

# RESIDENCY OPEN CALL: SPATIAL AFFAIRS

RESIDENCIES AT:

**HEK**  
House of Electronic Arts

TABAKALERA  
**T** PRO

**MAP**  
Museum of Art  
& Photography

WITH TECHNICAL AND RESEARCH SUPPORT BY:

**meta|lab** (AT) BASEL

**T** **Tekniker**  
MEMBER OF BASQUE RESEARCH  
& TECHNOLOGY ALLIANCE

**i art**

WITH THE SUPPORT OF:

swiss arts council  
**prohelvetia**

## I. SUBJECT OF THE CALL

The *SPATIAL AFFAIRS. Extended Reality Experiences* project invites artists or choreographers for a residency at the three participating cultural institutions to develop prototypes for performances in physical space that interweaves body, space, technology in synergetic ways to foster collective lived experiences.

The project is a two-year, joint program between the cultural institutions **HEK (House of Electronic Arts)** in Basel, Switzerland, **MAP - Museum of Art & Photography** in Bangalore, India, **Tabakalera** International Center for Contemporary Culture in San Sebastián, Spain, in collaboration with the technological and research partners **iard**, studio for media architectures, and **metaLAB (at) Basel**, Switzerland, and technological research center **TEKNIKER** in Eibar in the Basque Country in Spain.

A substantial part of the project will be to support the **creation of prototypes** that will be developed in the residencies in the three cultural institutions named above. The artists for the residencies will be selected by open call. The **residencies** will last **six weeks**, and will take place **between June and July 2024**. The duration of the residencies will be agreed with the committee and will be subject to the cultural institutions availability and its commitments with regard to its programming.

Developing prototypes will either be based on the new XR (extended reality) platform AIRE, developed by iart, a platform based on a game engine that uses location tracking to design hybrid experiences in real

time, supporting the residencies in Basel and Bangalore. Tech partner TEKNIKER supports projects that are exploring contexts of collaboration between physical non-human agents in confined spaces and the humans that also inhabit those spaces (including collaborative robots, machine vision, AI, XR).

During the residencies, the residency artists will be involved in **internal and public workshops** at the venue of the location to present their work/process to the group as well as to local artistic communities. The technological development will be shared as well. Participating artists will be asked to do presentations with a focus on their research.

## **2. RESIDENCY VENUES AND TERMS**

The aim of this call is to select the artists that will be hosted in artist in residency programs in Tabakalera, HEK and MAP. The program is developed in partnership with TEKNIKER and iart for the technological support, and metaLAB Basel as a research partner, with the support of Pro Helvetia through its Synergies Funding for Art, Science and Technology Collaborations.

The residency, which will last six weeks, will offer space, context and time, as well as technological and curatorial support to develop an artistic project that engages XR technology.

For the residencies at HEK and MAP company iart is making accessible its XR platform AIRE as a technical tool for creating dynamic extended reality artworks (<https://iart.ch/next/aire>). AIRE is a platform based on a game engine that uses location tracking to design hybrid experiences in real time. iart welcomes artists to collaborate with their techteam to develop new works.

For the residency at Tabakalera the tech company TEKNIKER will act as supporting partner. TEKNIKER specialises in advanced

manufacturing scenarios, where human workers partner with collaborative technologies, including collaborative robots, machine vision, AI, XR and natural communication technologies.

The following support is provided during the residencies:

- Travel and accommodation (Round trip from his/her residence or from wherever he/she may be just before the time period of the residency)
- Participation Fee and production support (Total of EUR 3'000) for six weeks
- Per diems (according to the standards of the participating countries)
- A work space in the partner institutions
- Access to offices and common spaces or the partner institutions
- Technical resources and help from the technical team of the cultural institutions according to requirements and availability
- Access to technology and technological assistance provided by the technical partners iart and TEKNIKER

Lastly, the teams of the cultural partners will provide support for the project to be developed, as well as helping to relate to the context, by introducing each resident to different agents, projects and initiatives that are a part of the region's scene, thus encouraging the creation of relationships and connections. For this, residents will be required to be fully available during their stay.

From all the proposals received, **only one project will be selected per venue.**

The results of the experiments will be presented and discussed in a presentation, demonstration, or performance at the end of the residency. There will be a possibility of a public performance at the Mesh Festival in October 2024 (<https://meshfestival.ch>) where all works could be shown publicly for the first time. Other presentation options and dissemination is planned for 2025.

### **3. SELECTION COMMITTEE AND SELECTION CRITERIA**

The cultural institutions will create a mixed committee, to evaluate the projects based on the following criteria:

- Innovation and originality both artistically and technologically
- The quality and creativity of the project.
- The coherence of the project within the career of the candidate to date.
- The viability of the project based on the given conditions.
- The capacity to create channels for artistic activity between different contexts and to search for reciprocity between local and non-local public.

The committee will propose a shortlist of candidates and the project team, which includes representatives of the different institutions in Switzerland, India and Spain, will make the final decision.

The committee may declare the contest void, if it considers that none of the projects meet the requirements. At the same time, the committee will be able to allocate the resources given to this residency to any other activity developed by the cultural partners Tabakalera, HEK and MAP.

### **4. TECHNICAL SUPPORT**

#### **4.1. Support from iart (for residencies at HEK and MAP)**

These residencies are intended for artists with experience in working with XR (extended reality) or clear potential in this field, and who are interested in integrating research and technological interventions into their artistic endeavours. Ideally, applicants should have some experience working in performance or installation contexts with this technology.

Selected residents will be provided access to the technical infrastructure of the AIRE Platform and the support of the iart XR

team, specialists in Unity, location tracking and real-time, multi user game design. Basic technical and project-specific support will be provided during the residency. However, the ability to work autonomously in a complex technical environment is a prerequisite.

With AIRE iart offers a platform inside the Unity game engine that integrates mixed reality functionality with location and hand tracking and makes them accessible for artists to design hybrid multi user experiences in real-time.

Platform features:

- Experiences in virtual and extended reality using mixed reality Headset (Meta Quest 3)
- Location tracking in dedicated play area
- Real time user input from artists and audience (visual creation tools).
- Hand tracking in headsets field of view (according to lighting conditions)
- Movement tracking with additional tools (e.g. controller, body tracking suit) on request
- Multiuser support with synchronization of head, hands, and potentially upper body position
- Audio capturing
- Previsualizations (digital twin) of venue Freilager-Platz
- User interface for selecting, starting and ending the experience.

Support from iart

- iart provides an open Unity file of the AIRE Platform (mixed reality platform) with tools and examples for the features listed above
- iart provides technical support, workshops (virtual for Tabakalera and MAP, physical in Basel), and collects feedback from artists during the residency.
- iart integrates the final interactive research artworks at the end of the residency into one application for a seamless showcase.

#### Prerequisites

The artwork should be site independent; it should be possible to show the artwork at any location.

The artwork must be developed for and run well in the XR-Headset Meta Quest 3.

#### **4.1. Support from TEKNIKER (for residencies at Tabakalera)**

TEKNIKER is a multidisciplinary research and technology center located in Eibar (Basque Country), midway between San Sebastian and Bilbao, and a mere half hour drive from TABAKALERA. TEKNIKER specialises in researching and developing technological solutions for contexts in which professional human activities take place. Much of its focus is on advanced manufacturing scenarios, where human workers partner with collaborative technologies to jointly perform production tasks. Such collaborative technologies include collaborative robots (robotics arms, autonomous mobile platforms), machine vision, AI, XR and natural communication technologies.

In SPATIAL AFFAIRS, we are interested in exploring contexts of collaboration between physical non-human agents in confined spaces and the humans that also inhabit those spaces. We want to understand how XR technologies can help mediate collaborative interactions in such collaborative cohabitation of a space, by making each other aware of action and movement intentions, and by negotiating those to move forward towards a joint objective. We

foresee that there will be recurrent dynamics of heightened tension that must be resolved naturally between the human and the nonhuman agent. This motivation emerges from the analysis of human-robot collaboration scenarios in industrial settings. "Choreography" appears to best describe the interactions that emerge between the robot and the human worker in the shared space in which they seek to work collaboratively towards a common goal. Both robot and human must negotiate in real time to resolve the tensions that arise from moving and acting swiftly and efficiently around each other, and the strategies they must follow to mitigate any collision hazards. Good mutual situation awareness is the key goal for this.

## **5. CONDITIONS FOR PARTICIPATION**

The act of submitting an application in response to this call implies acceptance of the following commitment

- In the event that an application that has already been accepted must be withdrawn, the applicant shall provide sufficient advance notice.
- In the event of unjustified absence from the workspace during the agreed dates, this may result in the cancellation of the residency and aid granted in each case.
- After their time in the residency, each resident must submit a report on their stay.
- The residency itself or activities that might arise from it may be included in the programming that the cultural partners develop around the residency programme and assignment of workspaces.
- In the event that the stay is related to the production of a work of art or publication, the name of the project "SPATIAL AFFAIRS. Supported by Pro Helvetia, Synergies Funding for Art, Science and Technology Collaborations" must appear in the credits.



- Respect the standard rules of the partner organisations spaces and facilities.

This invitation for applications is open to all physical or legal persons, regardless of their age, sex, race, religion or nationality, who are professionally involved in the development of artistic projects, either part-time or full-time, in the contemporary art sector. The candidates should work in the field of visual and audiovisual arts, or choreographic, scenographic and performative productions for extended reality experiences.

**English language skills are essential.**

## **6. SUBMISSION MATERIALS**

The registration period will run from 25. March 2024, at 12am, noon CET till 19. April 2024, at 12pm, midnight CET. The resolution of the open call will be communicated on 26. April 2024. The selected candidates will have one week after notice to accept the residency.

The applications should be done through Tabakalera's, HEK's or MAP's websites. Please fill in the form provided online and attach the following documentation, in the specific order determined below:

1. Contact details: first name, surname, address, email, contact telephone number. If the selected project has been proposed by a group, a single representative should be named here as a spokesperson for the project.
2. Explanation of the project and motivation for carrying out the phase of the project that you want to work on during the residency, (minimum 500 words, maximum 1,000 words).
3. Any images or other material available that help to illustrate the project.
4. Presentation of at least 3 previously developed works, with images of each one of them.

5. Presentation of an approximate production budget for the period of the residency, as well as an estimate of all the requirements.
6. Estimated work timetable during the residency.
7. CV and short biography (500 words).

The documentation must be submitted as one only documentation in PDF format (maximum size 10MB, 10 pages), and it should be written in English. Otherwise the jury reserves the right to reject the presented project. The dossier must be named as following: name\_lastname\_modality; for example: martin\_bilbao\_artistic\_project.

## **7. INTELLECTUAL PROPERTY**

All candidates and/or participants, as well as the selected beneficiaries, will ensure that the graphic, textual and/or audiovisual documentation provided to the residency venues, either (i) within the framework of their application, and also, where appropriate, (ii) during the fulfilment of the project for which the resources described by these terms and conditions have been awarded, are original and do not violate any Intellectual Property rights of third parties. Consequently, they will be held liable by the residency venues and all the other partners of the *Spatial Affairs* project for any claims related to Intellectual Property that may be made by third parties in relation to these materials and must indemnify the entities in question for all damages and losses that may arise from any claims related to them.

By accepting these terms and conditions, the beneficiaries authorise the residency venues and all the other partners of the *Spatial Affairs* project to use the graphic, textual and/or audio-visual documentation that they provide to the residency venues in any medium, with the sole purpose of disseminating the grants covered by these terms and conditions and the fulfilment of the project for which they have been awarded.

All the foregoing is understood without prejudice to the moral rights of the author and the ownership of all the intellectual property rights of a patrimonial nature that affect the above graphic, textual and/or audio-visual documentation, which will continue to correspond to the beneficiaries in question.

## **8. PERSONAL DATA PROTECTION**

Candidates and/or participants are informed that, by accepting these terms and conditions, they consent to the personal data provided to the involved project partners at the time of submitting their application and those that they provide during the carrying out of the project receiving the grant covered by these terms and conditions, if they are selected, being processed by this entity for the purpose of processing and managing their application, as well benefiting from the funding granted and the subsequent dissemination of the project receiving it.

The above-mentioned personal data will be communicated to the entities and/or public authorities for whom this communication is a legal obligation. Also, subject to the provisions of Clause 9 below, the image and name of the beneficiaries of the funding may be subject to communication to third parties through the communication systems, in any medium, used by the project partners of the *Spatial Affairs* project, or for the dissemination of the funding covered by these terms and conditions and the fulfilment of the projects for which it has been awarded.

In this context, applicants are informed that the contribution of such personal data is necessary, so that, in the event that these data are not provided, the provision of the grant they are requesting and their eventual participation in the call for applications will not be possible.

The personal data of the candidates and/or participants will be kept for the time strictly necessary to assess their candidacy and, where appropriate, manage the awarding of and benefiting from the

funding, as well as the additional period of storage that must be observed in order to comply with the project partners legal obligations.

In any event, the candidates and/or participants, as well as beneficiaries selected, are informed that they have the right to (i) request access to their personal data, its rectification or erasure, the restriction of its processing, portability of the data, and to object to its processing, by means of a written request,, especially when have not exercised their rights to their satisfaction.

## **9. IMAGE RIGHTS**

By accepting these terms and conditions, the beneficiaries who are selected expressly authorise the projects partners of the *Spatial Affairs* project (i) to record their image through the appropriate technical means (photography, video, etc.), and (ii) to use and reproduce these images and their name on the project partners websites of the *Spatial Affairs* project and/or in any other media, tangible or intangible, under their control or under the control of third party collaborators, with the sole purpose of disseminating the grants covered by these terms and conditions and the fulfilment of the projects for which they have been awarded. This authorisation is revocable.

## **10. ACCEPTANCE OF THE TERMS AND CONDITIONS**

The participants, through the mere act of submitting to the call, accept these terms and conditions.