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Open Call for Artists in realm of XR/VR for European research project SHARESPACE

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In the near future, more and more communication will occur in digital spaces. This leads to a further blurring of the border between humans and technology, and an increase of their close intertwining in everyday life. Therefore, steering this hybrid future towards the creation of new opportunities for human-centric, safe, rewarding, and inclusive social interaction is vital. SHARESPACE is a three-year Horizon Europe research and innovation project that aims to create future Social Hybrid Spaces (SHS). These are spaces that are shared by humans and avatars where both are engaged in embodied collaborative tasks. SHARESPACE technology will be applied in three real-world scenarios: sport, health, and art. For this latter scenario, SHARESPACE is now looking for a (group of) media artist(s) to collaborate with through the means of an Open Call.

Open Call for Artists

In this call we are looking for an established media artist to realize their own artistic concepts using the Deep Space 8K, located at the Ars Electronica Center in Linz, and the first prototype of SHARESPACE technology released in 2024. Artists are invited to create a multi-user, hybrid, interactive art performance that leverages embodied interaction between people and different types of Virtual Humans. The Ars Electronica Futurelab is responsible for the coordination of the Open Call and will have an assisting role in the overall process of the artwork realization. For the production of the artwork the artists will receive 15.000 EUR, and the final presentation shall be in Deep Space 8K during the Ars Electronica Festival 2024 (4-8 September 2024). The application period closes on November 19th, 2023. All information about the Open Call can be found on: <https://sharespace.eu/open-call-for-artists/> .

R&D Partners

Coordinator: German Research Centre for Artificial Intelligence – DFKI conducts research on “human-centric AI” in the major groundbreaking areas of AI research and applications with a focus on socially relevant topics and scientific excellence. (<https://www.dfki.de/en/web>)

Alcatel-Lucent Enterprise - ALCATEL-LUCENT ENTERPRISE. We make everything connect by delivering digital age networking, communications and cloud solutions with services tailored to ensure our customers’ success. In the Cloud. On Premises. Hybrid. (<https://www.al-enterprise.com/>)

Ars Electronica Futurelab - Ars Electronica Futurelab is a recognized transdisciplinary non-university R&D institute that performs research in the areas of media art, information aesthetics, interaction design, tangible technology experiences, robotics, and virtual environments. (<https://ars.electronica.art/futurelab/en/>)

CRdC Nuove Tecnologie per le Attività Produttive Scarl - CRdC Tecnologie Scarl is a consortium company based in the Campania region in Italy, operating on a nonprofit basis, focusing on scientific and technological research. (<https://www.crdctecnologie.it/en>)

Cyens Center of Excellence - CYENS Centre of Excellence is the Research and Innovation Centre of Excellence in Cyprus focusing on Interactive media, Smart systems and Emerging technologies aiming to empower knowledge and technology transfer in the region. (<https://www.cyens.org.cy/en-gb/>)

De Montfort University – De Montfort University oversees the integration of the Ethics by Design framework within the Sherespace project (<https://www.dmu.ac.uk/home.aspx>)

Golaem S.A. - Golaem is a french software company, leader in crowd simulation for Media & Entertainment thanks to its powerful technologies to model, animate and control plenty of expressive autonomous characters in a user-friendly way. (<https://www.golaem.com>)

Hospital Vall d’Hebron - VHIR is a public sector institution that promotes and develops research, innovation, and bio-health teaching at Vall d’Hebron University Hospital in Barcelona. (<https://vhir.vallhebron.com/en>)

Institut national de recherche en sciences et technologies du numérique - Inria is the French national research institute for digital science and technology. World-class research, technological innovation and entrepreneurial risk are its DNA. (<https://team.inria.fr/mimetic/>)

Lightspace Technologies SIA - Lightspace Technologies, a deep tech startup from Latvia – a pioneer of next-generation near-eye display technology. The first to release an AR head-mounted display truly solving vergence-accommodation conflict. (<https://lightspace3d.com/>)

Ricoh Europe – Ricoh combines globally recognized expertise across industries, technologies and domains with our wide range of hardware, software and services, we deliver fit-for-purpose solutions that achieve your business goals. (<https://www.ricoh-europe.com/>)

Universitat Jaume I De Castellon - LabPsittec is a research lab at Universitat Jaume I in Spain with over 25 years of expertise in the design and evaluation of digital solutions in the field of Psychology. (<http://www.labpsittec.uji.es/eng/index.php>)

University Medical Center Hamburg-Eppendorf (UKE) – As one of the leading clinics in Europe, UKE is based on the interconnection of medicine, research, and teaching. The emphasis in UKE’s research are the neurosciences, cardio-vascular research, care research, oncology, as well as infections

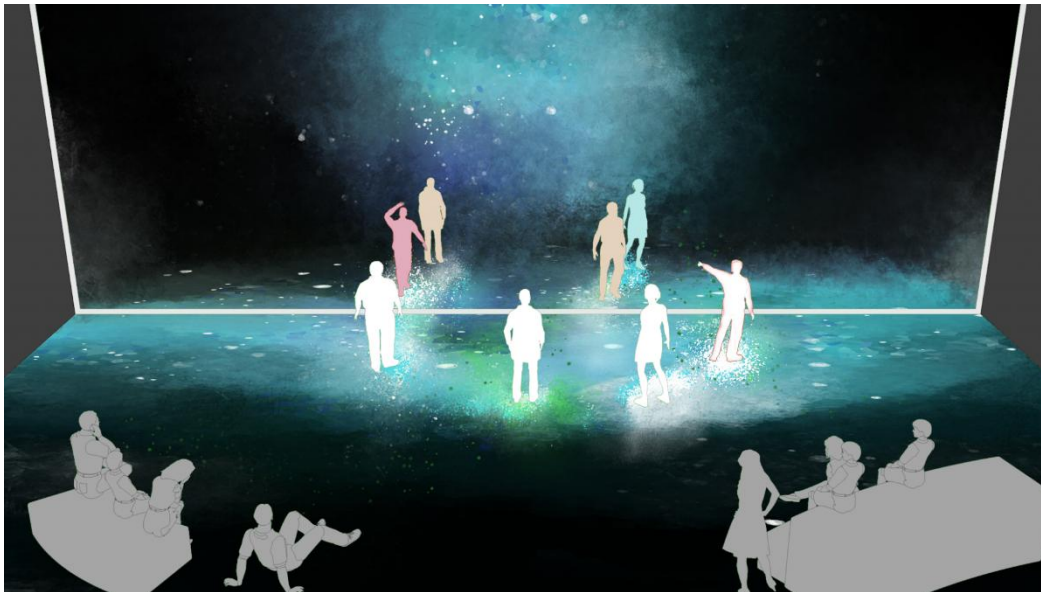
and inflammations. (<https://www.uke.de/english/departments-institutes/institutes/departments-of-excellence-for-neural-information-processing/index.html>)

University of Montpellier – University of Montpellier hosts EuroMov *Digital Health in Motion*, a joint research unit with IMT Mines Ales. EuroMov conducts research and innovation activities at the crossover between Movement, Health and Data sciences, with the goal to uncover movement signatures of Health. (<https://dhm.euromov.eu/>)



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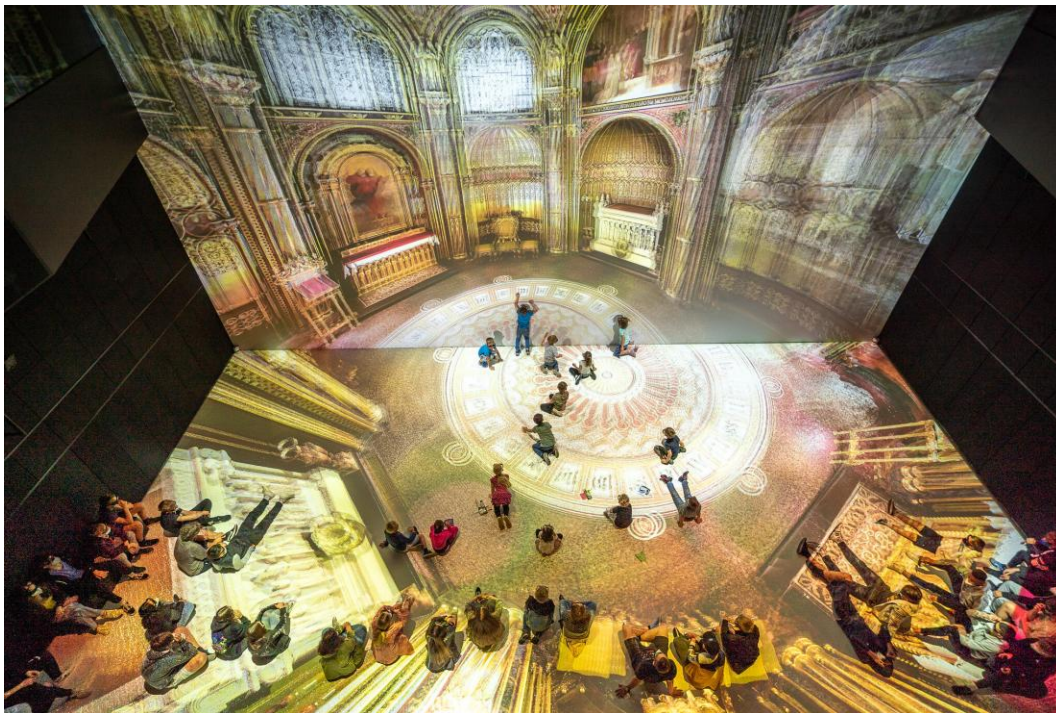
Images



Shared Hybrid Space in the Deep Space 8K at the Ars Electronica Center (credit: Raphael Elias Schaumberg-Lippe)



Sharespace consortium meeting in Barcelona (credit: Ester Dachs Escarra)



Poznan Cathedral 3D in Deep Space 8K. Credit: Robert Bauernhansl, Ars Electronica