



AVEIRO
STEAM CITY



2nd Edition

Criatech Residences

Participation Rules

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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, Engeneering, 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 1

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 2

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 3

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 approached 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 4

Beneficiaries

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

- a) Computer programing;
- 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 5

Schedule and stages

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

- a) **3rd of May to 12th of September** – Applications period
- b) **13th September to 19th September 2021** – Applications assessment
- c) **20th September 2021** – Participants announcement
- d) **27th September to 2nd October** – Criatech Artistic Residences programme:
 - 27th September 2021 | Briefing & Introduction + *Masterclass* Patrícia J. Reis

- 28th September 2021 | *Masterclass* Mathieu Le Sord + Ideation
 - 29th September 2021 | Concepts creation + Mentorship + Projects development
 - 30th September 2021 | Projects development
 - 1st October 2021 | Projects development
 - 2nd October 2021 | Projects development + Visualisation
- e) 11th to 16th October 2021 – Exhibition of the projects develop at the artistic residences.

CHAPTER II

APPLICATION

Article 6.º

Application submission and deadlines

1. Applications must be submitted individually until 11:59pm (PT Time) by the **12th September 2021**, to the email address aveirotechcity@cm-aveiro.pt containing all the submission documents.

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

Selection and Evaluation of applications

1. From the application submitted, the organisation will select 20 participants to take part in the second 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		(1-5)	10%	10%
Portfolio				
Quality of the projects presented in the portfolio		(1-5)	30 %	30%
Candidate				
Motivation		(1-5)	30 %	60%
Potential to optimise the benefit of thee residence		(1-5)	30 %	
100%				

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

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

Mentoring and training

1. Mentoring and training will follow the calendar:

27 September 2021	9h - 13h	<i>Briefing + Contents Introduction</i>
	14h - 18h	<i>+ Masterclass Patrícia J. Reis</i>
28 September 2021	9h - 13h	<i>Masterclass Mathieu Le Sord +</i>
	14h - 18h	<i>Ideation</i>

29 September 2021	9h - 13h	<i>Concepts Creation + mentorship</i>
	14h - 18h	<i>+ Project development</i>
30 September 2021	9h - 13h	<i>Project development</i>
	14h - 18h	

1 October 2021	9h - 13h	<i>Project development</i>
	14h - 18h	
2 October 2021	9h - 13h	<i>Project development +</i>
	14h - 18h	<i>Visualisation</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 13

Showcase

1. During Aveiro Tech Week 2021, between 11 and 16 October, the projects selected will be presented.

Article 14

Winners' selection

1. The 2 winning projects will have the opportunity to participate in Criatech 2021 and they will be selected by a Jury of 3 members:
 - a) Mentor Artist 1.
 - b) Mentor Artist 2
 - c) City of Aveiro Representative

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

Prizes and Funding

1. The selected projects will have implementation, follow-up, production and communication support from Criatech and mentorship from the artists Patricia J. Reis e Mathieu Le Sord.
2. All participants will receive a diploma of participation at the end of the programme.
3. The 2 winning projects developed during the programme and selected to participate in Criatech 2021 will receive a prize money of 1400€ each.
4. Prize will be paid after winners' announcement.
5. Prizes will be paid via bank transfer to the account provided by the participants. If the projects are developed by a group of participants, the transfer will be made to the account of the group's representative.
6. Any fees or taxes applied to the prizes are supported by the winners.

CHPATER 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.