirmation and contract signing

May 29th - June 3rd, 2024

Please send information/questions to: alo@axolot.cat