

# BODIES, MACHINES & PUBLICS

359 3 50 70VL

```
0 8 0386 # IUL 814 K 40
0 7 0374 C 833 832 40
0 5 0381 # 382 / 40
0 4 0386 # 835 40
0 8 0390 # IUL 834 K 40
0 5 0388 # 418 K 40
0 4 0403 # 382 41
```



E-AI

```
0 8 0386 # IUL 814 K 40
0 7 0374 C 833 832 40
0 5 0381 # 382 / 40
0 4 0386 # 835 40
0 8 0390 # IUL 834 K 40
0 5 0388 # 418 K 40
0 4 0403 # 382 41
```

```
RI SYSTP,GMRK1-2I
C GMRK1-2,'999999
BU LOOP1
SW GMRK1
RT SYSTP,GMRK1-1
BEF TSTSS
B LOOP1
```

REDUNDANCY ON TAPE LOAD

```
ULTI H 0,199
B HALTI
ITSS BSS LIBRN,F
```

RETRIEVE PASS 2 FOR ASSEMBLY I



NAVE **I.A** [space] **z KHÖJ**  
**Kornhausforum**

# BODIES-MACHINES-PUBLICS

## A glocal network for exploring bodies in the age of computer mediated reality

BODIES-MACHINES-PUBLICS brings together a “glocal” (global and local) network of cultural and research partners in Switzerland, India and Chile that seek to provide time and space for artists to develop space for research exploring the sensitive body and technical mediation in relation to public space. The project is a two-year collaborative initiative between NAVE (Chile), [KHOJ Studios](#) (India), [Immersive Arts Space/ZHdK](#) (Zurich, Switzerland) and [Kornhausforum](#) (Bern, Switzerland) and is supported by the [Pro Helvetia Synergies Program](#). In Chile, the project also counts with the collaboration of [Goethe-Institut Chile](#) and [Museo Interactivo Mirador](#).

People increasingly interact with technologies such as wearable sensors, VR/AR headsets or other data gathering systems on an intimate, bodily level which successfully blurs the lines between the physical and the digital; the body and its interaction with its environment. At the same time, the involuntary data collection and machine-led decisions that arise from these sensing technologies exacerbates historical inequalities, particularly affecting marginalized groups. Addressing the capture of human motion, thoughts and experience through new technologies is therefore an ongoing challenge that requires new kinds of creative and imaginative artistic practices.

We are interested in the contribution of artists who are exploring the relationship between existing power structures using both digital and physical technologies and the possibility of challenging them through artistic-led creation, where the human body lies at the center of the exploration. Proposals for installations, and/or performative interventions indoors and outdoors are particularly welcome.

### Who can apply?

The first phase of this project (2024) contemplates the realization of an artistic residency at NAVE (Chile). This call is open to artists from India, South America and Chile. In this first version, **1 artist from each region will be selected.**

### PUBLICS

In BODIES-MACHINES-PUBLICS we understand public spaces as those where everyday actions take place: the intimate space of a room, a house, a kitchen or a staircase, but also cities and their urban landscapes such as streets, avenues, squares, parks and buildings. We also consider landscapes of the natural environment such as mountains, rivers, meadows, deserts or lakes, among others.

## **Artistic languages accepted**

This open call seeks artists who investigate any artistic discipline that addresses the possible relationships between bodies and machines, such as media arts, visual arts, dance, theater, sound experimentation, performance, music and all imaginable crossovers. We expect innovative proposals for the intervention of public space that centers on interactions between bodies, machines and technology.

## **Main requirements**

Given the international nature of the call, applications will only be accepted in English through an [application form](#). In this form you must attach an artistic portfolio, a project dossier, link to 3 videos of previous works, a travel document (passport or ID), a photograph of the artist and technical requirements of the project.

The selected artists must have an intermediate level of English. Incomplete or late applications, applications in Spanish or through another platform such as email or social media will not be accepted.

This open call will be available from May 7th to May 31th at 12.00 PM (Chilean time), 2024.

## **What does the residency include?**

People selected to carry out this artistic residency can stay in shared rooms at NAVE for two weeks. They will have access to a shared kitchen and commodities, as well as work spaces.

This residency includes per diem for 15 days (CHF465 total), travel expenses<sup>1</sup> and a production budget (CHF509 total).

---

<sup>1</sup> Travel expenses will depend on the location. Travels from India will be up to CHF3100, from Southamerica up to CHF600 and from Chile up to CHF200.