

Paid artist development programme for Global Majority makers & artists

Are you an artist interested in immersive, interactive theatre practice and play?

BAFTA-winning arts and social change charity <u>Coney</u> is offering 8 bursaries for Global Majority creatives from a wide range of disciplines to take part in a series of workshops, mentoring sessions and networking opportunities exploring how to use interactive and playful practice to engage diverse audiences with complex topics.



The offer

We have recently received funding from Arts Council England to support our Playful Heritage programme, exploring how immersive, interactive and playful practice can help engage diverse audiences with complex topics, including stories of race, empire, colonialism and migration.

We are offering small bursaries for 8 Global Majority practitioners to attend a programme of workshops and practice sharing, including:



- **4 half-day workshops** taking place between October and December 2023, exploring:
 - Introduction of how to use interactive and immersive formats to spark change
 - How to use play to engage diverse audiences with colonial history and complex topics
 - Co-creation methods, with a focus on working with young people and communities
 - Coney's use of interactive digital and technological tools.

These workshops will take place on **Tuesday 31 October, Monday 13 November, Monday 27 November** and **Monday 11 December** - from 2-5pm each day. Two workshops will be on Zoom, and two will take place in east London.

- **2 days of work** on specific projects related to our Playful Heritage programme, to be discussed based on the availability and interests of the selected makers, to take place between December 2023 and March 2024.
- Mentoring with the Coney team and networking with other artists.
- Invitations to see our work, including an invitation to a sharing of 1884, a new, interactive game-theatre show inspired by the legacy of the 1884 Berlin Conference on Friday 13 October at Shoreditch Town Hall (optional).

We are offering a fee of **£625 per artist** (based on 5 days at £125 a day), as well as up to £80 to cover travel expenses.

Who we would like to meet

We are looking for Global Majority makers/artists who have:

- a creative practice in any discipline (which could include but is not limited to writers, directors, set, sound or game designers),
- an interest in making immersive and/or interactive work, working collaboratively, and sharing Coney's mission to make play to spark change.

This opportunity is open to both emerging and established artists, with or without previous experience of making interactive work.

If this sounds like you and you are available on the workshop dates listed above, please complete the short Google Form below by **Monday 25 September 2023, 10am**.

Apply here



If you require any additional support or would like to apply in a different format – e.g. by video – please send an email to Marie Kilmis at <u>marie@coneyhq.org</u> and we'll try our best to help.

About Coney

Coney's mission is to spark change through play, following principles of adventure, curiosity and loveliness. We're a collection of makers creating interactive theatre, games and adventures where people can choose to take a meaningful part.

Our practice lands in a wide range of contexts, including in schools, within communities and public spaces, at heritage sites and collections, and in workplaces.

Recent projects include <u>The Golden Key</u>, an immersive takeover of the City of London including a programme of site-specific immersive performance, smartphone adventures and games; <u>The Ministry of Time Travel</u>, a series of immersive pieces and adventures inviting family audiences to engage with the National Archives; <u>End &</u> <u>Tales</u>, a series of interactive audio adventures around Brick Lane, Liverpool Chinatown and Bristol exploring untold stories of global majority communities, developed in partnership with Tamasha; <u>Common Ground: Playtest</u>, a Norfolk and Norwich Festival commission inviting young people to co-create site-specific games and performances in four heritage sites in East Anglia; or <u>We the People (of This</u> <u>Place</u>), a community-sourced gameshow developed in partnership with residents of Fareham, Folkestone, Liverpool, Margate, and Quezon City, Manila.

Find out more about us - coneyhq.org

