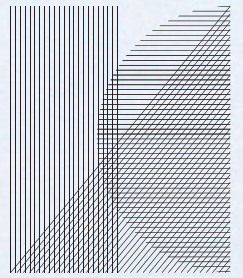


ko's

museum for kunst i det offentlige rum
museum of art in public spaces



INTER ARTS
CENTER

Immersive Call #1

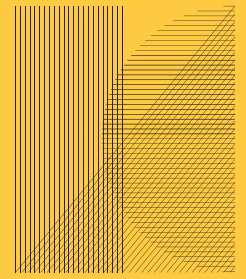
Public Immersion

DEADLINE:
1 DECEMBER 2021

IACILU.SE



LUND
UNIVERSITY



INTER ARTS
CENTER

Immersive Call #1

Public Immersion

Deadline: 1 December 2021

Inter Arts Center (IAC) is happy to announce its first Immersive Call in collaboration with KØS – Museum of Art in Public Spaces in Denmark. The open call is part of a broader collaboration between IAC and KØS on a three year research and exhibition project called *Sites, sounds and screens – new approaches to sites, locality and technology in public art*.

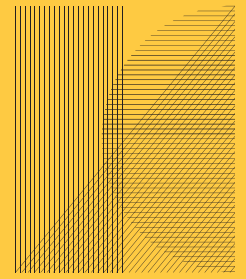
Read more about the *Sites, sounds and screens* project [here](#).

For IAC this new open call is part of a greater focus on immersive formats. Alongside the annual call for immersive projects a network and a gathering called *Immersive Days* has also been established, with its first edition June 2021. In November next year professional artists, curators, researchers, technicians, teachers and students within a broader field of immersive technologies and artistic practices meet up to share their latest work and challenges, and to exchange ideas and give each other feedback.

The first Immersive Call aims to investigate, which could be read as a contradiction, *public immersion*. When we talk about immersion, we tend to imagine an auditive or visual immersion into a world that excludes our surroundings, which is exactly what the public is all about – other people, and the spaces or places that surround and connect us.

We encourage artists whose practice evolve around public space, extended reality, world building and/or immersive technologies to apply for this open call with new bold projects or adaptations of existing works. We are interested in the inherent contradiction of the term public immersion, and in addition to this in the overall question that Sounds, screens and sites raises about immersive technologies:

How do these technologies change the way we conceive, experience and engage with sites and locations? As artists and audience? Can we reconfigure or negotiate the dominating site-specific approaches through new technologies?



INTER ARTS
CENTER

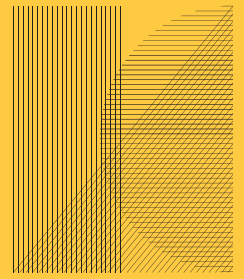
Immersive Call #1

Public Immersion

WHAT WE OFFER:

- + the best application receives an artist grant of 3 000 EUR.
In addition to this the call covers all travel and accommodation, and a basic production budget in line with the proposed project
- + a long-term residency in a dynamic environment for artistic development and experimentation with the opportunity for both qualified audiences, meetings, discussions and feedback sessions at IAC (the residency can be split up into more than one period)
- + technical resources (equipment and assistance), but also guidance in e.g. Unity (game engine), various tools for 3D graphics, ambisonics and arduino etc.
- + a highly professional discursive context and framework for investigating new artistic approaches to art, technology and public space
- + possibilities of presenting a work-in-progress or the finished project at IACs *Immersive Days* gathering, November 2022, and/or at the concluding exhibition and symposium at KØS in 2024





INTER ARTS
CENTER

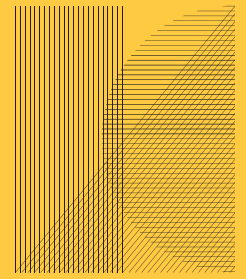
Immersive Call #1

Public Immersion

WHAT WE NEED IN YOUR APPLICATION:

- + a motivated application which relates to the open call on public immersion describing either a new work or a suggested adaption of an existing work
- + an artist bio/statement and CV (max two pages per application)
- + a portfolio presenting your general/overall artistic practice (either as attachment or link)
- + examples of referential works for the proposed project (here we need documentation/samples/excerpts (as attachment or links)
- + send the application in a single PDF to info@iac.lu.se
- + title in subject field: **IMMERSIVE CALL#1 – Public Immersion**





INTER ARTS
CENTER

Immersive Call #1

Public Immersion

INTER ARTS CENTER (IAC)

Inter Arts Center (IAC) is a platform for artistic research and experimentation, and part of the [Faculty of Fine and Performing Arts](#) at Lund University. It acts as a meeting place and a work space for researchers and artists from various disciplines and backgrounds, who use the facilities for short or long term projects. IAC also offers several [residency programmes](#) in cooperation with partner institutions. Read more about IAC [here](#).

KØS MUSEUM OF ART IN PUBLIC SPACES

KØS Museum of Art in Public Spaces is dedicated to researching, promoting, and debating public art nationally and internationally. The museum exhibits, produces and promotes art projects by national and international artists, initiates research that boosts the field theoretically, and collects and registers the material and digital traces of public art projects to ensure they are accessible in the present and preserved for posterity.

The research-based exhibition project *Sites, sounds and screens – new approaches to sites, locality and technology in public art* is a collaboration between KØS and a wide range of other international partners. The project is curated by Christian Skovbjerg Jensen in collaboration with KØS and director Ulrikke Neergaard.

CONTACT

For questions about the open call or the project *Sites, sounds and screens* in general, please contact either Christian Skovbjerg Jensen (curator & director at IAC) on christian@iac.lu.se or Ulrikke Neergaard (director at KØS) on une@koes.dk.

