

# ArTS Production Grant for artists from Switzerland

## Open Call Outline

### ArTS Production Grant supported by Pro Helvetia

How can we become more human? How can microbes save the earth? How can we co-exist with technology as our second nature? Artists have always understood the power of questions.

The ArTS Production Grant for artists from Switzerland was made possible through a two-year-agreement developed by Ars Electronica and supported by the Swiss Arts Council Pro Helvetia. The ArTS Production Grant fosters artistic creation at the nexus of ArTS (Art, Technology, Society).

The ArTS Production Grant will support an individual artist or an artist group who holds Swiss nationality or has their residence in Switzerland, to develop a new project or an extension of an existing project, that will be premiered at the Ars Electronica Festival September in 2024. Art practitioners from Switzerland from all disciplines supported by Pro Helvetia, including sound, interactive media, or visual arts, are invited to submit their proposals and join us in exploring the intersection of humanity and technology through art.

### What we are looking for

Ars Electronica is seeking proposals for artistic formats such as installations, performances, or interventions from the area of Interactive Art, Bio Art, Hybrid Art, AI & Life Sciences, Sound Art, Digital Communities and Art Activism (but not limited to). The intention of the artwork must be to critically examine the impact of technological advancements on society. Through this grant, we aim to stimulate discussion and debate around issues such as digitalization, digital humanism, sustainability, climate justice, digital democracy, societal transformation, transparency, ethics, global equity, inclusion, and diversity.

## Who can submit

The ArTS Production Grant is a fully funded opportunity for artists and collectives to continue their artistic creations at the nexus of art, technology, and society. Art practitioners from Switzerland from disciplines supported by Pro Helvetia, including visual arts, design, interactive media, performing arts, and music can submit their proposals. The proposal can be for a new project, a prototype, or an extension of an existing project. The art practitioners should already have experience in working in the field of art and technology as this program is dedicated to artists working at the nexus of art, technology and society.

This opportunity is open to all art practitioners with Swiss nationality or who have their residence in Switzerland.

## Benefits

One artistic project will be supported with the ArTS Production Grant. The artist or artist group receives support by the grant consisting of €20.000 artist fee and production cost\*.

The fee structure is:

€5.000,- artist fee

€15.000,- production costs for which a proposal is required.

Additionally travel and accommodation during the Ars Electronica Festival 2024, setup and teardown is covered as well as the presentation costs during the festival, such as rent of additional technical equipment, or necessary display elements (e.g., screens) within the available budget, insurance and transport are provided. Support from Ars Electronica experts as well as networking opportunities and connections through the Ars Electronica network are offered.

In addition to showcasing the selected work, the goals of this program include connecting arts and culture practitioners with experts from the fields of science and technology, to actively promote projects at the nexus of art, science, and technology through support in the planning, research, and production stages, and creating international visibility for Swiss arts via the platform and international network of Ars Electronica.

Additionally, the grant offers to showcase this project at Ars Electronica Festival as well as to communicate the work internationally via the channels of Ars Electronica.

\*In case the selected party is an artist group the artist fee, production costs as well as travel and accommodation costs need to be split between the members.

## Commitment

The selected artist(s) will be expected to

- Participate in remote exchanges with Ars Electronica.
- Share experience and engagement as well as insights into the project production process on social media.

Supported by

swiss arts council  
**prohelvetia**

- Provide Ars Electronica images about the production process to cross-promote the experience (minimum once a month).
- Share the technical development of the project with Ars Electronica.
- Coordinate the production budget together with the project manager from Ars Electronica.
- Develop and create an artwork, which can be a prototype or an extension of an existing project, to be premiered at the Ars Electronica Festival 2024.
- Commit to attend the Ars Electronica Festival 2024 in person.

All property rights and any other rights remain with the artist or artist group. The artist agrees to include the following acknowledgement in all future exhibitions and documentation of the work:

This artwork was developed with the help of the ArTS Production Grant Program for artists from Switzerland, developed by Ars Electronica, and supported by Pro Helvetia.

## Application

Artists are invited to submit their project proposal via the submission platform:

Submission Platform

<https://calls.ars.electronica.art/2024/ProHelvetiaGrant/>

Artists intending to apply to the ArTS Production Grant Open Call should submit a proposal adhering to the criteria of the call. The application should be **written in English** and is **only accepted through the official submission platform**. Submissions via email are not accepted.

The selection will be based on evaluation of the submitted material and reviewed by a jury of consisting of Ars Electronica and Swiss experts.

Submissions of entry in this competition automatically constitute the acceptance of these terms and conditions. The jury's decision will be published on Ars Electronica's website in the end of February 2024. Selected artists as well as the other submitters will be notified by e-mail.

## The Jury Process

The jury consisting of Ars Electronica and experts from Switzerland will select the final project.

Criteria:

Supported by

- Originality: The proposal needs to be for original work that demonstrably breaks new ground.
- Feasibility: The proposal needs to be doable in the time and budget available.
- Reflection of the key themes: Art, Technology, Society
- Innovative and compelling concept.
- Quality of the past work and projects showcase in the portfolio.
- A convincing body of work and track record.
- A significant footprint in the arts scene of Switzerland
- Further: the applicants have to
  - be above the age of 18.
  - Holder of Swiss Nationality or residency in Switzerland.
  - Register online and submit all mandatory information in English via the application platform:
    - A short video statement explaining who the applicant is, what the proposal entails and what the interesting angle about it is. (up to 1 min.)
    - A written project proposal explaining the research idea. (max. 300 words)
    - A brief description of the planned implementation and presentation of the work incl. technical specifications. (max. 300 words)
    - A sketch that visualizes the implementation of the project proposal.
    - A short draft production plan for the proposed project including a timeline and cost estimation.
    - A CV and portfolio which showcases previous artworks of the applicant.
    - Agree with the Open Call Rights.

## Important Dates

- Nov 21<sup>st</sup>, '23: Announcement and call for submissions
- Jan 8<sup>th</sup>, '24: Final deadline for submissions (by 11:59 PM CET, UTC+1)
- Jan '24: Jury Meeting
- Feb '24: Announcement of the selected artist(s)
- 4-8. Sept '24: Presentation at the Ars Electronica Festival

## Contact

Ars Electronica: Christl Baur, [festival@ars.electronica.art](mailto:festival@ars.electronica.art)

## About the Partners

### *About the Ars Electronica Festival*

The [Ars Electronica Festival](#) was the starting point of the Ars Electronica ecosystem and premiered in 1979 in Linz, Austria. It was designed to take the digital revolution's emergence as an occasion to scrutinize potential futures and to focus these inquiries on the nexus of art, technology, and society. This philosophy is getting increasingly important and laid the foundation for Ars Electronica's ongoing relevance and success. Within the last 40 years, this Linz invention developed into the world's most important media art festivals. From year to year, its line-up became more extensive and multifaceted. There were symposia, exhibitions, performances, concerts, and interventions spanning a broad arc from speculative futuristic scenarios to analytical considerations, from provocative actionism to philosophical debate. Each year, the festival has been dedicated to a new theme and Ars Electronica is constantly on the lookout for interesting new venues—indeed, the consistent effort to break out of the narrow confines of conventional conference rooms and artistic spaces, and to stage cultural and scientific encounters in the public sphere has become something of an Ars Electronica trademark.

### *About Pro Helvetia*

The Swiss Arts Council Pro Helvetia has been working at the heart of the Swiss and international cultural scene since 1939. It fosters contemporary art production in Switzerland and helps disseminate and promote Swiss arts at home and abroad. The Arts Council also contributes to national and international cultural exchange and to innovation in the field of cultural promotion.

Pro Helvetia has its head office in Zurich and maintains an international network abroad with offices at seven locations.

In the context of its Art, Science and Technology programme, Pro Helvetia specifically supports activities and projects exploring technological and scientific developments from an artistic perspective. The focus is on exploring and utilising the potential for mutual inspiration and collaboration.