RAMBERT

Sprint: the Rambert digital creative residency

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CALL FOR SUBMISSIONS

Overview

Sprint is a digital intervention and an open experiment. This pilot programme will explore how digital processes and techniques can create disruptive innovation and creative outputs within Rambert, Britain's national dance company.

Sprint aims to foster new relationships between Rambert's dance practitioners and digital creatives, facilitate experimentation and exchange of knowledge, and open up the organisation to new approaches using technology.

Sprint is inspired by the process of rapid iteration in technology and software projects, and its similarity to the way that dance works are developed during a short rehearsal period. It also builds on the success of Rambert's residency programmes with composers, visual artists and scientists.

We are looking for artists and creatives working with technology as a medium to experiment and develop their practice, and who wish to work in close collaboration with Rambert's dancers, choreographers and staff. This includes (but is not restricted to): digital artists, creative technologists, interaction designers.

You should be:

- Experienced in developing creative work using technology
- A good communicator
- A positive disruptive force
- Interested in dance and/or performing arts
- Confident working alone and collaboratively

Residents will work with Rambert's dancers, choreographers and staff to develop outputs and show their processes along the way. Themes may include: making visible the invisible, feedback loops with the audience, data and body hacks, motion and space, creative coding and choreography, wearable tech and more.

Over the residency period, each resident will be expected to:

- Create digital prototypes and/or experimental artworks
- Use emerging and current digital technologies
- Combine the physical and the digital
- Be open about process
- Share skills and best practice
- Explore user testing and iteration of prototypes based on feedback
- Work closely with Rambert's dancers, staff and the residency producers
- Showcase work internally and externally.

Residency Structure

You can apply for:

(1) 4 month residency running from October 2015 to February 2016
(2) 4 month residency running from March to July 2016
(3) 8 month residency running from October 2015 to June 2016

The selected candidates will be expected to work on-site at Rambert minimum of 2 days per week during the residency and further time off-site.

The residency will be supported Rambert staff, with additional support available as required. A two week induction period at the start of the residency will enable relationships to be formed, themes for the residency to be developed, and an appropriate support structure to be put in place.

Bursary

4 month residency
Artist Fee: £6,500
Materials allowance: £1,000
TOTAL: £7,500

8 month residency
Artist Fee: £13,000
Materials allowance: £2,000
TOTAL: £15,000

Location

The residency will be based at Rambert on London's South Bank: 99 Upper Ground, SE1 9PP.

Please apply with:

- Preferred residency length (4 months or 8 months) and dates
- Biography describing your artistic practice, work, influences and technology skills (max 200 words)
- CV (up to 2 pages)
- Links to 3 relevant recent works with images
- 300 word proposal stating how you would approach the residency and what you hope to give and gain from the experience.

Application criteria

To be eligible for the residency applicants must:

- be eligible to work in the UK
- be available to work at Rambert in London during the stated period of residency
- be proficient in written and conversational English
- be a graduate with a related degree (art, design, technology, engineering, media) or have relevant work experience in digital media and new technologies

Residents will be selected on the relevance of previous work and 300 word proposal. Applications will be shortlisted by Rambert in collaboration with partner organisations Caper and Alpha-ville. Those selected will be invited for interview, taking place on Mon 14 and Tue 15 September 2015.

How to submit

Applicants must complete and submit an online application form.

If you have questions about the opportunity or would like to chat informally before submitting your application, email hello@wearecaper.com.

Deadline for applications: Thu 10 September 2015 at 8pm GMT

"Sprint", the Rambert digital creative residency is a project designed by Rambert and Caper and produced in collaboration with Alpha-ville.

About Rambert www.rambert.org.uk
Rambert is Britain's national dance company. Formed at the start of the 20th century as a classical ballet company, it exerted a great deal of influence on the development of dance in the United Kingdom, and today, as a contemporary dance company, continues to be one of the world's most renowned dance ensembles. Rambert commissions the most exciting choreographers, composers and designers around, and give them the freedom to lead wherever their vision and imagination takes them.

The company is based in an award-winning building in the heart of the cultural quarter on London's South Bank, designed and purpose-built to help realise our creative vision for the next 100 years, as a workplace for our artists and staff, a home for our archive and base from our community work. The company tours its work nationally and internationally, complemented by equally extensive school and community-based work.

About Caper www.wearecaper.com
Caper designs digital transformation programmes and co-creates strategies for clients across the creative, culture and technology sectors, including Somerset House, National Maritime Museum, Fun Palaces, Royal Academy of Arts, BBC Radio 3 and the Proms, British Council, RSC, Fuel Theatre and Royal Opera House.

Lead by Katy Beale, Caper's own programmes include the international open data and prototype development programme Culture Hack, the grassroots network Coding for Kids, and Happenstance, a technologist-in-residence programme.

About Alpha-ville www. alpha-ville.co.uk
Alpha-ville is a London-based curatorial and artistic agency working at the edge of art, technology and digital culture. They create, curate and deliver digital projects and events at a national and international level. Led by creative directors Estela Oliva and Carmen Salas, their experience draws from over five years curating and producing festivals, conferences and digital projects including New Realities Exhibition, Alpha-ville International Festival of Digital Art & Culture, Exchange Conference, Alpha-ville Live Series and several interactive art installations.