



STEAM Artistic Residences

PARTICIPATION RULES

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Foreword

The Municipality of Aveiro, within the scope of the Aveiro Tech City initiative, particularly in its STEAM Education strategy, aims to continue the work developed within the EDUCATIONAL COMMUNITY, providing integrated knowledge and mastery of the STEAM areas (Science, Technology, Engineering, Arts, and Mathematics).

It also seeks to emphasize the importance of exploring the “A” for ARTS in this process, advancing with artistic and creative leadership content while maintaining the holistic concept of integrated use of the remaining areas.

In this context, we aim to establish a strategic link with the CREATIVE AND CULTURAL SECTOR, promoting integrated and coordinated capacity-building processes, while also creating networks for interaction and sharing of best practices with other European cities, naturally bringing added value to all those involved in the process.

The STEAM Artistic Residencies aim to achieve this ambition by involving artists, teachers, and students from different countries in the same creative process. It is important to highlight that this action arises in a context of European collaboration, initially with the city of Oulu (Finland), with the intention of creating, in the near future, a network of European cities for sharing knowledge and experiences in the field of STEAM Education.

CHAPTER I

GENERAL Rules

Article 1

Object

1. This document establishes the Participation Rules for submitting applications to the STEAM Artistic Residencies.
2. The STEAM Artistic Residences aim to promote, within the Educational Community of the Municipality of Aveiro, the development of artistic content using the STEAM methodology, involving artists, teachers and students in the same project. Simultaneously, in a collaborative and coordinated manner, another European city (Oulu in Finland – European Capital of Culture in 2026) will undergo the same process, providing all participants with the experience of the same creative process.

Article 2

Objectives

STEAM Artistic Residences is an initiative that aims to:

- a) Emphasize the importance of the "A" for Arts in STEAM learning processes;
- b) Provide school dynamics of co-creation between artists, teachers and students using STEAM materials and methodology;
- c) Enable artists, teachers, and students to acquire knowledge and mastery of the STEAM methodology;
- d) Encourage the creation of artistic products using STEAM methodologies;
- e) Create spaces for artistic co-creation among various European cities.

Article 3

Definitions

1. For the purpose of the current rules, should be considered the following definitions:

«**STEAM**» - English acronym for an educational program that integrates Science, Technology, Engineering, Art and Mathematics;

«**Tech Labs**» - Spaces for STEAM experimentation and learning, providing students with access to electronics, robotics, tools, various machinery and 3D printer, fostering practice and acquisition of new

skills such as critical thinking, collaborative work and problem solving, all under the premise “learn by doing”.

Article 4

Beneficiaries

The target audience for this application process includes entities from the cultural and creative sector, headquartered in one of the 11 municipalities of the Aveiro Region that develop or intend to develop artistic activity using the STEAM methodology (see Article 8).

Article 5

Educational Context

1. The intervention will take place in a 2nd and 3rd cycle school in the Municipality of Aveiro, involving two teachers and one or two classes in the process.
2. A Tech Lab space will be available at the school, where artists, teachers, and students can develop their work using various equipment and support materials for implementing STEAM educational dynamics.

Article 6

Partner City

In the 2025/2026 school year, the STEAM Artistic Residencies will be implemented collaboratively with the Finnish city of Oulu.

Article 7

Schedule and stages

This initiative will be implemented according to the following timeline:

- a) **Until October 17th, 2025** | Submission of applications for the STEAM Residencies
- b) **Until October 31st, 2025** | Selection of the Cultural and Creative Sector Entity
- c) **Until November 17th, 2025** | Preparatory meetings for the start of the initiative
- d) **November 2025 to May 2026** | Project implementation with all the agents involved;
- e) **February/March 2026** | Exchange program with the city of Oulu;

- f) **June 2026** | Presentation of final results.

CHAPTER II APPLICATION

Article 8 Candidate Requirements

1. Eligible for this initiative are legally constituted entities that work in the artistic and creative field and that cumulatively meet the following requirements:
 - a. Have one of the following legal forms:
 - i. Cultural and Recreational Associations;
 - ii. Micro and Small Businesses;
 - iii. Individual Entrepreneur;
 - b. Have knowledge in Portuguese and English.
2. All areas of artistic expression will be considered.

Article 9 Application submission and deadlines

Applications for the STEAM Artistic Residences must be submitted by 11:59 p.m. on **October 17, 2025**, by sending the Application Dossier in digital format to the email: aveirotechcity@cm-aveiro.pt.

Article 10 Application documents

The Application Dossier, to be submitted in English and in digital format by the candidates, must not exceed 10 pages and must include the following items:

- a) Bio or CV, including name, contact phone number, address, email and Tax Identification number;
- b) Citizen Card, Passport proving the candidate's age;
- c) Motivation letter (500 words), which may include:
 - i. Importance of participating in the initiative for personal and professional development;

- ii. Referencing, when applicable, other projects in which they are involved;
- iii. Links for visualization platforms of candidate's website, videos or images in web platforms or networks;
- d) Presentation of the project idea to be developed;
- e) Relevant works or projects previously developed related to the application's objective;
- f) Declaration authorizing the use and dissemination of images and information related to the work and content created within the scope of this initiative, for communication purposes of the Aveiro Tech City Project;
- g) Declaration committing to follow the entire process in accordance with the provisions of these rules.

Article 11

Invalid application

Applications that do not comply with the provisions of Articles 8, 9, and 10 of these Rules will be considered invalid.

Article 12

Selection Process and Evaluation

1. In this Edition of STEAM Artistic Residences, only one project will be selected.
2. Applications will be evaluated by a Jury based on the following criteria, scoring, and weighting:

Application Selection Criteria	Score	Weighting
Project		
Intention of the content to be developed	(1-10)	40%
Portfolio		
Works and projects developed and their relevance to the application context	(1-10)	30%
Candidate		
Motivation and experience in implementing educational projects	(1-10)	30%

Article 13

Jury

1. The selection will be conducted by a Jury composed by three elements:

- a. Representative of the Economic Development and Innovation Division of the Municipality;
 - b. Representative of Fábrica Centro de Ciência Viva de Aveiro / University of Aveiro;
 - c. Representative of the Municipality of Oulu.
2. The Jury evaluates applications based on the information provided in the “Application Dossier” and according to the evaluation and selection criteria.
3. If deemed necessary to support the selection process, the Jury may shortlist up to 3 finalist applications for an in-person presentation of the projects.
4. The Jury’s decisions are final and cannot be appealed.

CHAPTER III

FUNDING

Article 14

Project Funding

1. The prize amount to be awarded to the winning project is €4,000 (four thousand euros)
 - a. If the project is withdrawn, the entity must return the full amount received;
 - b. The amount will be paid by bank transfer to an account indicated by the entity;
 - c. Any taxes or fees legally applicable to the prize are the responsibility of the awarded entity.
2. The organization will cover the following costs:
 - a. Provision of materials to the school for project implementation up to a maximum amount of €2,500 (two thousand five hundred euros);
 - b. Travel and accommodation expenses for the Aveiro delegation (including teacher, students, and awarded entity) during the exchange with the city of Oulu, up to a maximum amount of €6,000 (six thousand euros);
 - c. Other expenses necessary for project implementation, up to a maximum amount of 500€ (five hundred euros).

Article 15

Final Evaluation Report

At the end of the project implementation, the hosting school will be required to submit a final report referencing all project stages and actions, as well as presenting the expenses incurred and evidence of the entire process.

CHAPTER IV

GUIDING PRINCIPLES

Article 16

Guidelines for the work to be developed

1. During the implementation of the project, the work to be developed must be structured to ensure the following:
 - a. An initial project meeting with all local stakeholders;
 - b. A joint monthly meeting with all teachers, the CMA technician, and the awarded entity;
 - c. Regular sessions (every 15 days) in the classroom with the class involved in the project;
 - d. Periodic meetings between the two teams of artists/entities – Aveiro/Oulu, adjusted according to project implementation;
 - e. Creation of a Final Event to present the developed artistic product.
2. Additional work sessions should be promoted whenever necessary for the proper execution of the project.
3. All common sessions must be defined at the beginning of the project implementation, according to the availability of all participants.

Article 17

Duties and Responsibilities of the Awarded Entity

1. The awarded entity must:
 - a. Comply with the provisions contained in these participation rules and other guidelines provided by the Project Support Team;

- b. Fulfill the work sessions outlined in Article 16;
- c. Actively participate throughout the process, supporting and encouraging all participants;
- d. Provide full technical support to the teachers involved, ensuring and supervising the work developed in the classroom;
- e. Test in advance the feasibility of the artistic products/creations to be developed by teachers and students.

Article 18

General Duties of the Educational Establishment

- 1. The teachers designated by the Educational Institution must follow the project according to the guidelines and work structure outlined in Article 16.
- 2. They must ensure the necessary conditions for the work to be carried out in the classroom with students.
- 3. Teachers should promote the continuity of students' work outside the sessions with the Artist, ensuring the full and continuous execution of the project.
- 4. They must ensure the acquisition of the materials necessary for the proper execution of the artistic work/product to be developed.

Article 19

Support Team

- 1. A support team will be created to monitor the entire logistical and creative process of the initiative, consisting of the following elements:
 - a. 1 Technician from the Economic Development and Innovation Division – Project Management;
 - b. 1 Technician from the Municipal Citizenship House – Logistics process;
 - c. 1 STEAM Technician from Fábrica Centro de Ciência Viva / University of Aveiro – Creative process.

CHAPTER V FINAL DISPOSITIONS

Article 20

Final dispositions

1. The intellectual property of the content developed will belong to the Candidate /Awarded Entity.
2. The awarded entity hereby accepts the publication of communication content from various project stages for dissemination of activities to the community and the general public, always indicating that it is an initiative promoted by the Municipality of Aveiro under the Aveiro Tech City initiative. The organizing entity reserves the right to publish such content without prior notification.
3. If there is any force majeure setback, the awarded entity must promptly communicate it to the Project Support Team and via email aveirotechcity@cm-aveiro.pt.

Article 21

Omissions

Any situation not covered by these Participation Rules, as well as any doubts or issues that arise during the project, must be communicated by email (aveirotechcity@cm-aveiro.pt) to the organization, which will act accordingly.