



V&A VIDEOGAMES RESIDENCY OPEN CALL FOR APPLICATIONS

SUMMARY

Residency dates: 15 October 2018 – 15 June 2019

Residency Stipend: £12,000

Deadline for applications: 31 May 2018

Interview date: 14 June 2018

Coinciding with an upcoming exhibition on videogames, the Victoria & Albert Museum is inviting applications from UK-based artists, designers and makers involved in the videogames scene who wish to develop their practice through working with the V&A's curators and learning team to develop new work and engage with the public.

Scheduled to open on 8 September 2018, VIDEOGAMES: DESIGN/ PLAY/ DISRUPT will explore the design and culture of videogames since the mid-2000s, investigating the work of ground breaking designers, creative player communities and the critical conversations that define the medium today (<https://www.vam.ac.uk/exhibitions/videogames>). The exhibition will explore the medium since the mid-2000s, when major technological advancements, such as increased access to broadband, social media, smart phones and newly available means of making, profoundly changed the way videogames are designed, discussed and played.

The residency will take place at the V&A South Kensington in London over a nine-month period from 15 October 2017 to 15 June 2018. The V&A will provide a £12,000 residency fee and a studio space within the Museum's Sackler Centre for arts education.

We are interested in practitioners who wish to work with the themes that will feature in the exhibition and who are passionate about working with the public. Applicants should have an

interest in developing their practice and a good track record of producing and performing high-quality work. We will consider applications from collectives as well as individual practitioners¹.

ROLE AND EXPECTATIONS OF THE RESIDENT

The appointed Resident will be expected to:

- Hold Open Studios twice a month;
- Spend a time equivalent to at least two days per week² throughout the duration of the residency carrying out research, meeting with/presenting ideas to museum staff and developing ideas for public programmes;
- Present their research and work in progress at the V&A to museum staff and the general public on a regular basis;
- Undertake museum-focused and/or collections-based research;
- Undertake one schools project with the Learning Team;
- Contribute to the dissemination of their residency-related research on the V&A website and networks through film, photography, blog posts and/or social media;
- Author and submit a final report reflecting on their residency research, experience and findings;
- Make this residency their primary commitment, although a part-time role.

RESIDENTS WILL BE OFFERED:

- Direct involvement in the culture of the Museum through the activities and mechanisms listed above;
- Appropriate introductions to staff and departments of the Museum and support from the V&A Residencies Programme Manager;
- Access to relevant curatorial expertise and collections on display and in storage;
- Access to a personal computer, including V&A intranet login and email address;

¹ It should be noted however, that the residency fee is a lump sum for the residency and would have to be divided amongst a group. A lead practitioner must be identified, if a group application is made.

² There is flexibility to accommodate other commitments that the Resident may have (travel, teaching, exhibitions etc.) but we are looking for a practitioner that will make the Residency a primary commitment.

- Temporary V&A Museum Security pass for the duration of the Residency, subject to Security clearance.

NB: The V&A cannot offer secretarial or administrative assistance to Residents beyond access to the desk mentioned above and any related stationery required to support the research needs of the Residency. Moreover, the V&A cannot offer technical support for the production of new work and depending on the resident's practice, he/she may have to use their residency budget to rent equipment or hire specialised support.

RESIDENCY BUDGET

The Resident will receive a total fee of £12,000. This fee will cover the resident's bursary and production budget for the residency, including but not limited to any equipment, software, materials and technical support required by the resident.

It should be noted that the V&A cannot otherwise contribute to the Resident's living costs, including accommodation in central London (if required and to be arranged by the Resident), subsistence and travel costs to and from the artists normal working location and the Victoria and Albert Museum.

Residency grant funding will be disbursed over four installments of 25% of the £12,000 residency budget, based on the completion of project-specific benchmarks, so planning for good personal cash flow is essential.

APPLICATION PROCESS: SHORTLISTING, INTERVIEW AND OFFER

To apply, please complete the application form below and email it (residencyprogramme@vam.ac.uk) together with a portfolio of projects relevant to this residency and your CV **by 31 May 2018**. All supporting documents must be in PDF format. In the subject line of your email, please write: LastName FirstName – VIDEOGAMES RESIDENCY.

Short listing will take place within a few days after the application closing date. Applications will be considered by at least two members of V&A staff. Once a short list has been selected, unsuccessful candidates will be informed by email and short listed candidates will be invited to interview. Please note that we are unable to provide any feedback on unsuccessful applications (we will only be able to provide feedback to shortlisted applicants that are interviewed).

Interviews will take place on 14 June 2018 at the Victoria & Albert Museum, South Kensington and will include a short presentation and a series of interview questions. The interview panel

will most likely consist of the V&A Residencies Programme Manager, a museum curator, a V&A Learning staff member and an member of the V&A's Digital Media team.

NB: Please note that we cannot cover travel costs for the interviews.



V&A VIDEOGAMES RESIDENCY APPLICATION FORM

Please complete each section adhering to the word count. **If you do not have a pdf editing tool, please note you can copy paste the wording below and complete the application form in word.**

1. ESSENTIAL INFORMATION

First name:

Last name:

Place of birth:

Nationality (as indicated in passport):

Current Address:

Telephone no:

Email address:

Website address:

2. REFERENCES

Please include the details of two references. Letters or statements of support are not required at this point.

REFEREE 1

Name:

Title:

Email address:

Relationship to referee:

REFEREE 2

Name:

Title:

Email address:

Relationship to referee:

3. EXPERIENCE

- A. Describe your creative practice and the thinking behind it (maximum 200 words)
- B. Give details of any experience you might have working in a community or educational setting or working with the public (maximum 200 words)
- C. Have you taken part in a residency program before? If so, please provide brief details. (maximum: 50 words)

4. THE RESIDENCY

- A. Why does this particular residency at the V&A interest you? How do you propose to use this residency to develop your practice? (maximum 400 words)
- B. How do you propose to engage with or respond to the V&A collections and the VIDEOGAMES: DESIGN/ PLAY/ DISRUPT exhibition in particular? (maximum 400 words)
- C. Do you have any ideas on how you might engage with the V&A's diverse audiences? (maximum 400 words)

5. ADDITIONAL INFORMATION

In one email, applicants are expected to submit:

- A. A completed version of this application form in PDF format.
- B. A CV/resume
- C. Portfolio (only one pdf file with all images and texts).

In the subject line of your email, please write: LastName FirstName – Videogames residency.

Important: Do not include any important information in the body of your email. Only information in your application form and the requested documents will be assessed. Also do not submit more than the three required attachments.

6. CONFIRMATION

I confirm this information to be correct. I have completed the application form and submitted all additional required materials, by email only.

Place and date

Type or input electronic signature