



# Planeta Debug

UJI UNIVERSITAT  
JAUME I

Carasso  
Daniel & Nina

**DEADLINE EXTENDED 5TH APRIL 2021**

## **Climage & Videogames.**

# **II Call for Art, Science, Technology and Videogames projects on the Climate Emergency**

Castelló de la Plana, Febraury 1rst 2021

This second European call is part of the research project **Living Lab Planeta Debug. Videogames, knowledge, serendipity and co-creation in the puzzle of climate change** at the Universitat Jaume I, with the support of the Daniel and Nina Carasso Foundation in their 2019 Compose Knowledge call. !

## **Introduction**

The unprecedented rate of global warming is melting the polar ice caps, raising sea levels and undermining food and water security for many people around the world. The response to this situation is too slow for what is probably the greatest challenge the human species has ever faced. In this global climate emergency, we must raise awareness and work together to find solutions that at least slow down the current rate of climate change to avoid the dystopian futures that loom before us. !

This call posits the need to think collectively based on art, science, technology, videogames and ecology to raise awareness and come up with responses to climate change. Through the combination of knowledge and interdisciplinary collaboration, this call proposes using contemporary art and visuality practices to raise awareness and propose responses that address the challenge of climate change and global sustainability. !

## **Purpose of the call !**

The purpose of this call is to grant two residency and production scholarships for carrying out an art project whose scope covers science, technology, videogames and ecology and addresses the climate emergency. We will support two original projects whose creators will do a residency of one month at the Universitat Jaume I, where they will get scientific assistance from our research labs collaborating in the call. !

The resulting works will be included in the final exhibition of the research project Planeta Debug. Videogames, knowledge, serendipity and co-creation in the puzzle of climate change, scheduled for 2021. !

## **Who the call is for!**

Creators of any age and nationality, residents in a European country at the time of the call. !

We are hoping for proposals from artists and videogame designers who:

- Are interested in the relationship between knowledge, art and science.
- Work with artistic and scientific concepts, methodologies and technologies. !
  
- Are interested in environmental processes and the potential for the arts to generate alternate stories on the current state of climate emergency. !
  
- Approach artistic research from diverse and plural perspectives with regard to political, social and cultural issues. !

For proposals from artists who work in a team, the budgetary feasibility will be studied based on the number of artists in the team and where they live. Under no circumstances can the funds allocated for travel and accommodation be increased, but alternatives for sharing the funds among the whole team will be studied. !

### **Topics of interest !**

- Toxic environments (natural and artificial)
  - Anthropocene imaginaries
  - Environmental data
  - Environmental changes and extreme landscapes
  - Species cohabitation !
  - Species extinction
  - Ecologies and systems
  - Science and myths
  - Nearby explorations
  - Environmental predictions and forecasts
  - Environmental speculation
  - Possible futures
  - Creative geo-engineering
  - Extraction systems
  - Mining fields
  - Intensive agriculture
  - Touristification and artificial landscapes
  - Ecology policy and nature policies
  - Eco-feminism and environmental rights
  - Climate change
  - Global warming
  - Greenhouse emissions - Biodiversity
  - Renewable energies
  - Biotechnology
  - Marine ecosystems
  - etc.
- !

## Conditions and financial sum !

The financial sum for each of the two artist residencies in UJI laboratories has a total budget of 3,830 euros. This financial scholarship is divided into the following concepts. !

- €1500 in fees, to which the applicable taxes will be applied.
- €1250 for production of the project selected subject to approval of its budget.
- €1080 for travel expenses. !

The artist will have the assistance of the researchers organizing this call and the scientific support of the research groups (listed below) collaborating with the project Planeta Debug. Videogames, knowledge, serendipity and co-creation in the puzzle of climate change. They may also have use of, depending on the feasibility of the proposal and availability, the technical resources of these research groups. We expect that the projects submitted will entail collaboration and/or require scientific support from one of the following research groups at the Universitat Jaume I. !

Grup de Fluids Multifàsics! "

Grup d'Ecofisiologia i Biotecnologia ! "

Grup de Semiconductors Avançats !

Grup de Recerca en Òptica

Grup d'Història i Dret Forals Valencians "

Institut Universitari de Plagues i Agricultura "

Grup de Tecnologia, Qualitat i Sostenibilitat en l'Edificació "

Laboratori d'Interacció i Sistemes Robòtics "

Grup Melanogén

Grup SoGReS: Sostenibilidad de las Organizaciones y Gestión de la RS

Grup Fluids Multifàsics - Càtedra FACSA

Grup Economia Experimental i Computacional

Grup ChEMTECh Enginyeria Química i Tecnologia de Materials – ITC  
Sostenibilitat

Grup d'Epidemiologia Perinatal i Salut Ambiental

Grup INGRES Enginyeria de Residus

Grup CEDRI - Centre d'Estudis de Dret i Relacions Internacionals

Grup GMM - Grup de Materials Multifuncionals – INAM

Grup d'investigació PIMA - Polímers i Materials Avançats

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## **Key dates**

1st February 2021. Opening of the call.

5th April 2021. Closing of the call.

6th April 2021. Publication of the list of projects presented and accepted.

15th April 2021. Communication of the scores obtained by the projects. April de 2021. Working plan definition

From May till September 2021 residency (15 face-to-face days at the Universitat Jaume I, and another 15 online monitoring), dates to be determined. !

## **30 days residency (15 face-to-face, 15 on-line) at Universitat Jaume I**

The residency will last 30 days, of which 15 will be face-to-face and 15 will be for monitoring online activity, to be chosen by the artist between 10 September and 20 December 2020. If the artist's project requires an extension to their stay or splitting the stay up into various stages, the feasibility of charging this against the production budget of the project will be studied. !

To take full advantage of the stay in Castelló, prior to it, the artist and the members of the organisation making the call will draw up a work schedule that includes the actions foreseen, materials needed, possible collaborators, etc. The organisation will do everything possible to help the artist carry out their proposal in the optimum conditions. During their stay in Castellon, the artist will have a workspace at the Institute of New Imaging Technologies of the Universitat Jaume I. !

The resulting project will be displayed in an exhibition held in 2021-22, coinciding with the end of the research project Planeta Debug. Videogames, knowledge, serendipity.!

## **How to take part !**

To take part in the competition, you must fill in the online application form to which you must attach an initial proposal of the project you want to carry out and additional information on your artistic background. All information will be sent via the online form you can find at the following URL: !

Link to the application form (<https://forms.gle/vjod1HAF1bVFNRw89>)!

The application must include:

- A correctly filled out application form. !
  - An initial project proposal including a description, images and a list of all the material required so it can be better understood. !
  - Cost estimate in line with the call's budget.
  - Webpage or portfolio with images and information on previous works of the artist. !
- The deadline for sending documentation by web form ends on 5 April 2021 at 23:59 hours. Incomplete applications will not be considered. !

## **Evaluation criteria !**

The project will be evaluated by a jury based on the following criteria: !

- The artistic and cultural value of the proposal and its innovative nature, in terms of both form and concept. !
- The originality and relevance of the proposal with regard to the objectives of the call and how well it fits with the climate emergency theme. !
- The connection of the project with other agents and areas of knowledge operating in the field. It will be considered a plus that a project requires the support of a research group of the Universitat Jaume I collaborating in the project. !
- The feasibility of carrying out the project within the deadlines and time and budgetary constraints established in this call.
- The capability of the artist to carry out the proposal based on their background, knowledge and experience. !

## **Jury**

The winning projects will be selected by a jury formed by: !

Eurídice Cabañes, Co-director en ARSGAMES España, arsgames.net

Clara Boj, artist and teacher of sculpture at the Polytechnic University of Valencia. [lalalab.org](http://lalalab.org) !

Diego Díaz, artist, teacher and researcher of art and technology. Videogame lecturer at the Universitat Jaume I. [lalalab.org](http://lalalab.org) !

José Luis Pérez, manager of the Consorci de Museus de la Generalitat Valenciana. !

[consorcimuseus.gva.es](http://consorcimuseus.gva.es) !

Maria Josep Picó, journalist specialized in the environment and researcher and associate professor at the Universitat Jaume I.

<https://twitter.com/mariajpico> !

Emilio Sáez, teacher and researcher in audiovisual communication.

Videogames professor at the Jaume I University of Castellón.

[culturavisual.uji.es/saez-soro-emilio/](http://culturavisual.uji.es/saez-soro-emilio/) !

Pau Waelder, art critic, curator and researcher. [pauwaelder.com](http://pauwaelder.com)

!

## **Announcement of the results !**

The results of this open call will be announced to participants via their contact addresses. They will also be published on the [www.planetadebug.org](http://www.planetadebug.org) website and the social networks of the organization. !

## **Conditions !**

Projects must be original, specific and unpublished. Previously performed, presented or awarded works will not be admitted in this call. !

The authors of the selected projects will assign to the entity making the call, via an agreement, the rights of public communication during the exhibition period and the rights for publicising the works for promotional purposes and including it on the website and in the archive of the project for teaching and research purposes. This agreement will also govern the terms, review of deadlines and payments. !

The resulting works will be the exclusive property of the authors. !

During the period of residency at the Universitat Jaume I and in coordination with the artist, various public activities will take place to display the creation and production process of the work. These activities will include: !

- A presentation of the project at the Universitat Jaume I. !
- The recording of an interview for a video that will show the production process of the project. This video will be available on the [planetadebug.org](http://planetadebug.org) website and used for publicising the project and its results. !
- Conference/presentation of the works during the inauguration activities of the exhibition in 2021-22. !

## **Information and enquiries !**

For any additional information or enquiries about the call, please send an email to: [planetadebug@uji.es](mailto:planetadebug@uji.es) !

**Participating in this call means acceptance of these rules. !**

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