

AN XR WORK IN DEVELOPMENT OR IN PRODUCTION

PROTOTYPE PHASE

November 2022

Spektrum, flagship project of the [City of Rumelange](#) within the framework of [Esch2022](#), European Capital of Culture, is a multidisciplinary project conceptualized by [The Impact Lab](#).

Spektrum will be implemented in a sustainable manner on the future **Spektrum** site, whose architecture is provided by the [2001](#) agency and the scenography by [Njoy](#). The artistic concept is carried by an XR creative team led by [Laura Mannelli](#), with [Mad Trix](#) at the creation and implementation of New Media and [Diversion cinema](#) as the curator of XR projects and residences.

Spektrum will open its doors in 2022. It consists of Albert Hames' former dwelling house transformed into creative spaces, immersive guest rooms, common areas, his preserved and staged workshop, a gallery / lounge area, a winter garden and a new annex housing spaces for creative workshops. Thanks to its open architecture and its programming built, in large part, on the principles of the sharing economy and collaborative innovation, the site will fit perfectly into the trend of creative tourism, local nomadism and immersive experiences.

As a mix of an unusual tourist accommodation and an innovative creation centre, **Spektrum** will be distinguished by a unique multifunctional approach where creative experience will erase the boundaries among spaces, functions and occupants. The functionalities and programming of different buildings will let visitors choose the degree of immersion they wish to live through during their stay as observer, voyeur, participant, (co-)creator or artist responsible for the creative process.

Artists in residence and local cultural associations will be invited to take on the roles of hosts or visitors, depending on their own projects and artistic approaches. **Spektrum** will stimulate meeting, dialogue and interaction between the artist and the public, as well as between visitor / traveler and citizen / resident. Different immersive technologies (such as virtual reality, mixed reality, sound...) erase even more borders and create a trans- and interdisciplinary connection between real space and virtual space.

The use of immersive technologies will bring together a wide variety of actors (tourists, residents, adults, children, scientists, artists, IT, entrepreneurs, etc.) with different levels of

expertise, social background, cultural origins, etc. to co-create new uses and forms of interdisciplinary collaboration defying spatial or social distancing barriers.

THE RESIDENCY

In the continuity of the identity of **Spektrum**, this residency is aimed at an XR team whose project is in the prototyping phase and needs to be put into the hands of the public in order to validate certain elements, for example:

- the spectator experience: UX design (ease of handling and clarity of interactions)
- technical aspects: robustness of the equipment when it is in the hands of the spectators
- mediation
- on-boarding (speech given before the spectator is equipped), off-boarding (speech to be held after the experience)
- validation of the actors' play if there is any
- general understanding of storytelling
- observation of reactions and emotions aroused
- etc

END OF THE RESIDENCY

It will take place in November 2022 just after the residency.

This restitution will take place on site for 2 to 3 days. The team will have to present the work carried out during the residency. This presentation will be in the form of a conference / discussions / master class exposing the creation process, the different stages of production, the solutions found or new problems during the residency.

The exact modalities remain to be defined.

MODALITY OF RESIDENCY

The selection is made via a file written (pdf) in French or in English (max 4 A4 pages).

This presentation should include:

- The names and surnames of the artists who apply for residency (3 artists / technicians maximum), their career paths, their past achievements as well as their role in the project. Any documentation such as press kits, press articles, links to past workshops, videos of previously completed projects, etc. is welcome.
- A synopsis of the project
- The work accomplished
- The work still to be done
- The work to be done during the residency
- A schedule of implementation of the type:
 - 1 day of installation

- 2 days of public testing
- 1 day of adjustment
- 2 days of public testing
- 1 day of dismantling

The residency will take place for a minimum of 10 days and a maximum of 20 days.

The project will be chosen based on its XR identity, its ambition during prototyping, its relevance, the involvement of local populations and, in general, its adequacy with the values of the **Spektrum** project.

The residency will be held in French or English. Therefore at least one team member must be fluent in one of those 2 languages.

An allowance of € 5,000 gross will be paid upon presentation of invoices according to the following schedule:

- 25% upon signing the agreement between **Spektrum** and the artistic team
- 50% on the first day of residence
- 25% on the last day of the End of residency

Accommodation is provided by the municipality of Rumelange.

Return transport is covered up to a maximum of € 250 upon presentation of supporting documents.

A production envelope of 1000 € gross can be made available for the purchase of additional equipment that will remain the propriety of **Spektrum**.

PLACE OF RESIDENCY

The residency will take place on the **Spektrum** site currently under construction.

The artistic team will benefit from an 18m² workshop equipped with 2 virtual reality stations. Each will have a VR ready computer (i7, 3080Ti minimum) and a virtual reality headset (Quest 2 or equivalent).

The site will have a broadband internet connection.

The artist or artists will be housed on the site itself or in the Risch house, in the city of Rumelange.

In the Risch house, the ground floor of 60m² consists of a kitchenette, a living room/office. The 1st floor consists of 2 bedrooms and a bathroom.

An electric bike will be made available.

SELECTION TIMELINE

The application should be sent to camille@diversioncinema.com before May 10, 2022.

The selected project will be announced on May 30, 2022.

The residency will take place in November 2022.

For any questions or additional information, please write to:

camille@diversioncinema.com