

iAtelier: Technology & Innovative Practice

LSAD in Partnership with DCCI Announce Funded Opportunity for Designers and Craftspeople

OPEN CALL: Funded Opportunity for Designers and Craftspeople

As part of an International partnership project, funded by Creative Europe, Crafting Europe is looking for 20 participants to take part in 'iAtelier'. iAtelier's funded programme will create a craft/product innovation springboard by providing participants with free training, access to new tools and opportunities to network with designers, craftspeople and experts from across Ireland. The programme is developed in two rounds:

1st round - Sandbox Event

23rd to 24th April

The programme invites participants from various backgrounds to work together during a two day 'sandbox' event. This event will be hosted by Limerick School of Art & Design. Participants will be given access to experts and will be offered a broad introduction to digital technologies, and digital fabrication, including demonstrations of some of the following technologies; laser cutting, 3D printing, vinyl cutting & CNC routing.

Alongside introductions to new technologies, the Sandbox event aims to forge new relationships between the participants; in particular, to match participants that have craft making skills with participants that have digital design skills.

Participants will be paid a stipend of **€240** in total for the two days spent at the Sandbox event. On the 23rd there will be an evening meal provided for all participants in a local restaurant.

2nd round - Residency Series

Following on from the Sandbox event participants will be invited to apply for the residency series. The participants will need to form collaborative partnerships of two (Ideally a participant with digital design skills would pair up with a participant with craft skills) to be eligible to apply. 10 participants (5 collaborative partnerships) will be selected by the Crafting Europe team to take part in the residency series. Each collaborative partnership will have the opportunity to take part in the two residencies based at Limerick School of Art & Design.

Residency 1 - 'Experimentation'

Autumn 2020 (exact dates tbc)

This will be a 3 week long residency all about experimentation. The participants will have 2 days per week access to space, equipment and guidance. The participants will be given one-to-one software and digital fabrication tutorials appropriate to their project. Participants will be encouraged to test ideas and concepts and rapid prototype to become familiar with the capabilities of the equipment. These weeks will be spontaneous and exploratory. Participants are expected to have a series of conceptual prototypes by the completion of residency 1.



Residency 2 - 'Production'

Spring 2021 (exact dates tbc)

After 'Residency 1', the participants will have 4 to 6 months to develop their experimentations into designs ready for production. During the 3 week long 'Residency 2', participants will have 2 days per week access to space, equipment and guidance. The participants are expected to have a series of functional prototypes by the end of residency series that can be exhibited publicly.

Materials will be provided for use during both residencies. A stipend of €1440 will be provided to each participant attending the residency series.

What is Crafting Europe?

Supported by Creative Europe, the 'Crafting Europe' project was inspired by the need to build capacity and apply ICT tools in addition to traditional methods when innovating and developing craft products for contemporary market. It is a partnership between nine expert organisations across Europe.

Specific priorities of the project include:

- Support transnational policy co-operation leading to policy development
- Foster capacity building through innovative approaches through the development of skills and business models for craft professionals and representative organisations in Europe
- Enabling people to gain new skills which will enrich their professional life and open new channels in the labour market

This is a unique opportunity for designers/makers with ambition to learn new skills, combining digital fabrication technologies with traditional skills to expand their professional capacities in the product and craft market.

iAtelier is one of the programmes coordinated by Crafting Europe. It aims to aid with the adoption and use of ICT tools. In particular it will encourage innovative forms of creation that integrate cutting-edge digital fabrication technologies into the practice of craft-making. iAtelier is led by **Limerick School of Art & Design (LSAD)** at **Limerick Institute of Technology (LIT)** and will be taking place across all 8 partner countries.

Crafting Europe will run from September 2019 to September 2022.

The Partners involved in the project are;

1. IE - Design and Crafts Council Ireland (DCCoI) – Lead Partner
2. IT - Artex
3. UK - Crafts Council (CCUK)
4. IE - Limerick Institute of Technology (IE)
5. PT – CEARTE
6. ES - EOI-Fundesarte
7. NL - Crafts Council Netherlands (CCNL)
8. UKR – Anua Ukraine Chamber of Crafts (AUNA)
9. GA – Georgian Arts and Culture Centre (GACC)

Each of the project partners have been selected as they bring unique knowledge and skills from their respective territories.

Selection Criteria

We are looking for 20 participants in total to take part in the Sandbox Event. Participants are required to possess craft-making skills **OR** digital design skills. 10 applicants with craft skills and 10 applicants with digital design skills will be chosen.

Applicants with **Craft-Making Skills** will ideally;

- Be studying a craft discipline/ a recent graduate/ an emerging maker or SME with experience in any craft or hands-on designer/maker discipline.
- Demonstrable interest in digital fabrication technologies - experience in digital design and digital fabrication is not necessary, but a curious attitude and ambition to experiment and innovate using new technologies is essential.

Applicants with **Digital Design Skills** will ideally;

- Be studying digital design / a recent graduate/ an emerging designer or SME
- Experience with digital drawing software. For example (but not limited to) Adobe Illustrator, Autocad, Vectorworks, Rhino, Sketchup, Fusion etc.
- Demonstrable interest in craft processes- hands on experience of craft-making is not necessary but in interest in methods and tools is advantageous.
- Experience with digital Fabrication, parametric softwares or computer coding software is not necessary but would also be extremely advantageous.

Additionally, successful candidates will be expected to:

- Be available to travel to Limerick on the proposed dates for the sandbox event and residencies.
- Work collaboratively, be open in their approach, generous in exchanging information with peers and the project hosts
- Present their work clearly and support the communication of the project activities
- Act as advocates for the project, the partner organisations and the role of new technologies within the craft sector.
- Fill out a personal statement that can be showcased during the sandbox event.

Commitments

Selected participants will be expected to:

- Attend and participate in the Sandbox Event
- Prepare collaborative project proposal and compete to gain place in residency series.
- Successful residency applicants must create a body of work that can be exhibited publicly, specifically for Dutch Design Week.

Eligibility

Applicants must be resident and eligible to work in Ireland for the full period of the iAtelier programme.

Application Process

Please read all the supporting information and send the following to Joanne.Prout@lit.ie with 'Crafting Europe' in the subject line by midnight (GMT) 13 March 2020.

- CV in PDF format (max 2 x A4 pages)
- Cover Letter describing relevant experience, training, education and your interest and ambitions in the project, particularly how you hope participating will contribute to your professional development (500 words)
- Portfolio - PDF with up to 4 examples of recent projects with high quality images, relevant links and descriptions

Selection

We will be holding online interviews in March 2020 via Zoom.

Selection panel will be members of the Academic staff at Limerick School of Art & Design.

Data

The information you give us will be processed in accordance with our Privacy Policy. This has been updated in light of GDPR law that came into effect on 25 May 2018.

FAQs

Q. What is Crafting Europe?

A. The project Crafting Europe starts from the need to build capacity within the crafts sector across Europe. The core focus of the Crafting Europe project aims to address systemic challenges identified through findings from surveys undertaken to assess the needs of the crafts sector across 17 European Countries.

Q. Who is Crafting Europe for?

A. Crafting Europe is for Designers and Makers interested in technology and craft with a vision for business expansion. As part of iAtelier, the sandbox event and residency programme of Crafting Europe is aimed at both craftspeople and digital designers with ambition collaborate and learn new skills.

Q. Where will Crafting Europe take place?

A. Crafting Europe will be taking place in host institutions across all partner countries. Limerick School of Art and Design will be the host in Ireland.

Q. Can I attend the sandbox event but not take part in the rest of the project?

A. The sandbox event is a method of networking and discovering new opportunities. We would like individuals to apply to the sandbox event with a view to forging new collaborations and competing for a place on the subsequent residency series.