Call for Participatory Artists – Modelling the Future

**The** [**Ripple Project**](https://www.rippleproject.co.uk/) **and the** [**Binks Hub**](https://binks-hub.ed.ac.uk/) **at the University of Edinburgh are looking for…**

A participatory artist with experience in working with communities to co-create art to join us over a five-day period at the Ripple Project in NE Edinburgh in May 2024. You will work with the staff and community members of the Ripple Project to make an artistic 3D model of the local area of Lochend, Restalrig and Craigentinny as they would like it to be in 2050.

**Why are we doing this?**

This project forms part of a larger project in which we are exploring the Past, Present and Future of the area through a variety of different artistic and creative practices. The Past project takes the form of an artistic timeline which explores the last 30 years of the Ripple Project and local community. The Present project involves of weaving a series of tapestries in collaboration with community members, through which they represent their contemporary concerns and priorities. The Future project has two elements, the Modelling the Future and a project currently underway which uses collage to explore younger community members’ vision for the future.

All the artworks produced through the project, including the 3D model, will be owned by the Ripple Project and exhibited at the Ripple Project in June 2024 as part of our efforts to develop ways for the community to influence and impact upon the local area at local and national political levels.

**What would this entail?**

You would be embedded in the Ripple Project for five days over either the 13th – 17th or the 20th – 24th May (we would also consider five days spread over these two weeks, particularly where caring or other responsibilities would make five consecutive days problematic), working with community members who visit the Ripple to make with them a model of the area as they would like to see it develop. We anticipate that you would be interacting most with community members during the Ripple’s most lively period of 10am to 2pm, and the project team will work with you design a strategy for engaging with the community over this week.

You will lead on designing how the 3D will be made and which materials might be used, and we would stress that the model will be constructed and completed over the course of this week. The model will then be co-created by you, community members and the project team, with decisions on the process being taken collaboratively by you and the project team.

The completed model should have a footprint no greater than one square metre, and can be made from a material or materials of your choice (for example, cardboard, clay, wood, recycled household packaging or toys). You will also be accompanied through the residency by researchers from the Binks Hub team, who will also collaborate in making the model as well as ethnographically researching the process of a community-embedded residency.

**The Fee**

The fee for the artist will be £1800 for six days work (one day for meetings and planning and then five days for the week of community co-creation of the model), which sits between the day rates for artists with 3+ and 5+ years experience recommended by the Scottish Artists’ Union. The budget unfortunately will not extend to additional funding for travel, accommodation or sustenance (although lunch will be provided in the Ripple Café).

There will be an additional budget of £500 available for materials and other associated costs.

**What do we need from you?**

Please complete the application form and submit to us as your proposal explaining how you would realise the project and why you are the artist we are looking for. Up to three applicants will be selected for interviews, to be conducted in early April.

We are particularly keen to receive proposals from artists from currently under-represented groups.

If you have any queries or would like a quick chat about this opportunity please email the Binks Hub’s Jimmy Turner (Jimmy.Turner@ed.ac.uk) and Ripple Project director Rachel Green (rachel.green@theripple.org.uk).

Completed forms should emailed to Jimmy Turner (Jimmy.Turner@ed.ac.uk) by 5pm on 31/03/2024

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Application Form

This form should be completed strictly following the stipulated word counts. Applications which exceed word counts may be discarded without being considered. Whilst we invite you to share a link to either your website or one social media account, this is in case we wish to consult these.

All the information we need to assess your application should be contained in this form without relying on additional sources. We do not wish to receive, and will disregard, any additional documentation such as CVs.

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| Name |  |
| Email |  |
| Link to website/social media account |  |
| Which week (13th – 17th or 20th – 24th May) do you propose? |  |
| In no more than **50 words** please describe yourself *as a participatory artist* |
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| In no more than **250 words** please indicate how you would approach the project in terms of the community co-creation and the form of the 3D model. |
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| In no more than **250 words** please briefly describe one instance where you have collaborated with a community to make art, and how it was beneficial for both yourself and the community |
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| In no more than **150 words** please indicate how you imagine you would draw on the £500 project budget (we understand at this stage that a detailed budget is not possible, we would just like an indication of costs as you anticipate them) |
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