

# ARTIST RESIDENCY OPEN CALL

## **CYENS is pleased to announce an open call for the Artist-in-Residence Program intended for creative individuals.**

As a creative innovation hub in Nicosia's historic centre, the Thinker Maker Space has utilised its Artist-in-Residence Program to expand the knowledge and services of the centre through skill sharing and collaboration.

Traditionally housed under Thinker Maker Space, this year's AIR program expands to involve **CYENS MRGs** (multidisciplinary research groups) **Museum Lab**, **EdMedia** and **ITICA** and their research. Applicants will have the opportunity to select and **collaborate directly with MRG** through the application process.

Resident artists enjoy full access to the **makerspace facilities** allowing experimentation with advanced fabrication techniques. They will also have the opportunity to present and exhibit their work at the end of the residency. Additionally, artists may deliver a series of workshops and talks relating to their practice and area of expertise.

The makerspace residencies are hosted on a short-term basis ranging from **2 months and up to 6 months**. The open call invites individuals from the creative industries (creators, designers, visual artists, academics and others) **to submit a portfolio and a project proposal**.

Applications will be processed and selected by a committee based on project criteria and briefs that are aligned with **CYENS vision and capabilities**. Proposals need to include details of the project's purpose and outcomes.

**For more information about the residency program visit:**

<https://makerspace.cyens.org.cy/cyens-artist-in-residence-program/>

**For applications visit:**

<https://makerspace.cyens.org.cy/cyens-residency-application-form/>

## WHAT'S NEW IN AIR?

Traditionally housed under Thinker Maker Space, this year's AIR program expands to involve **CYENS MRGs** (multidisciplinary research groups) **Museum Lab, EdMedia and ITICA** and their research as potential consultants to their residency.

Further than TMS, applicants will have the opportunity to select and **collaborate directly with MRG** through the application process. The aim is to foster interdisciplinary partnerships that leverage the diverse expertise within our community.

## HOW IT WILL WORK

Resident artists can choose between **Thinker Maker Space** or an **MRG group (Museum Lab, EdMedia, ITICA)** relevant to the proposed project through the application form.

The appointed group will then act as a consultant throughout the residency, offering guidance and potentially providing valuable data for the project. The level of interaction between the resident and the MRG group will be flexible, accommodating the group's availability and commitment.

## IMPORTANT DATES

Announcement of open call: End of march  
Deadline for applications: 26 APRIL 2024 | 15:00 EET time  
Announcement of Results: (by) 15 JUNE

Period of residency: JULY – DECEMBER 2024  
Duration of residency: FROM 2 MONTHS TO 6 MONTHS

## READ MORE ABOUT EACH TEAM

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### **Thinker Maker Space**

Thinker Maker Space of CYENS is a multifunctional creative space based in Nicosia, Cyprus that works towards providing support and building collaborations with local entrepreneurs, designers, artists and researchers. The aim is to support the creative local community in developing projects that utilise digital fabrication techniques and rapid prototyping; aspiring to technology led innovation. Makerspace members are given easy access to cutting edge equipment and experienced technicians.

Capabilities: Rapid Prototyping, Traditional Making Processes, Electronics and Robotics, Photography & 3D Scanning, Workstations

[makerspace.cyens.org.cy](http://makerspace.cyens.org.cy)

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### **Museum Lab**

The Museum Lab group is dedicated to the interdisciplinary exploration of emerging technologies inside and outside museums, galleries and other heritage sites. One of the goals of the Museum Lab is to investigate the advantages and limitations of immersive technologies in the cultural sector. The Museum Lab MRG conducts research on the practical applications of emerging technologies in the field of cultural heritage . It contributes, not only to the preservation of cultural heritage, but also to its exploration, understanding and negotiation through user interaction. Furthermore, the Museum Lab MRG aims to explore how technology can help expose different layers of history in places of contested heritage and help visitors/users negotiate difficult or awkward heritage. Difficult heritage consists of elements of a past that are considered important but can also be contested and awkward. Representing difficult heritage in and outside museums is a timely challenge many museums face today, especially in countries dealing with social or political conflict such as Cyprus.

[museumlaboratory.org.cy](http://museumlaboratory.org.cy)

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## **EdMedia**

The EdMedia Group of CYENS (<https://www.cyens.org.cy/en-gb>) aims to conduct applied research and innovation in the field of Interactive Media for Education and Edutainment. EdMedia work is related to Learning Experience (LX) design, User Experience (UX) design, technology-enhanced learning, training and pedagogy, technology integration in formal, non-formal and informal education, assessment and evaluation. EdMedia aims to advance digital learning, defined as learning facilitated by technology or instructional methods, which makes effective use of technology (i.e. game-based learning, computer-supported collaborative learning, learning in AR, VR, and mixed reality settings, etc.). One of the Group's latest projects involves the combination of a 360VR documentary with STEAM activities, aiming to engage pupils from local schools into playing an active role and reacting to climate change challenges. Some examples at <https://www.facebook.com/CyprusInteractionLab>. The group is a natural extension of the Cyprus Interaction Lab Group of the Cyprus University of Technology (<https://www.cyprusinteractionlab.com>).

[edmedia.cyens.org.cy](http://edmedia.cyens.org.cy)

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## **ITICA**

The Research focus of Immersive Technologies for Intelligent and Creative Applications (ITICA) MRG, is on bringing together elements from fine arts with computational intelligence and emerging technologies such as Virtual Reality (VR) and Augmented Reality (AR) to develop evidence-based applications.

ITICA will combine scientific research and expertise from the fields of Mechanical/Electrical Engineering, Space Sciences, Control Systems, Virtual & Augmented Reality, Machine Learning, Cognitive Sciences and eHealth systems and try to explore innovative projects in collaboration with international centres of excellence and private companies that focus on the combination of arts, technology and society. A key objective is to use interactive media, smart systems and emerging technologies in service of the arts and produce outcomes that will bring innovation and creativity in the dissemination of scientific results.

[itica.cyens.org.cy](http://itica.cyens.org.cy)