Call for Experimental Production: The CreaTures Glossary

The CreaTures (Creative Practices for Transformational Futures) project (https://creatures-eu.org/) calls for an online experimental production that would form one of the project’s key deliverables: The Glossary of Terms and Methodological Processes (hereafter “CreaTures Glossary”)

Creative practices have already shown transformational potential in the area of social and ecological care and sustainability, but they are often fragmented, poorly resourced, and badly understood. One contributing factor is the lack of common language across different domains of knowledge and practice (e.g. members of the public, creative practitioners, and those in various areas across cultural, educational, and public sectors). We have done some thinking and research into this, and saw the need for a glossary of key terms and processes that could aid with creating better understandings through the use of a common language.

The CreaTures Glossary will be an online interactive artwork that could be stand alone but is preferably integrated into the CreaTures website (Wordpress-based and currently under redevelopment). It will be a living artefact, questioning and developing a common discourse around transformational creative practices at this point in history. We particularly welcome open and imaginative approaches to inviting plural voices to contribute to and reflect on, its contents.

We list below a small number of interesting projects in relation to the CreaTures Glossary. These happen to be screen-based and text-driven, but other modes of interaction are welcome:

- **Sideways Dictionary** (https://sidewaysdictionary.com/): highlighting the multiple understandings of terms, by providing a ‘starting’ definition for each term, with alternative definitions alongside it.
- **A Dictionary of the Revolution** (http://qamosalthawra.com/en): Exploring the relationships between terms (and also the omissions or gaps in knowledge surrounding them).
- **The Hip Hop Project** (http://www.reginafloresmir.com/#/the-hip-hop-project/): Opening spaces to question and explore in an unexpected way that is relevant to specific cultures or communities.
- **Unerasable Characters II** (http://siusoon.net/unerasable-characters-ii/): Exposing the temporality of terms, or how their use evolves over time according to shifting understandings, interactions, and values, as visualised in.

Authors from all countries are encouraged to submit their proposals. The CreaTures project has received funding from the European Union’s Horizon 2020 research and innovation program under grant agreement No 870759 and funding terms must be agreed to with all receivers of funding. The selected projects will be included in and supported by the CreaTures practice-based research infrastructure and will be publicly showcased. The following sections provide detailed information about the scope and conditions of involvement.
Open call details:

**Scope of involvement**
The selected authors will actively integrate into their projects the research already conducted; they will work independently but also in close collaboration with the CreaTures research team through a series of meetings/workshops starting from February 2021. These sessions are expected to happen in a hybrid format, mostly online, but also in person where possible. The online-based interactive work should be delivered within a year and will remain functional at least for the whole duration of the CreaTures project and ideally beyond.

This collaboration will involve several types of activities and responsibilities:
– joint project planning
– joint conceptual development of the Glossary
– joint organisation and facilitation of co-design and engagement activities to develop, test and iterate prototypes, where appropriate
– participation in project-related research activities led by CreaTures throughout the project duration (e.g., interviews, observations, short qualitative surveys, internal co-creative sessions)
– production and implementation of the Glossary

**What we offer:**
– A flat fee of 4000€ (paid in 2 instalments)
– Promotion of the project and author through CreaTures communication channels
– Inclusion of the project’s outcomes in CreaTures dissemination materials, such as research publications
– Showcasing the project at the *Feral Creative Practices* track at the Uroboros festival ([https://www.uroboros.design/](https://www.uroboros.design/)) in May 2021 and further presentation opportunities, as the CreaTures team is actively trying to promote and present CreaTures-related creative productions in art and design festivals and other leading outlets
– Work with the fun and collaborative CreaTures project team that has diverse expertise and experiences, including transdisciplinary research and practice and impact evaluation centred around creative practices.

**Application requirements:**
This is a two-stage process. For the initial stage interested applicants need to submit the following documents:
- CV and Portfolio demonstrating design skills and experience in creative coding, interactive and participatory artworks and research-driven design processes
- An optional 250 word description of how you plan to approach the assignment

A maximum of 5 shortlisted applicants will be provided access to the current research and will be invited to submit the following for the final selection:
- Project proposal (1000 words & 10 images max) responding to the assignment
- Motivation statement focusing on how your design approach aligns with the aims and scope of the assignment and the CreaTures project.

**Schedule and Duration of collaboration:**
We welcome you to submit your expression of interest (in one PDF file / max 15 pages / 20MB) by mail to cristina.ampatzidou@rmit.edu.au no later than 27 November 2020, 17:00 CET.
We will provide the selected authors with a detailed design brief by 4 December 2020, and expect the second stage proposal submission (in one PDF file / max 15 pages / 20MB) no later than **23 December 2020, 17:00 CET**. We will contact the selected practitioner in the third week of January.

The joint collaboration on the accepted proposal is expected to begin in February 2021. A first, public version of the Glossary should be showcased at the Uroboros Festival 2021, and an updated version should be handed over to CreaTures by December 2021. Based on these dates, it is important that you are able to commit on a non-regular basis for the whole duration from January 2021 to December 2021 and have time flexibility to follow a schedule that will be defined jointly at the outset of the collaboration (we are flexible too!).

**Selection Criteria:**
- Originality and rigour
- Demonstrated expertise in interactive digital/online art
- Demonstrated ability to participate in and support a research-driven process
- Technical and financial feasibility of the proposal
- Alignment with CreaTures research aims and scope ([https://creatures-eu.org/](https://creatures-eu.org/))
- Availability to commit on a flexible, jointly defined, basis from January 2021 to December 2022.

**Main Contact:**
For queries, please contact Cristina Ampatzidou, cristina.ampatzidou@rmit.edu.au.

**About the CreaTures project**
CreaTures (Creative Practices for Transformational Futures / [https://creatures-eu.org/](https://creatures-eu.org/)) is a three-years H2020 project that explores the potential of creative art and design practices in supporting socio-ecological transformation. The project involves a consortium of 11 partners working closely together while combining their expertise from sustainability-oriented art, design, research and policy. Starting from the proposition that creative practices hold immense potential in supporting sustainable transformations but their impact is largely under-utilised, the consortium conducts a systematic practice-based interrogation to demonstrate the power of arts to move the world towards sustainability. Through direct engagement and co-creation, our Observatory, Laboratory, and Evaluation procedures bring together diverse creative projects and develop insights allowing them to focus their efforts more effectively. Drawing on evolving outcomes, we provide recommendations for policy-makers and implementers to help them see the merit of employing creative techniques.