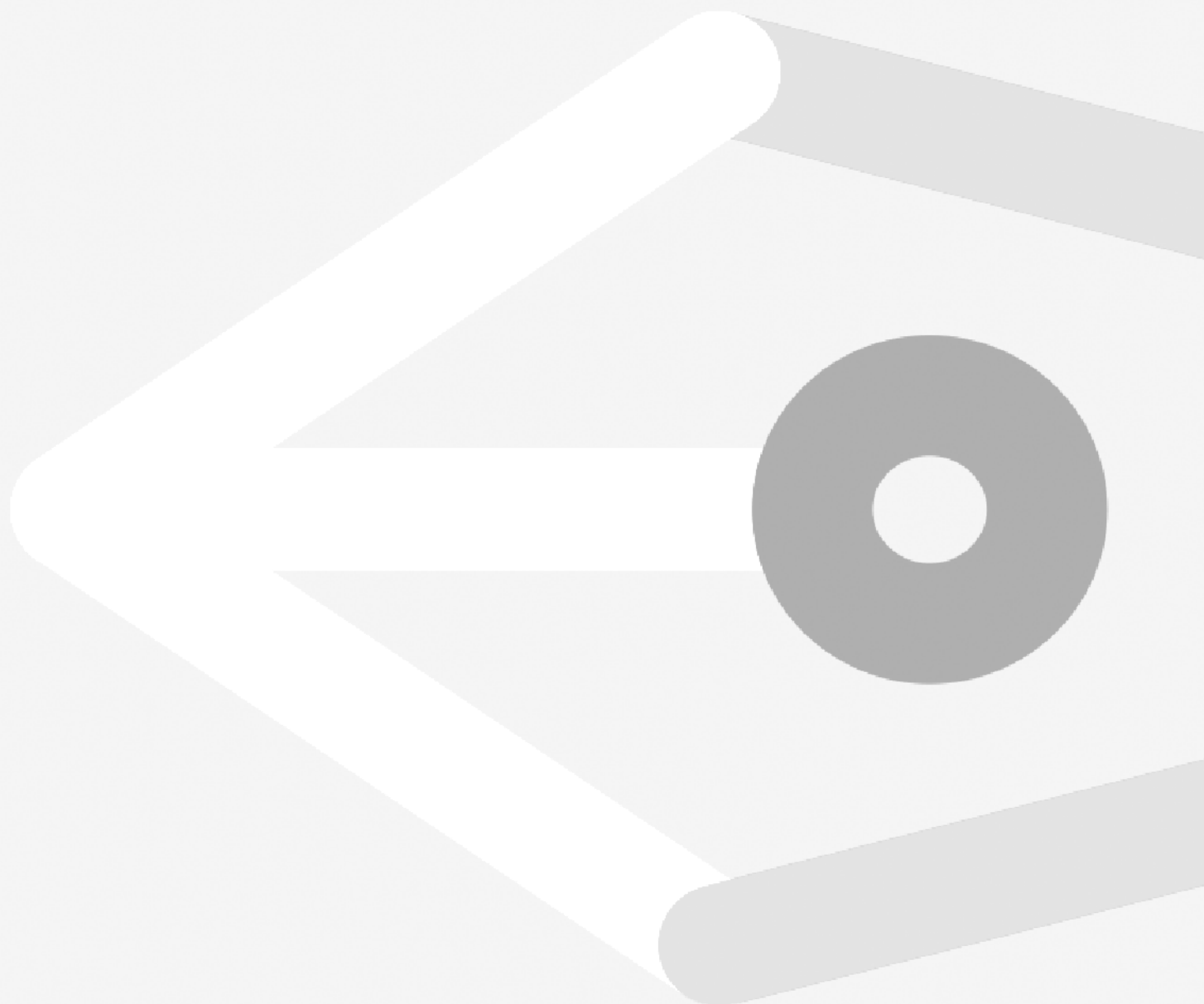




TECH
CITY

AVEIRO
STEAM CITY



Aveiro Criatech Artistic Residences

PARTICIPATION RULES

INDEX

Foreword

Chapter I – GENERAL RULES

Article 1 - Object

Article 2 - Objectives

Article 3 - Definitions

Article 4 - Beneficiaries

Article 5 - Schedule and stages

CHAPTER II – APPLICATION

Article 6 - Application submission and deadlines

Article 7 - Candidates' requirements

Article 8 - Application documents

Article 9 - Invalid applications

Article 10 - Selection and evaluation of applications

Article 11 – Jury

CHAPTER III – PROGRAMME

Article 12 - Mentoring and training

Article 13 - Showcase

Article 14 - Winners' selection

CHAPTER IV – PRIZES & FUNDING

Article 15 - Prizes and funding

CHAPTER V – CLAUSES

Article 16 - Obligations and responsibilities

Article 17 - Intellectual propriety

Article 18 - Final rules

Article 19 - Omissions

FOREWORD

Aveiro Criatech Artistic Residences is a programme for artistic residences and mentoring with the objective to boost the creativity in STEAM areas (Science, Technology, Engineering, Arts and Mathematics) and to develop mixed skills in creativity and digital competences. With this initiative we aim to leverage the digital literacy among the local society and to develop mechanisms to create a positive artistic ecosystem in harmony with ITC industry.

This residence focus on people connected to creative industry and technology who seek to develop or improve its artistic and creative practices. Participants can enjoy this opportunity to research, produce and network in a knowledge-sharing dynamics underpinned by experimentation, discussion, presentations and research in technological creativity.

CHAPTER I

GENERAL RULES

Article 1º

Object

This document states the rules in relation to the submission of applications to the first edition of Aveiro Criatech Artistic Residences, promoted by the Municipality of Aveiro, within the project of Aveiro STEAM CITY (UIA03-084), cofounded by the European Union programme Urban Innovative Actions.

Article 2º

Objectives

Aveiro Criatech Artistic Residences 2020, is an initiative that aims to:

- a) Redefine artistic and creative practices to the development of original projects in Digital Creativity and Multimedia Arts, with the support of the City of Aveiro.
- b) Gain practical and theoretical tools in the production of technological objects, using creativity and capable to develop innovative artistic projects. This is an opportunity for emerging creators to develop their ideas supported by renown mentors in arts' industry.
- c) Change the ways of working based in working groups and explore new ways of creating, thinking and experimenting in groups and at the same time develop skills in team work.
- d) Subsequently, participants will:
 - i. Be more capacitated to develop their own projects within the professional, personal and artistic context;
 - ii. Contribute to the development of digital literacy and standardization of technology and creativity in day-to-day life, through mediation and presentation interventions to the general public at the end of the initiative.

Article 3º

Definitions

For the current rules, should be considered the following definitions:

- a) Artistic Residences» - Work period on a residence basis where activities are developed by participants under tutoring from artists and mentors.
- b) «STEAM» - English terminology for an educational approach based in Science, Technology, Engineering, Arts and Mathematics.
- c) «Showcase» - Presentation of the projects to the general public, partners, companies and invited artists.
- d) «Criatech» - Digital Creativity and Technology event promoted by the City of Aveiro in partnership with Teatro Aveirense in October 2020.

Article 4º

Beneficiaries

The first edition of Aveiro Criatech Artistic Residences is addressed to students, professors, researchers and general public with academic background in:

- a) Computer programming;
- b) Electronics and Robotic;
- c) Design;
- d) Visual Arts;
- e) Performative Arts;
- f) Music;
- g) Architecture;
- h) Others that find motivation to participate in the residence.

Article 5º

Schedule and stages

The Aveiro Criatech Artistic Residences will be implemented with the following timeline:

- a) 6th december 2019 to 24th january 2020 – Application submission period.
- b) 25th January to 7th February 2020 – Selection Period.
- c) 10th to 12th February 2020 – Announcement of the final participants.
- d) 5th March to 4th April 2020 – Artistic Residence begins:
 - i. Launch
 - 5th March 2020 | 9h - 13h and 14h - 18h | Inspirational Talks + Briefing.
 - 6th March 2020 | 9h - 13h and 14h - 18h | Brainstorming.
 - 7th March 2020 | 9h - 13h and 14h - 18h | Design Targeting + Concept Generation.
 - ii. Project Development
 - 14th March 2020 | 9h - 13h and 14h - 18h | Project Development
 - 21st March 2020 | 9h - 13h and 14h - 18h | Project Development
 - 28th March 2020 | 9h - 13h e 14h - 18h | Project Development

- iii. Visualising and Final Presentation
 - 3rd April 2020 | 9h - 13h and 14h - 18h | Visualization
 - 4th April 2020 | 9h - 13h | Final Presentation
- e) April 2020 (date TBC) | 14h - 18h | Public Showcase.
- f) October 2020 (date TBC) – Public Presentation of the selected project(s) in Criatech 2020.

CHAPTER II

APPLICATION

Article 6.º

Application submission and deadlines

1. Applications must be submitted individually until 11h59pm (GMT Time) by the 24th January 2020, to the email address aveirotechcity@cm-aveiro.pt, containing all the submission documents.
2. The selected applications will be invited to participate in the artistic residence 2020 programme between March and April 2020.

Article 7.º

Candidates' Requirements

1. Candidates must:
 - a) Have 18 years old or older.
 - b) Must understand and speak Portuguese and English.
2. All technical, scientific or artistic areas of expertise will be considered.

Article 8.º

Application Documents

Applications must be submitted in digital with no more than 10 pages and must contain the following:

- a) Bio or CV, with name, phone and email.
- b) Citizen Card, Passport or any other form of birthdate evidence.
- c) Cover letter (500 words) containing: (i) project presentation or projects which the candidate would like to develop (is not mandatory to have a project in this stage; projects can be developed in the beginning of the residence. If you present a project, cover letter can have +500 words); (ii) pictures or renders/visualizations of other projects or synopses; (iii) links for visualization platforms of candidate's website, videos or images in platforms or web.
- d) Projects' portfolio.
- e) Two references – not mandatory.
- f) Declaration to authorise the use of images and information of projects and work process during the residences for communication purposes.

Article 9

Invalid applications

1. Applications in any of the following situations are considered invalid:
 - a) Submitted after the deadline referred in Article 6;
 - b) Fail to submit all the requested documentation as described in Article 8;
 - c) The information provided is false;
 - d) Do not comply with the requirements set out in Article 7;
 - e) If there is any other irregularity with the application.
2. Applications that fall in these previous situations will be automatically eliminated from the competition and competitors will be notified.

Article 10.º

Selection and Evaluation of applications

1. From the application submitted, the organisation will select 24 participants to take part in the first edition of Aveiro Artistic Criatech Residences.
2. Applications will be evaluated by a Jury, taking into account the following criteria, score and weighting

Selection Criteria	Score	Weight	
Project			
Project I would like to develop	(1 a 5)	10%	10%
Portfolio			
Quality of the projects presented in the portfolio	(1 a 5)	30%	30%
Candidate			
Motivation	(1 a 5)	30%	60%
Potential to optimize the benefit of the residence	(1 a 5)	60%	
			100%
			%

3. Please note that the project evaluation is based on subjective criteria related to the personal references and aesthetic of Tech member of the jury, therefore the final decision is not open to objections from the candidates.

Article 11.º

Jury

1. The selection will be made by a Jury composed by five elements:
 - a) Steering Committee member of Aveiro Steam City project.
 - b) Artistic Residences Coordinator.
 - c) Guest Artist.
 - d) Member of the University of Aveiro.

- e) Member of the Arts and Design College (ESAD).
2. The Jury evaluates the applications based on the information provided in the application's documents and according to the selection criteria.
3. The Jury decisions are sovereign and there is no appeal.
4. In case of proposals with the same score, the Steering Committee representative will have the tiebreaker power.

CHAPTER III PROGRAMME

Article 12.º Mentoring and training

1. Mentoring and training will follow the calendar:

Launch

5 th March 2020	9h-13h / 14h-18h	<i>Inspirational talks + Briefing + Brainstorming</i>
6 th March 2020	9h-13h / 14h-18h	<i>Brainstorming + Masteclass Touchdesign</i>
7 th March 2020	9h-13h / 14h-18h	<i>Design targeting + Concept generation</i>

Follow-up

14 th March 2020	9h-13h / 14h-18h	<i>Project Development</i>
21 st March 2020	9h-13h / 14h-18h	<i>Project Development + tutoring</i>
28 th March 2020	9h-13h / 14h-18h	<i>Project Development</i>

Closure

3 rd April 2020	9h-13h / 14h-18h	<i>Visualization + tutoring</i>
4 th April 2020	9h-13h / 14h-18h	<i>Final Presentation + tutoring</i>
April de 2020 (TBC)	9h-13h / 14h-18h	<i>Show case</i>

2. Actions will be driven by ESAD and UA professors with proven experience in media arts, workshops and training sessions.
3. Apart from training sessions, mentors can also be contacted electronically according to their availability.
4. Residence venue will be announced in due time, and may vary according project's and training needs.
5. Tutors and mentors will mediate the work in the different work groups.

Article 13º Showcase

1. In the showcase, April 2020, guest artists, jury companies from the technology and creative sector and general public will be invited to assist the ceremony.

2. At the end of the showcase the selected project(s) that will participate in Criatech 2020 will be announced.

Article 14º

Winners' selection

1. The project(s) invited to participate in Criatech 2020 will be selected by a Jury of 5 members:
 - a) Steering Committee member of Aveiro Steam City project.
 - b) Artistic Residences Coordinator.
 - c) Guest Artist.
 - d) Member of the University of Aveiro.
 - e) Member of the Arts and Design College (ESAD).

Selection Criteria	Score	Weight	
Project			
Innovation of the methods applied	(1 a 5)	25%	70%
Creativity and aesthetic quality	(1 a 5)	30%	
Technical feasibility and production	(1 a 5)	15%	
Engagement's potential of the proposal, regarding the creativity of the digital market	(1 a 5)	30%	30%
			100%

2. The selection of the winning project is dependent of its technical feasibility and production in Criatech event (www.criatech.pt).
3. Project evaluation is based on subjective criteria related to the personal references and aesthetic of each member of the jury.
4. The Jury decisions are sovereign and there is no appeal.
5. In case of proposals with the same score, the Steering Committee representative will have the tiebreaker power.

CHAPTER IV

PRIZES AND FUNDING

Article 15º

Prizes and Funding

1. The selected projects will have implementation, follow-up, production and communication support from Criatech and mentorship from the artists Cadie Desbiens-Desmeules and Michael Dean.
2. All participants will receive free invitations to Criatech and digital arts shows in Teatro Aveirense.
3. All participants will receive a diploma of participation at the end of the programme.

CHAPTER V

CLAUSES

Article 16

Obligations and responsibilities

1. Participants commit to:
 - a) Comply with the directives set in these participation rules and other accompanying documents, as well as provide information about their project, whenever requested;
 - b) Attend and actively participate in each phase of the program and developing the project within the Municipality of Aveiro.
 - c) In the absence of 2 or more sessions, participants will not receive the participation diploma and his/her name will be excluded from the participants list.

Article 17.º

Intellectual propriety

1. The intellectual property of the projects, as well as the knowledge acquired and documentation inherent to them, will be the sole and exclusive property of the participating teams.
2. The teams will be responsible for any third party licenses necessary for the correct functioning of the submitted solution, and assume all responsibility from third party claims regarding copyright as well as industrial property rights.
3. Participants accept the collection of communication content for dissemination of Aveiro Criatech Artistic Residences to the general public, without prior notification.

Article 18.º

Final Clauses

1. Participants automatically agree to the use of images, voices and names for the disclosure and promotion of Aveiro Criatech Artistic Residences, without charge or term of retribution.
2. The organization reserves the right to modify these rules, as well as the Jury composition.
3. If there is any dropouts, participants must communicate by email (aveirotechcity@cm-aveiro.pt) and the jury may reinstate other projects/participants.

Article 19.º

Omissions

Any situation not foreseen in these rules, as well as any questions or problems that arise during the program, should be communicated to the organization by email (aveirotechcity@cm-aveiro.pt), that will act accordingly.