The Cube 2019 Artist-in-residence Guidelines

Introduction

QUT’s vision for the future includes the provision of outstanding learning environments and programs. Located in the heart of the Science and Engineering Precinct, The Cube is central to this vision and is a hub for scientific and digital exploration.

The Cube is one of the world's largest digital interactive learning and display spaces dedicated to providing an inspiring, explorative and participatory experience of QUT’s Science and Engineering research.

The Cube inspires and engages the next generation of thinkers and doers with an extensive outreach to schools, including hands-on and interactive workshops and public programs for high school students and QUT undergraduate and postgraduate students.

The Cube Artist-in-residence (AIR) program aims to foster interdisciplinary dialogue between creative practice, technology, and science. By inviting new conversations, the AIR program will act as a catalyst for innovative ideas.

The 2019 AIR program provides an opportunity for a creative practitioner to design, develop and deliver a project for temporary display at The Cube, one of the world’s largest interactive learning and display spaces.

Residency format

The artist will work primarily from The Cube Studio located at QUT’s Garden’s Point, Brisbane, for a period of up to 10 weeks.

The artist will have the opportunity to research and develop a work. The resident will be able to connect with pertinent academic and technical staff, and have access to a variety of QUT’s facilities.

Creative and technical delivery of the work will be the supported by The Cube Studio team. The team comprises of a studio manager, graphic artist, interaction designer, and software engineers.

The artist will also work with The Cube’s Public Programs Officer to explore and develop their ideas and art practice to engage with a wide audience.

This immersive residency allows the artist to explore the potential of digital media as a significant tool for communication culminating with an exhibition of the project on The Cube.
The Cube technical specifications


Objectives

The Cube 2019 Artist-in-residence (AIR) seeks to:

- Build a digital community of practice and provide opportunities for leading creatives to engage with The Cube
- Support the production of innovative world-class projects working at the intersection of creative practice and Science, Technology, Engineering, and Mathematics (STEM) paradigms
- Continue QUT’s vision of The Cube as pioneering public creative presentation space and to provide an engaging venue as a hub for teaching and learning.

Outcomes

The outcomes for the program are to:

- Further creative practice through the opportunity of an immersive residency
- Develop a screen project to be displayed at The Cube in line with the project proposal, which fits with The Cube’s public screening requirements
- Promotes the Artist's work and engage with a wide range of stakeholders e.g. QUT students and academics, the general public, and school groups
- Foster conversation and ideas generated from the residency project through artist talks, written contributions to The Cube blog, social media and other relevant communication channels
- Provide video (or other) documentation of the project development and final work.

Who can apply?

The Cube’s AIR program is intended for individual creative practitioners who are seeking to extend their practice through the opportunity to develop an innovative work for display on The Cube.

Project teams or collectives will also be considered. If applying as a team, applicants should provide a single application which includes details for all the team members.

The Cube AIR program is suited to technically capable, established creative practitioners working across a broad range of fields within the digital landscape. The 2019 residency is open to applicants that reside in the Asia-Pacific region.

Some example areas of practice may include:

- Visual art
- Interactive design
- Science communication
- Digital storytelling
- Software engineering
- Games design
- Data visualisation
- Animation
Eligibility criteria

To apply for the AIR program, applicants must:

- Be an established artist or creative practitioner who is recognised by their peers within their area of practice
- Reside within the Asia-Pacific region
- Hold current Public Liability Insurance to the minimum value of $10 million for any one occurrence.

Note: QUT staff and students are eligible.

Budget

Projects will normally be supported to the maximum value of $40,000 (ex GST).

A maximum of $30,000 (ex GST) will normally be allocated to successful projects where the Artist / Contractor resides locally* (within 100km of Brisbane).

A maximum of $40,000 (ex GST) will normally be allocated to successful projects where the Artist / Contractor resides outside of the local area* (further than 100km travel distance to Brisbane, Interstate, or Internationally).

How to Apply

- Read The Cube 2019 Artist-in-residence (AIR) guidelines
- Submit an Expression of Interest (EOI) via the online EOI form
- Include all the information requested in the EOI form
- Acknowledge you have read and understood the EOI Terms and Conditions.

Please Note

After the EOI period has closed, EOI’s will be reviewed by QUT and shortlisted applicants will be notified in writing.

If shortlisted, the applicant will be invited to submit a developed project proposal. A flat rate pitch fee will be provided, and proposals will be reviewed by an Assessment panel. Detailed information on this process will be provided to shortlisted applicants.

Assessment Criteria

EOI’s will be reviewed in relation to the following criteria:

**Quality**
- The artistic merit and innovation of the proposed project
- Calibre and expertise of the applicant (or project team)

**Alignment**
- Level of alignment to the stated vision and objectives of the AIR program
- Alignment of the project and its intended outcomes to the unique technical requirements of The Cube
Viability & Value
- Demonstrated track record of significant achievement and professional expertise
- Displays a high-level of technical capability
- Demonstrated viability of the project production including; required resources, production timeline, and budget.

Reach
- Provides significant opportunities for public engagement
- Reaches new and existing audiences of The Cube through innovative ideas and experiential learning outcomes
- Provides opportunities for the exchange of skills and ideas amongst the artist and the project team.

2019 Application Timeline

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>23 April 2019</td>
<td>The Cube 2019 AIR EOI opens</td>
</tr>
<tr>
<td>5 July 2019</td>
<td>The Cube 2019 AIR EOI closes</td>
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<tr>
<td>19 July 2019</td>
<td>All applicants advised of outcome and shortlisted applicants invited to submit a developed project proposal</td>
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<tr>
<td>2 August 2019</td>
<td>Developed project proposals submitted</td>
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<tr>
<td>12 August 2019</td>
<td>Artist-in-residence selected</td>
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<tr>
<td>2 September 2019</td>
<td>Residency commences at The Cube in early September</td>
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<tr>
<td>8 November 2019</td>
<td>Project to be displayed at The Cube in early November</td>
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