

ON THE FLY

OPEN CALL FOR LIVE CODING RESEARCH PROJECTS



Co-funded by the
Creative Europe Programme
of the European Union

THE CALL

on-the-fly is a Creative Europe project committed to support the development of the European Live Coding practice. It is a partnership between Hangar, ZKM | Center for Art and Media Karlsruhe, Ljudmila Art and Science Laboratory and Creative Coding Utrecht.

Live coding is a performing art and a creative technique focused on writing and modifying algorithms in real-time, often in the presence of a physical or virtual audience in such a way, that the person writing the algorithms becomes part of the algorithm itself. This is, live coding explores real-time writing of algorithms with creative intentions. The process is shown to the public, thus giving insights on the performer's mind.

Live coding is mainly used to create sound, music, and visuals, but there are examples exploring fields such as poetry, robotics or dance. By its characteristics, live coding engages with diverse unexplored and novel areas in the creative sector (e.g human-computer interaction and programming language design) rendering the practice an ideal platform for both artistic and digital experiments. Following the spirit of the live coding community, on-the-fly project engages with the free culture movement, promotes self-creativity rather than cultural consumption, as well as inclusion and respect.

Live coding activities have many layers and composer-programmers have spent extensive hours designing, understanding, or extending numerous languages or libraries before performing. In addition, reflecting on live coding nature and possibilities contextualizes and restricts the possible paths to follow. This is an essential process as the possibilities would otherwise be infinite.

For these reasons, the "on-the-fly" project has both a space for performances and a space for research. In the research space we can develop live coding programs or libraries, discuss, explore, identify, reflect on and imagine creative directions in the live coding practice.

The call

This call will award 3 grants to develop research projects involving live coding practices. The residencies will be hosted by one of the partner institutions: Hangar, ZKM | Center for Art and Media Karlsruhe, Ljudmila Art and Science Laboratory.

Possible topics (but not limited to)

Live coding performance, live coding composition, live coding embodiment, online live coding, live coding collaboration, live coding improvisation, live coding process, perception of live coding, live coding game, esoteric live coding, live coding and artificial intelligence, live coding and machine learning, live coding and body, live coding and dance, live coding and autonomous agents , live coding and tangibility, live coding and digital communities, live coding and domain specific languages, live coding and virtual reality, live coding and electronic DIY, live coding and gesture...

The residency offers

- Researcher fee
- Subsistence costs
- Roundtrip travel costs
- Production costs
- Access to facilities and equipment, peer to peer mentoring.

Who can apply?

Researchers, developers and members of collectives of all ages (over 18 years old) and nationalities working in the field of live coding.

on-the-fly gives an opportunity to develop research projects centered on live coding practices working in Barcelona, Karlsruhe, Ljubljana. The residence has the aim to give the resources, facilities, and materials to develop live coding hands-on projects. Residents are expected to present the results in a public presentation at the end of their stay, also to document their projects and share them with the community,

Please note that the budget is adjusted to the cost of travel within the European Union. If the amount of your travel is higher than indicated, you should cover the remaining amount or look for other financing possibilities, for example travel grants.

Also note that the fees and budgets do not increase if more than one person participates.

Duration

Each residency will last from 3 weeks to 1 month. The time-periods will depend on the needs of the project as well as the place where they are carried out.

- Hangar: one-month residency
- ZKM | Center for Art and Media Karlsruhe: one-month residency
- Ljudmila Art and Science Laboratory: three-weeks residency

Residency period

- Hangar - November to December 2021
- ZKM | Center for Art and Media Karlsruhe - January to March 2022
- Ljudmila - March to May 2022

Deadline for submission of applications:

- *September 5th 2021 at 11:55pm CET.*
- Results of the selection process: 24th of September 2021

The partners will undergo interviews with pre-selected and results of the open call for residency.

Coronavirus continues to pose a major global risk to travel safety. Because of the pandemic, rapid and unpredictable changes are still possible. On-the-fly consortium will put in place all the measures needed to ensure safety for the residents. Nevertheless, dates might change and formats might be adapted.

How to apply?

Candidates must submit their proposals through this [**APPLICATION FORM**](#)

Infrastructure available for selected projects

Each organization offers access to particular resources and opportunities during the resident stay:

Hangar

Topics: • Open hardware and software and DIY • Audiovisual Performance • Live coding and modular synthesizers • Domain specific languages • Machine learning and AI.

Community: • A polyglot and active community of live coders: Toplap Barcelona. • Visuals and Experimental music. • Domain specific languages: Megra, Bacalao.

Infrastructure and facilities: • Interaction laboratory • Digital image laboratory • Production laboratory • Audio production studio • Performance venue

Hertz-Lab | ZKM

Topics: • Live Coding and Autonomous Agents • AI And Live Coding (from symbolic AI to neural AI) • New multimodal interfacing strategies • Sonic spatialization • Cooperative live coding • Live Coding in Sound and Visuals • LC & embodiment • Algorithmic strategies

Ljudmila

Topics: • Open-source culture and free software • Cooperative live coding • DIY sound electronics, mechatronics, critical making • Live Coding in Sound and Visuals, audiovisual and/or multimodal performances • Interactivity, new interface strategies and networking with hardware devices • Live coding and modular synthesizers • Machine learning and AI Community: • A young and small but growing community interested in learning and developing their live coding skills

Facilities: • 3D printing equipment • 2 small residency studios • Electronics workshop • programming support • Performance venue osmo/za with sound equipment and big projection screen during the two-day OTF meeting in May 2021 an additional (club) partner venue.

Fees

- Hangar (Barcelona): 1500 euros per resident.
- ZKM | Center for Art and Media Karlsruhe (Karlsruhe): 1500 euros per resident.
- Ljudmila (Ljubljana): 1200 euros.

Subsistence

- Hangar: 300 euros per resident. Accommodation: covered
- ZKM | Center for Art and Media Karlsruhe (Karlsruhe): Accommodation is covered and organized by ZKM.
- Ljudmila (Ljubljana): 600 euros available for accommodation (organized by Ljudmila).

Travel expenses

- Hangar (Barcelona): up to 300 euros
- ZKM | Center for Art and Media Karlsruhe (Karlsruhe): up to 500 euros per resident
- Ljudmila (Ljubljana): up to 350 euros per resident

Production budget

- Hangar (Barcelona): 400 euros
- ZKM | Center for Art and Media Karlsruhe (Karlsruhe): 500 euros
- Ljudmila (Ljubljana): 200 euros

Commitments of the selected project

Please note that commitments may vary depending on where the residency is taking place

- To contribute with a workshop and/or presentation of the project during the period of the residence (the activity could also be held online).
- To submit an evaluation and final report of the residence.
- To mention on-the-fly with the logo and a link to the project website in the communication of the project.
- Following the spirit of the live coding community (and according to the protocol Public Money, Public Code) all the code created in the project should be publicly available. Selection process

The application must be done by submitting the above-mentioned form. Each candidate can submit a single project. The selection committee may contact the shortlisted candidates for an interview. Selection Committee The selection process will be formed by researchers, artists, cultural agents specialized in live coding as well as representatives of the partnership.

Evaluation criteria

The selection committee will evaluate the projects according to:

- The alignment of the proposal with the objectives and themes of the call.
- The quality, relevance and interest of the project in relation to the context of the themes proposed in the call.
- The feasibility and potential development of the project in the context of on-the-fly.
- The ability of the project to generate and / or link critical mass along the process.
- The commitment of the applicant with the open documentation of the project and with opening and sharing the process.
- Equal career opportunities for artists and live coders coming from underrepresented countries in the EU cultural scene.
- Gender equality, non binary-discrimination.
- Criteria regarding gender, functional diversity and migrant communities

Deadline for submission of applications:

- 5th of September 2021.
 - Results of the selection process: 24th of September 2021
- Please send information/questions to: info@onthefly.space