City to City: 2021 Play!

Open call   **Deadline: 30/6/2021**

Košice, together with other UNESCO Creative Cities of Media Arts, is launching a worldwide open call for professional and emerging artists and artists teams. In this way, we want to mark our commitment to the importance of cooperation and support art and creativity as major forces for sustainable development in these times of uncertainty.

City to City 2021: PLAY!

After a successful first edition, **14 [UNESCO Creative Cities of Media Arts](#)** are launching an **open call** to mark their commitment to the importance of **cooperation and support art and creativity as major forces for sustainable development** in these times of uncertainty.

Participating cities invite **professional emerging artists and artists collectives** to submit their expression of interest to develop a project relying on a three-month-long online artistic collaboration focused on the theme of **PLAY!**

The final collaborative artworks will be shared on digital platforms and presented during festivals of the participating cities.

UNESCO Creative Cities of Media Arts

As UNESCO Creative Cities in the Media Arts cluster, we are committed to the **UN Sustainable Development Goals**, specifically the role of **creativity and culture in building sustainable urban communities**. Our goal is to:

1. promote the excellence of practice in media arts,
2. share our knowledge and skills,
3. encourage the public and other professionals to engage in creative practices,
4. foster sector development, and
5. raise the profile of the work of the UNESCO Creative Cities.

Theme

For a year, we have put our lives on hold, faced the possible loss of our loved ones, and suffered grief alongside the rest of the world. We have experienced isolation and frustration and yearn for **ways to restore our relationships with the world and one another**. At the same time, lockdowns and the restrictions of our freedoms have made us **more aware of what creativity and culture mean to us** and what it means to lose these important ways of relating to one another and communicating our feelings and ideas. Children have not been to play with each other, and we have missed the playfulness of everyday human interaction in our lives.

We invite media artists to focus on the **theme of PLAY!** and **critically address** one or more of the following questions:

- Can technology (e.g., AI in art) help us build a more sustainable and collective future?
- Can we use our creative talents to help rebuild our cities, relationships, and communities, but better than before?
- The COVID-19 crisis has significantly changed how we live, work, perceive art and cultural heritage. What are ideas or concepts can help us responsibly shape the future?
- Can we imagine a fairer, more sustainable future?
- Can we use our technologies to help us learn to play again?
- What will happen when we press Play?

Structure

The goal of the City to City project is to **encourage artists to work collaboratively online on a project related to the theme**. The artists will be teamed up during a mediation process at **City to City LAB** sessions (C2C LAB) which will be lead by coaches-curators from participating cities. These events are designed to provide selected participants with a deeper understanding of the theme, present ideas, introduce them, and allow them to choose a partner to collaborate with.

The project relies on several core values, including intercultural collaboration, artistic/city diversity, innovation, solidarity, knowledge transfer, and experience sharing.

Budget & output

- Budget per artist: **€ 2,000**
- Field: **media arts**
- Output: **1 digital piece per team** (piece to be co-produced)

Each selected participant will take part in a 3 month-long online collaboration, the intensity of which is to be defined by the teams themselves. Participants should be aware that they might be working in different time zones. The final piece has to be in a format that can be shared on digital platforms of UNESCO Creative Cities, and it should be developed under a self-sustainable principle. It is also required that the participants take part in the C2C LAB sessions and in a video documenting the process.

Eligibility

The call is open to **professional artists, groups, and creatives** in one of the **Creative Cities of Media Arts** (e.g., their place of birth, residence, etc.) – Austin (USA), Braga (Portugal), Calí (Colombia), Changsha (China), Dakar (Senegal), Enghien-Les-Bains (France), Guadalajara (Mexico), Gwangju (South Korea), Karlsruhe (Germany), Sapporo (Japan), Toronto (Canada), Viborg (Denmark), York (United Kingdom), and Košice (Slovakia).

Application

The application is complete if:

- it is registered by **30th of June 2021** at the latest via an **online form**;
- contains a **portfolio, CV, website/online presence**, and other;
- contains a **video in English** (max. 3 min. in .mp4/.mov format), in which the applicants states their interest in co-creation with artists from other Creative Cities of Media Arts and describe their visions for a collaborative digital artwork they want to work on with reference to the call's theme PLAY!

Application questions can be addressed to **Ivana Rusnáková** at **ivana.rusnakova@cike.sk**.

Selection process

The selection of an artist or collective shall be based on their **qualifications and ability to meet the requirements** as determined and approved by the focal points of the participating Creative Cities of Media Arts and their teams of curators.

Artists will be notified of selection **by July 16th**. If selected, they should confirm their participation by **July 19th**. Artists will have an online **kick-off meeting – C2C LAB 1** with other selected participants, coaches, and the focal points on **August 3rd**.

Evaluation criteria

- Artistic merit and technical expertise with artwork that incorporates media arts
- Demonstrated innovative and effective approach to art projects of similar scope
- Ability to create artwork within the stated constraints
- Ability to respond to the theme/prompt
- Ability and interest in developing a collaborative digital artwork (as illustrated in the application video)

Timeline

- Application deadline: **June 30th**
- Evaluation and selection: **July 1st to 16th**
- Artists acceptance: **until July 19th**
- Announcement of selections: **July 22th**
- C2C LAB 1(kick-off meeting): **August 3rd**, 3 PM CET (duration: 2h)
- C2C LAB 2: **August 10th**, 3 PM CET (duration: 2h)
- C2C LAB 3: **August 17th**, 3 PM CET (duration: 2h)
- C2C LAB 4: **August 24th**, 3 PM CET (duration: 2h)
- Project development: **September 1st until November 22nd**
- Presentation of the final works: **until October 2022**