

Inspace

Art | Design | Technology | Research

Creative AI Artist Residency Sept 2022-April 2023

Inspace is part of the Institute for Design Informatics; commissioning and producing creative activity that unlocks digital technology and explores its role in society. Our public programme connects data, research and creative talent.

For our second artist in residence programme we have partnered with Creative Informatics, focusing on the theme of Creative AI (Artificial Intelligence) and we are looking for artists (including designers, architects, musicians, dancers, writers, curators etc.) to explore this theme through a short residency programme.

AI is the study and development of machines and computer systems that mimic human behaviour and intelligence. This can take many forms such as voice assistants (Amazon's Alexa, Apple's Siri), virtual booking agents, on-line recommendation systems and is used by many industries from finance to health care. We are not looking for another business idea though but instead offering a chance for practitioners to try out new ideas and experiment, pushing what this type of technology can do. We welcome applications which also critique and question developments in AI and machine learning too.

We would like proposals for engaging data driven works that enable people to understand developments in AI or to think about it in new ways, public engagement is a key aim for the outcomes for the programme. We are aligning with the schedule for the Edinburgh Science Festival 2023 but please note this is not guaranteed but we will apply to take part alongside other Design Informatics activities.

This residency has a limited budget and a tight timeframe. We are not concerned with getting finished pieces - we are interested in work that helps people to think differently, even if it is in an unpolished form. Works that are prototypes that go on to further development are completely acceptable and we would be happy to assist with this process. We would especially encourage artists from diverse backgrounds and experiences to apply.

Key Requirements

- We are looking for genuine collaborations between research/science/technology and creative practice. This could come from a single person or a team, but it needs to be evident in the application.
- Must use data in some way. The piece doesn't necessarily need to be digital but it must refer to Creative AI
- Artist(s) must be eligible to work in the UK and must not be a current Undergrad or Masters student.
- Work can be completed anywhere but consideration should be given as to how it might be displayed in Inspace at the end of the residency.
- Should be a new piece of work or if it is the development of an old idea you will need to explain what makes this different and how it will challenge or change your practice.
- You will be provided with a space in the Design Informatics studio (47 Potterrow, Edinburgh) and whilst you do not have to base yourself there for the duration of the project you would be encouraged to be in the space at least once a month (or equivalent depending on how you split your time).
- Project must be completed by the 1st April 2023.

What We Can Offer

- An artist fee / production budget
- Access to Inspace as a venue and for development and production, which includes 7 window facing projectors plus one main space projector and sound system.
- Access to some equipment (e.g. projectors, 3D printers, VR headsets, etc.).
- Desk space in the Design Studio with some limited workshop access and technician support.
- Support putting together a work in progress event and a final show.
- Advice on accessing and interpreting data sets and working with researchers.
- Creative data support on how to utilise different technologies or help with visualising data.
- Access to University resources where possible (e.g. Library, uCreate, etc.).

Outputs

- December 2022-Jan 2023 (exact date to be discussed with successful applicant) work in progress event. This should form part of your proposal and needs to outline the data sets you are working with including any collaborators. Work in progress needs to be shown publicly in Inspace in the form of a talk, workshop, exhibition, film etc.

- Final exhibition/event in April which will be pitched to the Edinburgh Science Festival, this could take the form of an event, performance or exhibition. It doesn't have to include a fully finished artefact but could show ways of working/sketches through a supported event. This will be organised by Design Informatics, which includes publicity, press and opening event.

Timeline 2022/2023

- 4 July – Applications open
- 1 August- Proposal Deadline
- Mid-August - Notifications
- 5 September - Residencies launch
- 11 September deadline for Edinburgh Science Festival proposal
- Dec 2022 or Jan 2023 - Work in progress events
- 8 April Show Installation
- 8-16 April 2023 – Final output to be shown as part of Science Festival (dates TBC as we will also work alongside other Design Informatics planned activities)
- PLEASE NOTE we do not expect you to work full time as a resident for the duration of this programme, the timeline is just the period that we would offer support but you can choose to work on this programme for a focussed period of time or spread across several months depending on your commitments.

Budget

£4,000 for each residency (one project will be funded in total). This is inclusive of all costs, including artist fees, expenses, production, etc. You must outline in your application how you will use the funding and provide a realistic budget.

A degree of technical support will be provided by [Ray Interactive](#) who will be available to turn data into a creative output. No previous technical skills are required.

50% of the fees will be paid at the start of the residency and 50% at the halfway mark when the plan for completing the residency is agreed. The fees will be paid to one bank account via bank transfer on submission of an invoice.

Submission Process

Applications will open from the 4th of July 2022. You must complete an application form and email to designinformatics@ed.ac.uk by **1st of August at 5pm**. Late submissions will not be accepted.

Work in any medium or discipline will be considered.

Collaborative proposals are welcome but the £4,000 fee will have to be distributed amongst the team.

Within this work, we are interested in processes as much as outputs – how do researchers/scientists and artists work together? Therefore, we will look for work that is exploratory but can also be further developed elsewhere, either commercially or artistically.

Creators will retain their IP and artwork and Design Informatics will retain a right to reference document the work. As well, the programme must be credited when referencing the work.

Applicants will be informed if they are successful by the 15th of August via email.

Any questions about the application can be sent to designinformatics@ed.ac.uk

Credits

Inspace is a collaborative hub, commissioning and producing creative activity that unlocks digital and creative technology and explores its role in society. Their public programme connects data, research and creative talent. Inspace is part of the Institute for Design Informatics, University of Edinburgh and sits within the School of Informatics <https://inspace.ed.ac.uk> To see previous examples of our first residency visit <https://inspace.ed.ac.uk/space-and-satellites-artist-residency/>

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Data driven innovation is transforming society and the economy. In the Institute for Design Informatics, we design systems for better human data interaction, in diverse settings such as health, culture, mobility and finance. We explore design from, with, and by data: the central concern is the design of flows of data which sustain and enhance human values. Relevant technologies range from the internet of things, through blockchains, to robotics, speech recognition, data visualisation, interaction design, and social computing. <https://www.designinformatics.org>



This work is funded through Creative Informatics. Creative Informatics is an ambitious research and development programme based in Edinburgh, which aims to bring the city's world-class creative industries and tech sector together. CI provide funding and development opportunities to creative individuals and organisations working in Edinburgh and South East Scotland that want to develop new products, businesses and experiences using data and data-driven technology. They are a partnership across four organisations: the University of Edinburgh, Edinburgh Napier University, Codebase and Creative Edinburgh. <https://creativeinformatics.org>



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