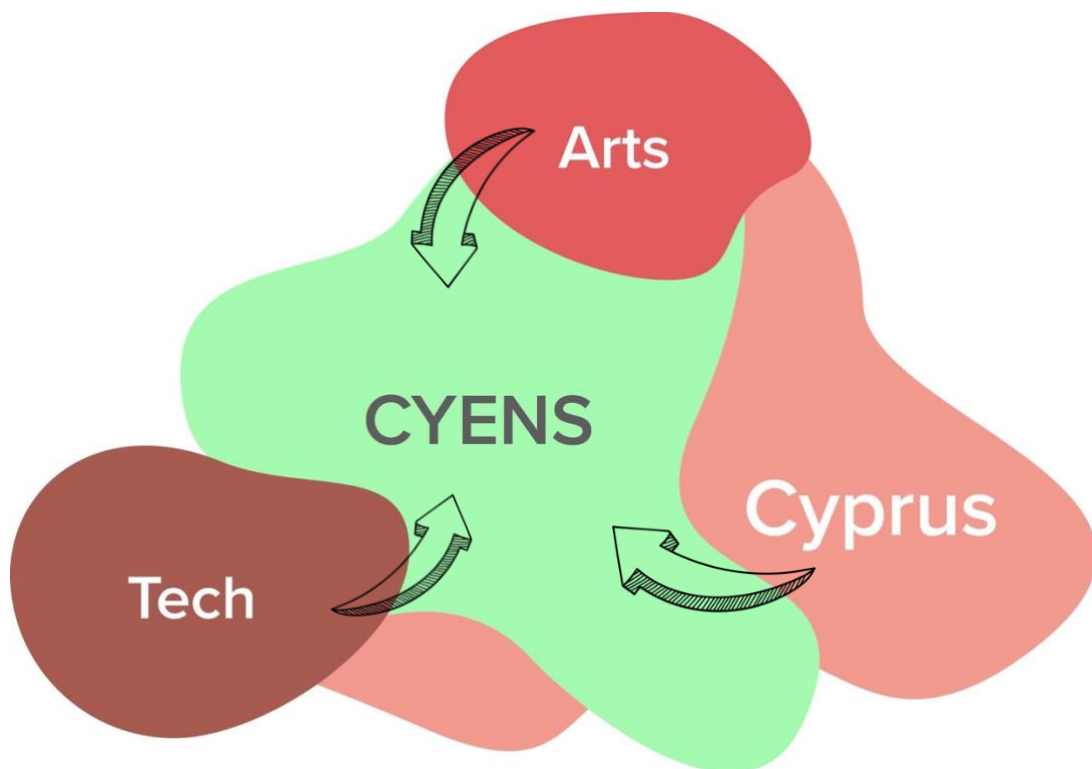


The CYENS Centre of Excellence Residency

# Open call for Artists-in-Residence “The Boundary Crosser”



***A Creative Placemaking Project***

## Open call for Artists-in-Residence “The Boundary-Crosser<sup>1</sup>”

Recent practices at the intersection of arts and technology have started to explore the boundaries and the intersections between the two, and to find new ways to speak about the artistic work produced.

In this spirit, the aim of the “Boundary-Crosser” residency project is to provide an opportunity for artists to explore creative intersections and processes with technologists. In practice what this means is that **artists will be hosted by one of the 8 participating CYENS Centre of Excellence Labs** and will **generate artistic work**, during and after their time of residency.

At the heart of Nicosia’s historic centre, the CYENS Centre of Excellence is a new and vibrant entity, connecting academic research with cutting-edge tech developments. The insertion of artists, through processes of Creative Placemaking, into the work of CYENS’ research groups aims to open new possibilities for creativity, engagement, and dialogue.

### WHAT YOU NEED TO KNOW

- A. Artists can apply for a residency with ONE of the 8 participating research groups, by submitting a proposal for a project. The proposal should describe their creative work in relation to the work of the group. Relevance to the research conducted at the selected groups is a necessary requirement. Information on the participating research groups, **SCROLL TO THE END OF THE OPEN CALL**.
  
- B. For selected artists: You will work at the space of CYENS and have access to CYENS facilities in Nicosia.

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<sup>1</sup> The term is used in reference to the book by Lewis Hyde, “Trickster makes the World: How Disruptive Imagination Creates Culture” (1998), as well as through the definition and practices of the [National Endowment of the Arts](#) (USA), the COST Project [Dynamics of Placemaking](#), the work of [The Stove](#) Network in Scotland, and others.

Create Placemaking as practice: the selected artists will have regular meetings with members of the research group to exchange views and discuss the possibilities of their project. Artists are responsible for producing their own work. Moreover, selected artists will also participate in a reflective process of research-oriented dialogue with the Project Curator.

*These meetings will be regular and will be communicated at the beginning of the residency.*

- C. The artworks: Mature outcomes of the residency can be presented as a work-in-progress or finished work at the WIP Arts & Technology Festival of CYENS Centre of Excellence in 2023 or 2024. Works can also be presented in other festivals or exhibitions, with the possibility for CYENS to partially support the participation.

Additionally, artists-in-residency will deliver at least one workshop or talk relating to their practice and area of expertise.

**Link to Apply:** <https://museumlabor.cyens.org.cy/registration-form/>

## WHO CAN APPLY

- Artists: Fine and Digital Artists, Designers, Performers (actors, dancers, performance artists), Musicians
- Cyprus-based or international

## PERIOD OF RESIDENCY

Min 2 Months / Max 4 Months

## WHERE

CYENS Centre of Excellence, Nicosia, Cyprus

<https://www.cyens.org.cy>

## ALLOWANCE

€1250 / per month [fixed amount]

## PROCESS & TIMELINE

- Open Call for Applicants: June 12<sup>th</sup> – July 30<sup>th</sup>  
[Please submit your application in full by July 30<sup>th</sup>]
- Info Session: June 28<sup>th</sup>, 2023
- Results Announced: August 20<sup>th</sup>, 2023
- Residency to be carried out between September 15<sup>st</sup>, 2023 and February 15<sup>th</sup>, 2024

Applications will be processed and selected by a committee based on the Selection Criteria.

## WHAT TO SUBMIT IN YOUR ONLINE APPLICATION

- Project proposal that will include (a) description of suggested project (up to 250 words). (b) Text indicating your relevance to the selected research group (up to 250 words). Please also indicate a second group of interest. (c) Your availability for a residency (duration and preferred months)
- Current CV
- Portfolio with samples of work

## CRITERIA OF SELECTION

- A full application, including a portfolio or previous samples of work
- Relevance of your own work with the work of the specific research group you are applying for

- A socially engaged and inclusive artistic process will be considered an asset
- Association or affiliation with organizations, collectives or individuals will be considered an asset
- Realistic timeline of activities
- Applications that include any hate rhetoric will not be considered.

## HOW DO I GET MY QUESTIONS ANSWERED?

Reach out to the project Curator! If your question is specific to one of the participating labs, the Curator will connect you to the dedicated person at that specific research group.

Curator: Dr. Ellada Evangelou

Email: [e.evangelou@cyens.org.cy](mailto:e.evangelou@cyens.org.cy)

Project coordinators:

Dr. Theopisti Stylianou-Lambert & Kleanthis Neocleous

In association with the CYENS Thinker Maker Space

## RESIDENCY PROJECT: Creative Placemaking “The Boundary-Crosser”

### Descriptions of Participating Groups

1. The **DeepCamera** group is focusing on the development of smart and innovative AI-powered solutions in the areas of computer vision, computer graphics, image and video coding and processing. With an extensive experience in leading or participating in large local and European research projects, the group has established collaborations with various industries including the automotive and maritime industries, robotics and the environmental sector. DeepCamera MRG is an active partner of local authorities for the development and deployment of smart vision-based systems that promote national security, civilian protection and animal monitoring, while at the same time participating in international standardization committees for the establishment of international standards. Additionally, the group develops innovative GUI-based tools that facilitate the design of AI-powered pipelines and their integration into embedded systems, thus helping to streamline the workflow and increase user productivity.

Website: <https://deepcamera.cyens.org.cy/>

2. The **Learning Agents and Robots (LEAR)** group conducts basic and applied research and innovation on Artificial Intelligence and its intersection with Robotics. The focus is on developing software agents and robots that (1) represent and predict the world, (2) solve tasks, (3) accumulate skills over their lifetime, (4) interact with humans or other agents, and (5) make adaptive decisions in complex, dynamic and uncertain environments. Towards these goals, LEAR uses techniques from machine learning, evolutionary algorithms, computer vision, natural-language processing, control theory, autonomous systems, multiagent systems, and robotic simulation.

### Project: AI Interactive Storyteller

This innovative system harnesses the power of cutting-edge AI technologies to craft immersive fictional narratives with endless possibilities. Through a seamless interaction, users become co-creators as they navigate the story's trajectory. At the heart of this project lies a state-of-the-art AI, equipped with advanced language models like ChatGPT, and enhanced by the integration of dynamic text-to-image models such as StableDiffusion and Midjourney. This convergence of technologies enables the creation of captivating stories that seamlessly combine textual and multimedia elements.

Our interactive AI narrator leads the way, presenting users with intriguing storylines and offering diverse options at key junctures. With each choice, users shape the path of the narrative, unlocking new adventures and unexpected twists. The project's ultimate goal is to provide an immersive storytelling experience that captivates users while showcasing the potential of AI-driven creativity.

Join us on this exhilarating journey as we push the boundaries of AI-driven storytelling, inviting you to co-author your own compelling tales woven together with captivating visuals.

Website: <https://lear.cyens.org.cy/>

**3. The V-EUPNEA** group (from the Greek word “εύπνοια” which means to breathe easily) aims to breathe life to virtual worlds. The goals of the group are to provide the means and utilities for artists to design and populate virtual environments. To this end, we aim to create new methods and tools for artists to effectively populate virtual environments with high quality animated characters that are interacting seamlessly with their environments. We seek to explore these subjects both in the context of individual characters and collective crowds alike. Technologies such as motion capture, physically based animation, machine learning (e.g., reinforcement learning), computer vision and game engines are important in achieving our goals.

Website: <https://veupnea.github.io/>

4. The **SNS** group focuses on Computer Networks, Protocols for IoT and Multimedia Communications, 5G Technologies, Security, Edge/Fog and Mobile Cloud Computing, and Smart City Applications. Recent technological advances have enabled a constant proliferation of novel immersive and interactive services that pose ever-increasing demands to our networked ecosystem. These advances are made possible by both the underlying communication technologies (5G and IoT) and the user-facing technologies offering immersive environments (Augmented/Virtual Reality platforms, Mobile/Online Gaming, Ultra High Definition 4K/8K). This group promotes the development of new algorithms, techniques, protocols, models, and tools for managing both the networks and the applications in order to offer the best Quality of Service and User Experience.

Project Ideas:

**a. "DataScape - An Immersive Wireless Data Landscape"**

The project "DataScape" aims to create an immersive installation that visually represents the invisible world of wireless signals and IoT data. Drawing on Richard Vijgen's exploration of data visualization and spatial representation, DataScape transforms intangible data streams into a tangible and captivating artistic experience.

DataScape could consist of a large-scale physical structure resembling an abstract landscape, constructed using various materials such as metal, acrylic, and LED panels. The installation is designed to convey the interconnectedness of wireless signals that surround us, whether it be Wi-Fi, cellular networks, or IoT devices.

Embedded within the structure are sensors that capture real-time wireless and IoT data from the surrounding environment. These sensors collect data points such as signal strength, network activity, or device interactions. The captured data is then translated into visual representations using a custom software system.

DataScape's visual representation dynamically evolves based on the live data it receives. The landscape's contours, colors, and lighting shift and transform, reflecting the ebb and flow of wireless signals in the space. Vibrant hues,



ethereal light patterns, and sculptural elements come together to create an ever-changing, immersive experience.

The installation can provide users with additional information about the wireless signals present in the space, allowing them to delve deeper into the invisible network that permeates our daily lives. DataScope encourages reflection on the pervasive nature of wireless connectivity and spark conversations about the implications of our increasingly connected world.

### **b. "DataVista - A Dynamic Data Sculpture"**

Project "DataVista" combines wireless and IoT data with the art of data visualization to create a visually stunning sculpture. DataVista aims to represent complex information in an engaging and accessible way.

DataVista could take the form of a large, three-dimensional sculpture with intricate patterns and structures that symbolize the interconnectedness of data and wireless signals. The sculpture could be composed of translucent materials such as glass, acrylic, or resin. It could also use the clay 3D printer of The Thinker Makerspace to create the above.

DataVista can collect real-time wireless and IoT data from a variety of sources, such as network traffic, environmental sensors (coming from Smart Nicosia or iNicosia), or social media feeds. The data is then analyzed and transformed into visually striking representations.

The sculpture can be equipped with embedded LED lights, projectors, or other lighting elements that illuminate and highlight different aspects of the data visualization.

### **c. "DataCity - An Interactive Urban Exploration"**

Inspired by Richard Vijgen's exploration of data visualization in HyperView Barcelona, the project "DataCity" aims to create an immersive and interactive art installation that reflects the interconnectedness of a smart city.

DataCity can take the form of a large-scale multimedia installation that represents a stylized cityscape, inspired by the iconic landmarks and architectural elements of Nicosia. The installation incorporates physical structures, projections, and digital displays, creating a multi-layered visual experience.

DataCity's visual representation is projected onto the physical structures, blending the physical and digital realms. The projections dynamically evolve, showcasing real-time data streams, patterns, and insights. For example, the lighting and colors may change to reflect fluctuations in network traffic, while animated visuals might depict real-time transportation movements or social media interactions.

Website: <https://www.cyens.org.cy/en-gb/research/pillars-groups/communications-artificial-intelligence/sns/>

5. The **Technologies for Intelligent and Creative Applications (ITICA)** group focuses on bringing together elements from fine arts with computational intelligence and emerging technologies such as Virtual Reality (VR) and Augmented Reality (AR) to develop evidence-based applications. A key objective of ITICA MRG is to use interactive media, smart systems and emerging technologies in service of the arts and produce outcomes that will bring innovation and creativity in the dissemination of scientific results.

Project: The artist-in-residency will work in close collaboration with the ITICA research team, as part of a bicomunal project. The project's primary focus is on utilizing immersive technologies to develop tools and applications that create a virtual space for citizens from both communities. Within this virtual environment, individuals can freely meet, interact, explore, and engage in discussions regarding the future of Nicosia. The project aims to overcome the limitations of physical accessibility by offering visualizations of inaccessible areas and potential ideas that would otherwise remain unexplored. This initiative is particularly significant due to the ongoing standstill in negotiations regarding the Cyprus problem. Its purpose is to contribute to the efforts of civil society in reigniting the process towards finding a solution. Additionally, it aligns with CYENS' endeavors to foster synergies and enhance cooperation across the divide. By promoting a co-creation and co-design process for the city's future, the project supports the objectives outlined in the bi-communal Master Plan. The project primarily focuses on the buffer zone that traverses Nicosia, which currently remains inaccessible to the public. This area becomes a compelling

topic for discussion, addressing issues such as intercommunity relations, peace-building, conflict resolution, and the future prospects of Cyprus.

Website: <https://itica.cyens.org.cy/>

6. The **Museum Lab** group is dedicated to the interdisciplinary exploration of emerging technologies inside and outside museums, galleries and other heritage sites. One of the goals of the Museum Lab is to investigate the advantages and limitations of immersive technologies for uses in the cultural sector. The Museum Lab MRG contributes with research and practical applications of emerging technologies for cultural heritage that are user-centred and interactive. It also contributes, not only to the preservation of cultural heritage, but also to its exploration, understanding and negotiation through user interaction. Furthermore, the Museum Lab MRG aims to explore how technology can help expose different layers of history in places of contested heritage and help visitors/users negotiate difficult or awkward heritage. Difficult heritage consists of elements of a past that are considered important but can also be contested and awkward. Representing difficult heritage in and outside museums is a timely challenge many museums face today, especially in countries dealing with social or political conflict such as Cyprus.

Project: the artist-in-residency will be working closely with the Museum Lab and the Glyn Hughes Foundation which has a large collection of works by Glyn Hughes and Christoforos Savas - the two founders of “Apofasis Gallery”. The artist-in-residency will have access to the work of the two artist and will work on a creative project related to Apofasis Gallery.

Website: <https://museumlaboratory.org.cy/>

7. The **Extended Experiences** group focuses on the design, implementation, and evaluation of extended experiences by performing basic and applied research. Extended reality concerns virtual and augmented environments as well as human-machine interactions generated by computer technology and

wearables. Advanced extended reality combines human senses, and it requires new strategies for the design and implementation of novel applications and systems. The goal of this MRG is to focus on three related broad areas including: (a) extended reality, (b) advanced interaction and (c) physiological interfaces.

Website: <https://ex.cyens.org.cy/>

8. The **Ambient Analytics (AA)** research group specializes in employing cutting-edge techniques for data treatment and analysis, leveraging advanced AI and machine learning models. The AA group envisions an inclusive future where man-made and natural data merge seamlessly, unlocking insights from a diverse range of ambient data sources, including environmental, healthcare, financial, urban, social, socio-economic, scholarly, behavioral, cultural, and energy-related data . The AA team aims to amass compelling evidence, foster awareness, and develop models that provide both prescriptive and descriptive business insights, drive innovation in research, processes and policy improvements. To ensure broad accessibility for a more sustainable impact, the group places a strong emphasis on disseminating scientific discoveries through interactive visualizations and real-time renderings of the data. By transforming the data into visually engaging and dynamic forms, the group aims to elevate the interaction with data, bridge the divide between the public and the data and facilitate a deeper understanding of the individual's and the corporate' impact on the ambient world.

Contact Person: Mariette Awad, [m.awad@cyens.org.cy](mailto:m.awad@cyens.org.cy)