



Value Of Joint EXperimentation in digital Technologies for manufacturing and construction

VOJEXT S+T+ARTS Residency Guide for Applicants



VOJEXT S+T+ARTS Residency Call Document

Table of Contents

1.	Introduction.....	3
2.	What is VOJEXT?.....	4
2.1.	VOJEXT S+T+ARTS Residency.....	5
2.2.	S+T+ARTS Collaborative Methodology:	6
2.3.	Residency Themes.....	8
1.1.1	2.3.1. Challenge-driven Designs	8
1.1.2	2.3.2. Mission-driven Designs.....	10
2.4.	Overview of Call Process.....	11
2.5.	What is the funding for?	12
2.6.	Eligibility Criteria	12
2.7.	Application Procedure	13
2.7.1.	Language.....	14
2.7.2.	Multiple Submission	14
2.8.	Proposal Preparation and Submission.....	15
2.9.	Conflict of Interest	16
3.	Evaluation.....	17
3.1.	Criteria	17
3.2.	Process.....	18
3.3.	Communication of Results:.....	18
3.4.	Sub-Grant Agreement.....	19
4.	Support for the Artists.....	19
	Appendix.....	21

1. Introduction

This guide is designed to support applicants through the application process for the VOJEXTS+T+ARTS Residency Open Call. The artist residency within VOJEXT aims at art driven innovation through integrating artistic thinking, critical and creative research and design principles for further exploration of next generation robotic challenges for seamless human interaction and collaboration. In that respect it is inspired by 2 years of scientific research and engineering work imagining and creating new generation of technological user-friendly and refined framework for collaborative robotics (“cobots”) for the needs of the manufacturing and construction industries.

S+T+ARTS projects are designed to generate added value and unexpected results in innovation by placing artistic players in non-artistic domains and facilitating these interdisciplinary collaborations of engineers, scientists and artists. S+T+ARTS Residencies is a specific funding scheme to finance long-term cooperation periods between science or technology projects and artistic proposals, with the aim of supporting collaborations between artists and technologists as part of interesting use-cases.

VOJEXT S+T+ARTS Residency Open Call will provide funding for art driven innovation projects within the following funding scheme:

- Max. fund per grant: 30 000 EUR
- Duration of the acceleration programme: 9 months
- Nr. grants: 3

Budget Distribution (up to date)

Topic	Grant	Duration
Challenge – driven: Robotics in Construction	30,000 Euro	10 months
Challenge-driven: Robotics in Arts & Crafts	30,000 Euro	10 months
Mission - Social Robots	30,000 Euro	10 months
Total	90,000 Euro	

Following pages provide detailed information on the scope and objectives of the call as well as outlining the application and evaluation process. The document is intended to be the main source of information for the call. Therefore, in case of factual conflicts with other sources of information (such as the VOJEXT website or any social media communication), the contents of this document prevail.

Applicants are encouraged to consult FAQs on <https://vojext.eu/start residency> or contact us though (startsresidency@vojext.eu) in case there is need for further clarification and / or questions regarding the application process.

2. What is VOJEXT?

VOJEXT (Value Of Joint EXperimentation in digital Technologies for manufacturing and construction) is a project funded by the European Commission under the European Union's Horizon 2020 Digitizing and transforming European industry and services: digital innovation hubs and platforms program within the call topic ICT-03. The project was launched in July 2020 to provide a favorable business and technological framework to enable matchmaking and encourage producers and adopters (mainly SMEs including small crafters) of cognitive autonomous systems for human-robot interaction, specially "cobots", dynamizing science-driven industry approaches for the European industry. For this purpose, VOJEXT partners commit to design, develop, validate and demonstrate affordable, market-oriented, agile, multipurpose and easy-to-repurpose, autonomous, mobile and dexterous robotic systems as the main component of a smart, agile and scalable cognitive CPS (Cyber-physical system) for industry.

VOJEXT consortium partners share a vision for recognizing and substantiating the value of joint experimentation in digital technologies in response to the needs and challenges faced by the manufacturing and construction industries. The project aims at delivering this vision through a cutting-edge research and strong knowledge ties to digital innovation hubs (DIHs) as drivers of innovation based economic development in Europe.

VOJEXT covers traditional and non-traditional areas for AI-robotics and cognitive ICT developments, aiming to extend to 15 experimental pilots, integrating SMEs through open calls. These Open Calls will gather the most innovative SMEs, that will bring new challenges into projects' pilots and propose alternative scenarios. VOJEXT Artist Residencies are designed to work in alignment with the SMEs to encourage artists to stimulate the creation of new products and technologies in different contexts focusing on alternative uses while introducing deeper and critical thinking around social relevance and situated practices of cognitive autonomous systems for human-robot interaction. VOJEXT Artist Residencies aim at delivering art driven innovation practices for further strengthening the VOJEXT vision through encouraging collaborative work between artists, VOJEXT technology partners and extended network of SMEs.

VOJEXT builds on the principles of modular development, flexible integration, decentralisation, interoperability, collaboration, adaptability and product personalisation, and teaching by demonstration is the core that will enable the learning of new tasks and strategies.

Through S+T+ARTS Residencies artists are invited to research and work on designs related to the challenges defined in this call and collaborate with technology providers and SMEs where possible to create synergies and alternative designs inspired by their projects.

2.1. VOJEXT S+T+ARTS Residency

VOJEXT S+T+ARTS Residency is designed to work in alignment with VOJEXT technology partners and use case SMEs where relevant. The overarching goals are:

- To complement VOJEXT technology development efforts in extending the capacity and technology outreach of VOJEXT infrastructure by involving artists to work in collaboration with technology providers and possible use case SMEs working with VOJEXT APIs, and
- To develop art-driven innovation experiments expanding the scope of the existing technologies or use cases or deploying new ones –at DIH living labs and/or SMEs/mid-caps. This approach is planned to strengthen the impact/potential of VOJEXT technologies and approach towards digitizing and boosting European industry through the deployment of a) 2 challenge-driven and b) 1 mission-driven residencies.

VOJEXT S+T+ARTS Residency foregrounds the central understanding that technology is relevant to the extent it is socially and culturally contextualized. As such, it inherently embeds the traits transferred through various individual, organizational, market and societal contexts it has been created in. Hence the point of departure for the societal understanding of robotics is the premise that technology is not neutral¹. Accordingly, the overarching objective of the residency program is to integrate the societal understanding through investigation and transfer of some emerging socio- technical trends manufacturing robotics with industry focus on construction and arts and crafts.

Residents are expected to work with the defined technological challenges with a contextual overview, considering the expectations from the VOJEXT technology providers and use case demonstrators (SME partners). The proposed designs will integrate VOJEXT robots / cobots in project partner organizations.

VOJEXT technologies have been designed and developed over the past two years with certain methodological principles such as User Centered Design Methodology.² VOJEXT S+T+ARTS Residencies are encouraged to align with these principles yet transcend the state-of-the-art design and innovation by adopting research practices considering the organizational culture, efficiency measures in manufacturing processes, worker empowerment, digitization of human-robot collaboration, moral and ethical use of technology, as well as economic and environmental impact.

¹ Donna Haraway, A Cyborg Manifesto: Science, Technology, and Socialist-Feminism in the Late Twentieth Century, in Simians, Cyborgs and Women: The Reinvention of Nature (New York; Routledge, 1991), pp.149-181.

² [https://www.interaction-design.org/literature/topics/user-centered-design#:~:text=User%2Dcentered%20design%20\(UCD\),and%20accessible%20products%20for%20them.](https://www.interaction-design.org/literature/topics/user-centered-design#:~:text=User%2Dcentered%20design%20(UCD),and%20accessible%20products%20for%20them.)

2.2. S+T+ARTS Collaborative Methodology:

VOJEXT S+T+ARTS Residencies are designed as collaborative projects led by artists, guided by technology providers and where applicable use case SMEs and mentored by Waag Future Lab. The collaborations follow the S+T+ARTS art-driven innovation model.

Collaboration takes place on two levels. Initially during the proposal development phase artists will have the opportunity to consult with technology providers and where applicable SME partners as use case applications of the solutions that they will work with. Tech providers are VOJEXT consortium partners who provide understanding, experimentation and applied knowledge of particular technologies within the specific use cases and support the artists through introduction, brainstorming, experimentation, prototyping and developing creative applications and solutions in response to challenges defined within residency themes. (See figure 1) As a result of these collaborative efforts, artists will be invited to submit full proposals.

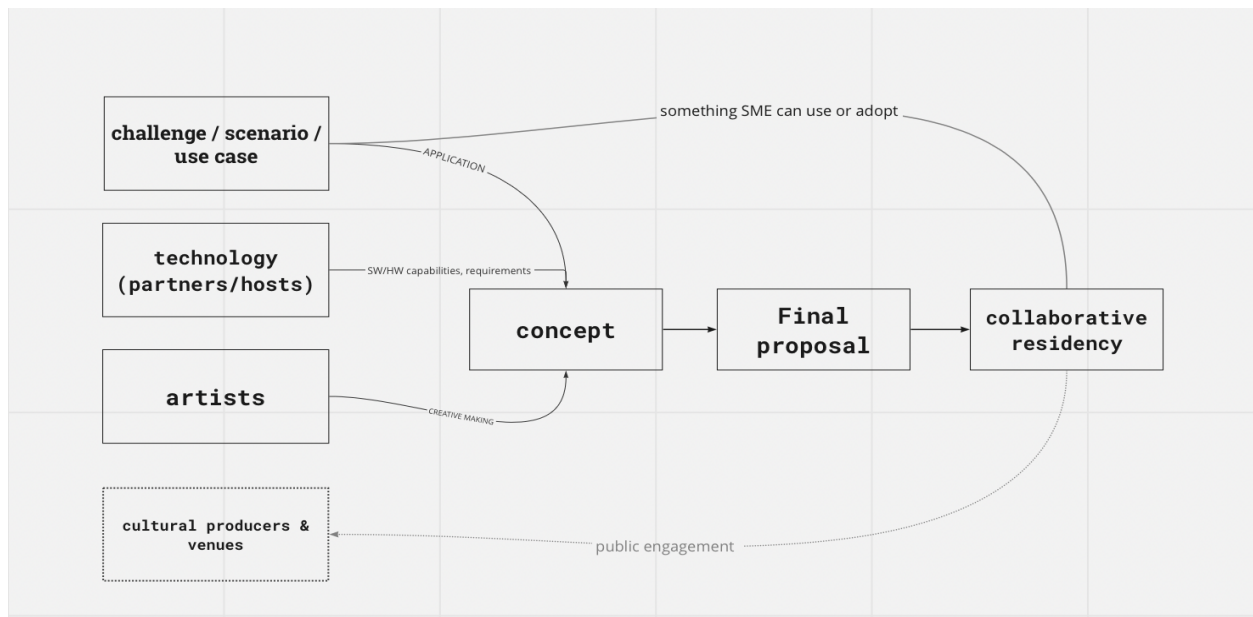


Figure 1

The winning proposals which receive funding, will be implemented again with a similar collaborative model with the artist leading, tech provider guiding, SME providing the context and Waag mentoring in the creative and joint-design processes. (See Figure 2)

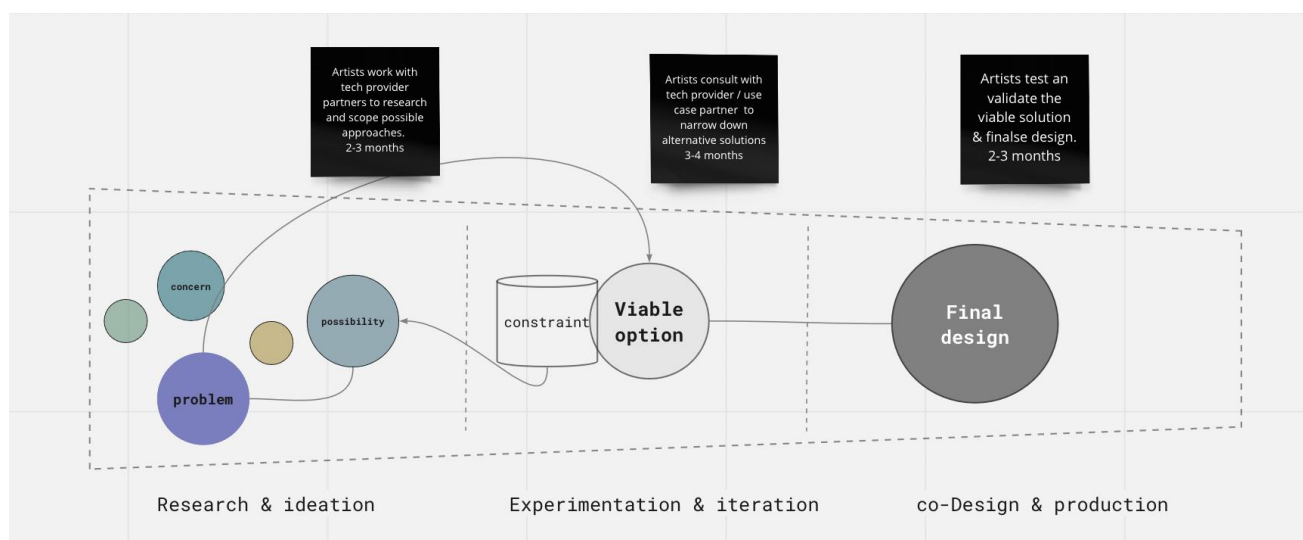


Figure 2

Collaborative residency is structured in three cycles:

1st Cycle: Ideation is the first phase of the residency. Here artists work in partnership with the tech provider (Robotnik or IIT) to research and analyze the opportunity field. Interim deliverable of this phase is a report on alternative scenarios explaining the possible approaches, methodology and experimentation design and possible risks, uncertainty factors and pathway recommendations. This phase is expected to conclude within (2 months) following the kick off of the residency (latest within 10 days after signing of the Sub-Grant agreement) Artist mentor will act as a catalyst to ensure interim deliverable meets milestone commitments and the process between the artist and tech provider / SME run smoothly.

2nd Cycle: Experimentation and iteration involves experiments and funneling of viable alternative solutions in line with constraints such as resource, applicability, needs, impact and where appropriate market potential of the proposed solutions. Interim deliverable of this phase are 1+ proof of concept solution with an assessment for each. This phase is expected to conclude within (4 months) following the submission of 1st Cycle deliverable. Artist mentor will act as a catalyst to ensure interim deliverable meets milestone commitments and the process between the artist and tech provider / SME run smoothly.

3rd Cycle: Final phase involves making and construction of the chosen proposed solution. Depending on the design specifications, implementation of solution may require more intense and frequent presence of the artist at manufacturing and or technology / lab site. The final deliverable is the work

and all necessary documentation, code and open-source access to the designs. This phase is expected to conclude within (4 months) following the submission of 2nd Cycle deliverable. Month 10 is advised to focus on fine tuning, final revisions and working prototype. Artist mentor will act as a catalyst to ensure interim deliverable meets milestone commitments and the process between the artist and tech provider / SME run smoothly in addition to supporting exhibition and dissemination of results.

2.3. Residency Themes

Throughout VOJEXT S+T+ARTS Residencies artists are expected to present a design and implementation approach for a creative solution, an experiment with clear objectives and impact addressing the defined challenge or mission described in Residency Themes. S+T+ARTS VOJEXT Residency Open Call provides two opportunities for art-driven innovation with robotic technologies. Both are inviting artists to experiment with VOJEXT provided technologies, where the first theme focuses on a **specific challenge provided by technology provider, manufacturing or construction SMEs**. The second theme invites artists to investigate **societal application of project technologies**. Both themes encourage artists to experiment with **creative use of emerging CPS and robotic solutions** for manufacturing and exploring **societal challenges** deriving from such digital transitions in manufacturing and construction.

1.1.1 2.3.1. Challenge-driven Designs

Challenge driven Open Call aims at artists and companies to collaborate on specific technology related challenges defined by the tech partners. This theme invites artists to develop creative use of VOJEXT technologies, work on solutions and new design approaches for addressing the challenges and prototype such solutions to manufacturing or construction use cases. Challenges are defined as follows for this theme.

Domain / use case	Robotics in Construction (Tech provider & Host: Robotnik)
Objective	<p>In the Art driven collaborative project scheme of S+T+ARTS Residency, artists are invited to work with research and development teams with the goal of experimenting with new technological products and services through the artistic process.</p> <p>Robotics in Construction Residency focuses on creative use of emerging CPS and robotic technologies, to propose creative and functional designs and solutions including hardware and/or software components to be validated or co-designed with the technology provider and/or use case partner addressing human-robot collaboration in construction sites.</p>
Challenge	<p>The challenge for this call focuses on developing critical, creative and new approaches to human-robot collaboration in construction. Main goal is to design safe and productive interaction between human and robots for handling wide surface objects (i.e. plaster boards, walls). Specific topic of interest would be experimenting with gripping, manipulating, mimicking hand-type end-effector that can support different surface treatment</p>

	<p>techniques. Teleoperation could be envisioned here, also for teaching the robot and then making it autonomous. Understanding creative and intuitive movement, how such movement and patterns can be explored and modelled as interaction language between the robot and the human collaborator are some of the artistic and design research questions which might be of interest in this challenge. Target designs should ideally consider modularity with movement / navigation range of 1-5 meters.</p> <p>Some design ideas can be inspired by specific construction contexts for human – robot collaboration such as:</p> <ul style="list-style-type: none"> • Surface quality and mechanical handling of wide-surface objects (plaster boards, walls etc.) • Gestural, painting, or splashing techniques that mimic a hand-type end-effector. • Working with different materials/ compounds in layers • Different application techniques (spray, plaster, etching...)
Expected outcomes	<ul style="list-style-type: none"> • Prototype robotic platform components (robot-human interactive platform; grippers, arms etc. in a format that can be transferred to a VOJEXT platform) (use of R10, R5 similar platforms) interoperability and integration) • Final simulations and source codes • Finished surface samples (sample material-i.e. walls, surfaces etc.) • Digital documentation (videos, multimedia etc.) • Software repos to be open sourced

Domain / use case	Robotics in Arts and Crafts (Tech provider & Host: Robotnik)
Objective	<p>In the Art driven collaborative project scheme of S+T+ARTS Residency, artists are invited to work with research and development teams with the goal of experimenting with new technological products and services through the artistic process.</p> <p>Robotics in Arts & Crafts Residency focuses on creative use of emerging CPS and robotic technologies, to enable arts and crafts practitioners to use efficient and safe collaborative robotic interfaces for remote production for small bespoke custom and or artisanal products. By integrating robotics in crafts production and by enabling this to be done remotely can possibly enhance working conditions of craft producers in relation to efficiency, health and productivity by having arts and crafts practitioners focusing on more intellectual aspects of production.</p>
Challenge	<p>Current technology is focused on supporting human – robot collaboration in producing craft elements and objects responding to human movement in fine controlled manner with the use of teleoperated interfaces. Most production tasks in arts and crafts are meant to be performed by humans. Therefore, robotic platforms envisioned for this challenge will focus on the collaborative form which reinforces an efficient and meaningful division of labor. Alternative solutions shall include tele operating and / or haptics.</p>

	<p>A design solution that is more intuitive is still not there for common service robotics. Some surgery robots (i.e Da Vinci) are inspirational in understanding the software and mechanical architecture of target precision and sensitivity.</p>
<p>Expected outcomes</p>	<ul style="list-style-type: none"> • Hardware and / or software, or a haptic device/interface/ component design for gripping and manipulation which can handle sensitive movements, platform for safe interaction of human co-workers and handling of crafts material. • Demonstrator (on a robotic platform) • Experimentation reports demonstrating the results • Software repos to be open sourced

1.1.2 2.3.2. Mission-driven Designs

This theme focuses on the **social / societal application of robotic technologies, humanizing technology** with an interest in contributing to the reinvention of technology or the use thereof under an ethical paradigm of fairness while developing the use of industrial robotics with the focus on its societal acceptancy. In Mission Driven Design, artists are expected to collaborate with a VOJEXT technology partner in their effort to investigate, understand, experiment and design with inspiration from VOJEXT technologies, with a promise to overcome the proposed technical, social and cultural limitations for fair, balanced and economically meaningful diffusion of innovative approaches within the below scheme.

<p>Domain / use case</p>	<p style="text-align: center;">Social Robots <i>(Tech provider & Host: IIT) - supported by UPM and UNNE</i></p>
<p>Objective</p>	<p>S+T+ARTS Mission Driven Residency has a particular interest in addressing societal challenges deriving from digital transformations in manufacturing and labor. Mission driven collaborative projects offer a direction for research and/or open innovation to explore new paths to progress in order to fuel responsible innovation, ethical, inclusive and sustainable growth. This residency focuses on investigating hypothetical, speculative or potential adoption scenarios in relation to collaborative robotics informed by ethical and social paradigms rooted in the interaction between human and robots and wider challenges around this relationship such as value, identity, co-habitation, equity, social and ethical acceptance and inclusivity.</p>
<p>Mission</p>	<p>Manufacturing SMEs face certain challenges when it comes to use and wider adoption of robotic platforms in production. Usually, these challenges relate to manufacturing site constraints around safe human-robot interaction, physical space limitations allowing for efficient and trusted worker-robot collaboration and social acceptance. Mission driven residency invites artists to design in consideration of these challenges based on realistic scenarios (real life scenarios will be available through VOJEXT, artists can also work on their own scenarios/ use cases) to develop inclusive, fair and safe conditions for wider adoption of</p>

	<p>manufacturing robots and safe integration of robots into the working spaces.</p> <p>This residency focuses on investigating and designing social human-robot interaction considering human-robot safe physical interactive spaces that uplift interpersonal-robot communications and social dynamics for collaborative working and interactions. Proposed designs should consider detecting and interpreting human movement and autonomously adopting the human-like movement. The coordination of joint movement between the robot and human should be demonstratable in creative and functional forms such as performative collaboration or synchronized actions particularly when considering physical space limitations. Proposed designs are encouraged to consider:</p> <ul style="list-style-type: none"> • Factors for wider social acceptancy by their human collaborators. • Design experimentation and interactive technologies based on mobile robots to work in small and tight spaces • Design of simulations to have different proposals ranging from physical space layouts for human and robots, including arms movements or new gadgets that imitate human movements or support maximization of spaces for safe human-robot interaction and collaboration. <p>Several research questions which might inspire mission driven proposals can be: How do humans value the presence of collaborative robot? Does the trustworthiness change with the behavior of the robot? What is the impact of physical space on perception of safety? How can we optimize designs considering the physical space constraints? Is the in-group/out-group paradigm in collaborative working environments emerging also similarly in a context of human-robot collaboration? However wider societal acceptance investigations are strongly encouraged and will be developed by the artists.</p>
<p>Expected outcomes</p>	<p>The expected outcomes are:</p> <ul style="list-style-type: none"> - Simulation for optimal design for adoption in small- limited spaces - SW for detecting and interpreting human movement and autonomously adopting the human-like movement. - Human robot interaction indicators that support integration of the robots in SME sites (comfort, safety, (economical, technical, social, adoption) - A form of public demonstration and installation in public area with a robotic platform safely capable of interacting with the public audience attending. The platform should be designed to feature safe interaction elements, collecting relevant data for the research questions that are proposed for further exploration. - Open-design hardware and software which can potentially be transferred to a VOJEXT platform - Recordings & Documentation: Proposed designs should also account for creative ways of capturing the process and outcome of the creative works.

2.4. Overview of Call Process

VOJEXT S+T+ARTS Residency guidelines are detailed in this document. Call for proposals are accessible through S+T+ARTS, Vojext and F6S platforms. Both residencies accept proposals starting from 02/12/2022. Deadlines for two stages are provided below

	Initial application deadline (Statement of Interest)	Full Proposal deadline
Challenge-driven designs (1 & 2)	23/12/2022	03/02/2023
Mission-driven designs		

Application process will follow a two-stage procedure. As a result of the initial screening, artists who fit with the eligibility criteria, and whose concept abstracts and statement of interest are aligned with the call challenges will be invited to develop full proposals. Technology provider/ residency hosts will provide non-binding expert advice for artists during the full proposal phase. Where necessary, technology providers and Waag will advise on SME use case matching for the full proposal phase.

2.5. What is the funding for?

Successful applicants can use the Vojext S+T+ARTS Residency funding in accordance with the agreement they will sign with Vojext. The funding can be spent on personnel (salaries), travel, equipment, other goods and services (e.g: materials, services, rentals etc.)

The distribution of the indicative budget of the call will be proportional to the number of eligible proposals received for each challenge/experiment. The amount of financial support will be calculated based on estimated costs. Each third-party application will include the need and justifications of costs and resources in a template provided during the application procedure. The total grant requested by the third parties will represent up to 70% of the total costs of the project. Checking the consistency between these costs and the expected work of the project will be part of the evaluation process in the submission stage.

2.6. Eligibility Criteria

VOJEXT S+T+ARTS Residencies fund artists. An artist is a physical person, a collective of individuals or entities registered under NACE Code '9003 Artistic creation' and self-employed individuals (freelancers) that undertake artistic activities as a profession/job occupation, such as performers, designers, composers, writers, etc. whose main activity is of artistic nature. Individual artists or collectives of individual artists from eligible countries can apply.

Only applicants legally established/resident in any of the following countries (hereafter collectively identified as the "Eligible Countries") are eligible:

- The Member States (MS) of the European Union (EU), including their outermost regions. (https://european-union.europa.eu/principles-countries-history/countryprofiles_en?page=0)

- The Overseas Countries and Territories (OCT) linked to the Member States. Entities from Overseas Countries and Territories (OCT) are eligible for funding under the same conditions as entities from the Member States to which the OCT in question is linked. (https://ec.europa.eu/international-partnerships/where-we-work/overseas-countries-andterritories_en)
- H2020 associated countries (those which signed an agreement with the Union as identified in Article 7 of the Horizon 2020 Regulation): according to the updated list published by the EC.
- UK applicants are eligible under the Withdrawal Agreement, as UK will continue to participate in programs funded under the current 2014-2020 Multiannual Financial Framework (MFF) until their closure.
- The application of groups of organisations is not eligible for this call.
- The participating organisations should not have been declared bankrupt or have initiated bankruptcy procedures.
- The organisations applying should not have convictions for fraudulent behaviour, other financial irregularities, and unethical or illegal business practices.
- The organisation is not under liquidation or is not an enterprise under difficulty accordingly to the Commission Regulation No 651/2014, art. 2.18

Applicants should also comply with following conditions:

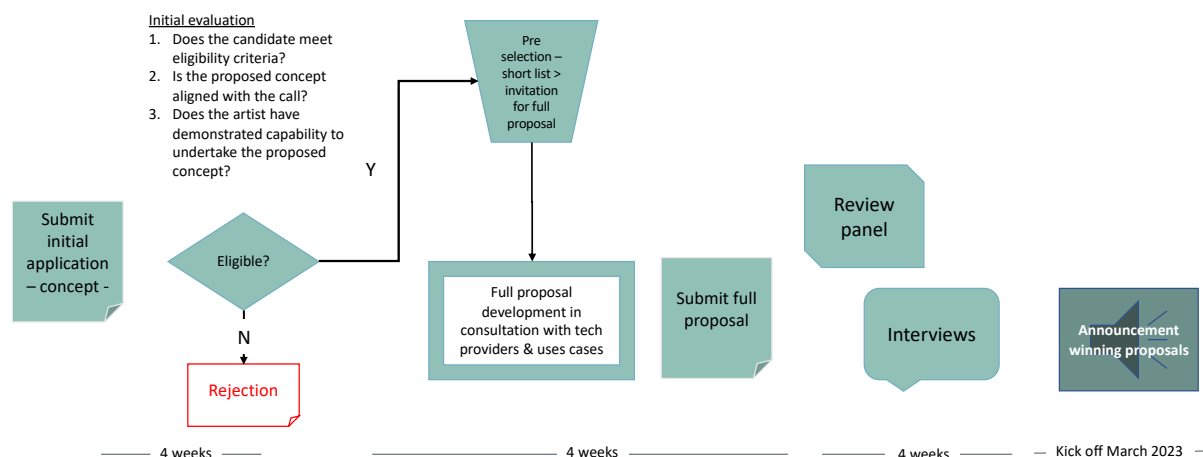
- The artist must have produced enough artwork for the jury to evaluate their artistic experience. The Artist must share evidence for each artwork reference as part of their portfolio. This includes previous collaborations with industry SMEs and technology providers will be valued but does not represent a condition for participation.
- The artist is able to present a demonstrated track record of relevant work (portfolio, past contracted projects, previous residencies, exhibitions etc.)
- Proposed project is based on the original works and going forward any foreseen developments are free from third party rights, or they are clearly stated.
- It is not excluded from the possibility of obtaining EU funding under the provisions of both national and EU law, or by a decision of both national and EU authority.

2.7. Application Procedure

Applications in both residency themes are accepted through [F6S portal](#). Applicants are responsible for ensuring that all required documentation are complete in their final version and submitted within the published deadlines. Incomplete applications will not be processed.

Applicants will receive support during the application process. This support involves:

- Guiding applicants to develop full proposals
- Finding and matching with (if necessary, based on the abstract of the project idea and the challenge topic) an SME use case within the F6S network
- Providing detailed information (web site, call documents and webinar) regarding the VOJEXT technologies which are relevant for residency challenges.



2.7.1. Language

English is the official language for VOJEXT open calls. Submissions done in any other language will be disregarded and not evaluated. English is also the only official language during the whole execution of the VOJEXT program. This means any requested submission of deliverables will be done in English.

Artists can submit supportive portfolio documents in the original language that they were created if different than English.

2.7.2. Multiple Submission

This call is competitive, and applicants should focus on one specific topic, therefore only one proposal per applicant may be submitted to this call. In the event of multiple submissions, only the last one received (timestamp of the system) will enter into the evaluation process. Any other submitted proposals involving the same applicant will be declared non-eligible and will not be evaluated in any case. Note that the regular functioning of the F6S platform limits to one application submission per F6S user in each call.

2.7.3. Complaint due to a technical error of the VOJEXT Online Submission Service:

If you experience any problem with the application submission system prior the deadline of the open call you should reach F6S by e-mail through support@f6s.com, cc'ing the VOJEXT Team OpenCall@vojext.eu, and explain your situation.

If you believe that the submission of your proposal was not entirely successful due to a technical error on the side of the VOJEXT Online Submission Service, you may lodge a complaint by email through support@f6s.com cc'ing the VOJEXT Team (startsresidency@vojext.eu) and explain your situation.

For the complaint to be admissible it must be filed within 4 calendar days following the day of the call closure. VOJEXT- 952197 28/38 You will receive an acknowledgement of receipt, the same or next working day.

What else to do? You should secure a PDF version of all the documents of your proposal holding a time stamp (file attributes listing the date and time of creation and last modification) that is prior to the call deadline, as well as any proof of the alleged failure (e.g. screen shots).

Later in the procedure you may be requested by the VOJEXT IT Helpdesk to provide these items. For your complaint to be upheld, the IT audit trail (application log files and access log files of VOJEXT Online Submission Service) must show that there was indeed a technical problem at the VOJEXT consortium side which prevented you from submitting your proposal using the electronic submission system.

Applicants will be notified about the outcome of their complaint within the time indicated in the acknowledgment of receipt. If a complaint is upheld, the secured files (provided to the IT helpdesk) for which the investigation has demonstrated that technical problems at the VOJEXT consortium side prevented submission will be used as a reference for accepting the proposal for evaluation.

2.7.4. Confidentiality and Deadline

Any information regarding the proposal will be treated in a strictly confidential manner. Only proposals submitted before the deadline will be accepted. After the call closure no additions or changes to received proposals will be taken into account. Full proposals must be submitted before February 3, 2023 5 PM CET.

To avoid missing the deadline, you are encouraged to submit your proposal as soon as possible.

2.8. Proposal Preparation and Submission

Proposals must be submitted electronically, using the VOJEXT Online Submission Service accessible via <https://www.f6s.com/vojextstartsresidency/apply> . Proposals submitted by any other means, will not be evaluated. On the project website(s) (<https://waag.org/en/article/open-call-vojext-starts-residency> and / or <https://vojext.eu/startresidency>) the applicant will also find the link to the form application on the F6S platform.

The applicants are required to register a profile at F6S to be able to submit a proposal. Participants are requested to carefully read and follow the instructions in the form.

For the proposal preparation, the applicants are requested to apply online and answering to all mandatory questions. Follow the instructions on F6S form to download and upload the application documents:

- o Initial application / Statement of Interest (concept)
- o Full proposal document (available at <https://waag.org/en/article/open-call-vojext-starts-residency> and / or <https://vojext.eu/startresidency>)

Only the documentation included in the application will be considered by evaluators. It will be composed by a form with questions to be completed directly in the F6S platform. Additional material,

which has not been specifically requested in the online application form, will not be considered for the evaluation of the proposals. Data not included in the proposal will not be taken into account.

The information provided should be actual, true and complete and should allow the assessment of the proposal.

It is strongly recommended not to wait until the last minute to submit the proposal. Failure of the proposal to arrive in time for any reason, including communication delays, automatically leads to rejection of the submission. The time of receipt of the message as recorded by the submission system will be definitive.

VOJEXT offers a dedicated support channel available for proposers at startsresidency@vojext.eu for requests or inquiries about the submission system or the call itself. Those received after the closure time of the call will neither be considered nor answered.

If the applicant discovers an error in the proposal, and provided the call deadline has not passed, the applicant may submit a new version (for this purpose, the applicant must request it to the VOJEXT S+T+ARTS Residency team through startsresidency@vojext.eu). Only the last version received before the call deadline will be considered in the evaluation.

If the applicant runs into any issues accessing the application or account, they will have to contact the support team of the F6S platform at support@f6s.com rather than the VOJEXT S+T+ARTS Residency team. It is strongly recommended not to wait until the last minute to submit the application. Failure to submit on time for any reasons automatically leads to rejection of the submission.

2.9. Conflict of Interest

Applicants shall not have any actual or/and potential conflict of interest with the VOJEXT selection process and during the whole programme. All cases of conflict of interest will be assessed case by case. In particular, applicants cannot be VOJEXT Consortium partners or affiliated entities nor their employees or co-operators under a contractual agreement. If a conflict of interest is discovered and confirmed at the time of the evaluation process, the proposal will be considered as non-eligible and will not be evaluated.

In particular, applicants cannot be VOJEXT Consortium partners or affiliated entities nor their employees or co-operators under a contractual agreement. If a conflict of interest is discovered and confirmed at the time of the evaluation process, the proposal will be considered as non-eligible and will not be evaluated.

3. Evaluation

3.1. Criteria

VOJEXT S+T+ARTS Residencies will be evaluated based on the following criteria:

1. Initial abstract and statement of interests: are pre-screened for legal eligibility, completeness of application documents and sufficient and compelling information on the proposed project framework
2. Full proposals will be evaluated based on the following criteria

Criteria	Weight	Score
Excellence and Innovation <ul style="list-style-type: none"> - Ideation and goals: Clearly established goals, creative and critical thinking reflected in the framing of main idea and artistic approach. - Art-tech congruency: synergy between the selected residency theme challenges, artistic/design intention and novelty elements in the proposed project 	40%	Score (1,00 – 5,00) - Threshold 3,00
Implementation and artistic / design quality * <ul style="list-style-type: none"> - Method: a sound methodology for experimentation and implementation demonstrating the steps and rationale for the proposed approach and timeline that aligns with the expected outcome. - Co-creation contributions of artistic and technology /use case partners. - Resources: Reasonable planning and justification of the resources. - Team: Clearly demonstrated relevant experience of working in collaborative projects and ability to function and organize cross-functional team work. 	30%	Score (1,00 - 5,00) - Threshold 3,00
Outcome & Impact <ul style="list-style-type: none"> - Project outcome: A clear alignment between outcomes, project and artistic goals and intended impact - Social: A proposal for social value enhancing the societal acceptance of collaborative robots in manufacturing environments. - Knowledge: Artistic & Technological: Novel designs which provide new business opportunities for both the artist and the tech partner - Market: A proposal for market/ economic value potential and a possible commercial strategy 	30%	Score (1,00 - 5,00) - Threshold 3,00

The final scoring represents the average value of independent evaluation and interview scores.

Score	Description
1	The proposal fails to address the criterion under examination or cannot be judged due to missing or incomplete information.
2	The criterion is addressed in an unsatisfactory manner. There are serious inherent weaknesses
3	While the proposal broadly addresses the criterion, there are significant weaknesses that would need correcting.
4	The proposal addresses the criterion well, certain improvements are possible.
5	The proposal successfully addresses all relevant aspects of the criterion in question. Any shortcomings are minor.

Table 8: Score Details

3.2. Process

The evaluation of the proposals will be done in the following steps:

1. Pre-Proposals (initial application: concept and statement of interest) submission
2. Eligibility checks Proposals which do not comply with the 'eligibility criteria' will be excluded from shortlisting at 'Eligible Applicants List'.
3. Initial application screening based on the alignment between challenges defined, proposed concept and artist researcher's demonstrated affinity to the proposed activity.
4. Short listed candidates to be invited to full proposal stage.
5. Full proposal development in consultation with tech providers and SME use case partners where necessary.
6. Internal evaluation: individual evaluations of submitted proposals, resulting in the 'Ranking List'
7. Consensus meeting: The 'Selection Committee' will check then the best proposals scored in previous phase. All qualifying proposals will be invited for Jury presentation.
8. Jury Day: A Jury Day will be organized, to which finalists will be invited to present their projects. A final selection of top 3 proposals will be selected for residency.

After the Jury Day, once validations have been done, and before starting any activity, each selected artist will sign a Sub-Grant Agreement.

All evaluators will receive the evaluation guidelines, templates, and will be duly informed about the timing for an agile process and conflict of interest issues. Also, the evaluators will sign a declaration of impartiality and no-conflicts of interest.

The VOJEXT consortium then formally approve a list of projects within the limits of the available funding. Communication of Results: Regarding the communication of the results, each applicant will receive via e-mail an evaluation summary report informing of the decision whether a rejection decision or an invitation to negotiation and following steps.

Requests or inquiries about the submission system or the call itself, received AFTER the closure time of the call will neither be considered nor answered.

3.3. Communication of Results:

Decisions regarding the initial and full proposal phase will be communicated via email. Applicants who comply with eligibility criteria and whose statement of interest is well aligned with the call content will receive an invitation to full proposal phase. Final decisions following the jury evaluations will be communicated also via e-mail including an evaluation summary report informing of the decision. Selected residencies will be finalized upon signing of the Sub-Grant Agreement.

3.4. Sub-Grant Agreement

All the legal issues are accurately covered by the planned contracts with the sub-granted beneficiaries. A written Sub-grantee agreement will be signed with successful applicants. It will foresee, among other things the special clauses derived from H2020 in cascading granting, the payment schedule and conditions (milestones), general legal text issues of rights and obligations by the VOJEXT consortium and each sub-grantee, including IPR and audit procedures. The sub-grantee agreement will also have a set of annexes like bank account information form, declaration of honour, SME qualification document and any other document required by VOJEXT to assure the correct execution of the sub-granted projects. A legal entity that does not provide the requested data and documents in due time will not be included in VOJEXT Acceleration Programme.

4. Support for the Artists

For more information about the VOJEXT S+T+ARTS Residency Open Call, please check [VOJEXT website](#) or [Waag web site](#)

For further information about the Call, in case of any doubts regarding the eligibility rules, the information in the application form, or if you encountered technical issues or problems with the online submission tool of applications, please contact the support@f6s.com.

When contacting the Technical Helpdesk, please include the following information in your e-mail message:

- your username, telephone number and your e-mail address,
- details of the specific problem (error messages you encountered, bugs descriptions, i.e. if a dropdown list is not working, etc.),
- screenshots of the problem.

For updates and project news, please visit <https://vojext.eu/start residency> or <https://waag.org/en/article/open-call-vojext-starts-residency>

5. CHECKLIST

1. Have you completed Statement of Interest submission?
2. Does your planned work fit with the call for proposals? Check that your proposed concept does indeed address one of the challenges open in this call.
2. Is your proposal eligible? The eligibility criteria are given in Section 2.3 “Residency Themes”. In particular, make sure that you satisfy the eligibility criteria. Any proposal not meeting the eligibility requirements will be considered ineligible and will not be evaluated.

4. Have you uploaded the required documents: (second stage: **only upon invitation to full proposal**) Proposal Supplement (available at <https://waag.org/en/article/open-call-vojext-starts-residency> and / or <https://vojext.eu/startresidency>).

5. Does your proposal fulfil questions requests? Proposals should be precise, concise and must answer to requested questions, which are designed to correspond to the applied evaluation. Omitting requested information will almost certainly lead to lower scores and possible rejection.

6. Have you submitted your proposal before the deadline? It is strongly recommended not to wait until the last minute to submit the proposal. Failure of the proposal to arrive in time for any reason, including network communications delays, is not acceptable as an extenuating circumstance. The time of receipt of the message as recorded by the submission system will be definitive.

7. Do you need further advice and support during the proposal phase? You are strongly advised to communicate with the VOJEXT team (See Section 4).

Appendix

Statement of Interest (accessed online via Apply F6S)

Full Proposal (document link on web site)