



Science in the City - European Researchers' Night
Centre for Entrepreneurship and Business Incubation, Level Dar Ġuzeppi
Zahra, - University of Malta.
(+356) 2340 2451, (+356) 9923 9974

Guidelines (launch in 11th november 2022)

Participating in Science in the City 2023 - **Changemakers**

Important Dates

Deadline for proposal submission is by **midnight on the 6th January 2023**.

Applicants will be notified by **23rd January 2023**.

Pitching Sessions for those who are shortlisted - **30th - 31st January 2023**

Notified - **6th February 2023**

Introduction

Malta's Science and Arts festival will take place on the 29th and 30th September 2023. This year we are looking for proposals which include an element of action design for active citizenship, i.e inviting citizens to be part of the creative and research process. This involves creating a platform from which artist/s, scientist/s and members of the community can work together to decide on the outcome of the final art piece.

Project Proposals

In 2023, Science in the City will focus its activities on the theme **Changemakers**. We would like the proposed activities to highlight the important role that science has in society. The world is facing a number of challenges that need to be addressed. Only with a modicum of scientific knowledge can the wider public be involved in the decision making process necessary to effect change and tackle these issues. We also wish to underscore the role scientists play in broadening our understanding of our planet and in making our societies more sustainable.

As always, we want to use various art forms to engage new audiences with scientific research projects, **theatre, music, dance, exhibitions, installations and so on**. We want to see the local communities participate in these projects not just as spectators but as stakeholders, shaping the science and the arts to influence other people to do the same. We want to see people become involved in the design process, be it in the research project



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itself or the design of the art project. This can be done through workshops in the build up to the final outcome of the project. Other means of communication are welcome.

The Theme

'Changemakers' is about using research-based knowledge and creativity to find solutions to the distinctive political, social, environmental and technical challenges and opportunities that confront us.

The definition of a changemaker is someone who takes creative action to solve a social problem. Researchers are at the forefront of this movement, however a more coordinated team effort, involving researchers, artists and the community is required if we are to succeed.

There are four elements that we are looking for in the proposals for SitC 2023, both in projects that look to effect change and those that aim to encourage groups or individuals to become changemakers.

1. **Motivation.** Artists can propose pieces that evoke emotion and empathy about particular issues in our audiences, encouraging them to move beyond intention and into action! Or they could use their art piece and the science necessary to inspire further change.
2. **Knowledge** about a social problem that grows over time. Artists, together with researcher/s and the community members can identify a social issue and provide the scientific knowledge citizens require to identify with this issue, through their art piece. Showing how creativity and knowledge are the best way to approach issues and provide solutions.
3. **Dedication to supporting change.** Although lasting change is a team effort, the vision for 'Everyone is a Changemaker' is rooted in an urgency for a better way to solve social problems, especially given the increasing rate of change in the world. This means we need to provide a world in which people have the societal support, freedom, and confidence to reach their full potential and make a difference in the lives of others. This requires nurturing the set of skills and experiences that are needed to be a changemaker, as well as cultivating the environment that allows changemaking to flourish.
4. **Diversity.** The importance that diversity plays in every aspect of our existence and the essential role it has in supporting change. Diversity among humans, our ideas, experiences, thoughts, cultures, ethnicity abilities and backgrounds which contribute to creativity and innovation. Biodiversity, the delicate balance between species living in a symbiotic relationship that supports life for all.



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The festival will focus on the European Green Deal's and Horizon Europe's missions. The theme continues to emphasize how important the goals set out by the European Commission are for the survival of our planet. We need our citizens to better engage and increase their involvement with research/ers to help science and creativity find ingenious solutions to the challenges we are facing. Increased knowledge and empathy can help us become the active, responsible citizens this world needs.

For the weekend starting on the 29th September, we celebrate research as a catalyst for transformation. We are interested in performances, music, theatre, plays, stand-up comedy, exhibitions and art installations that are **interactive, captivate the public's imagination, motivate them and challenge their perspective of science**. We are also on the lookout for creative ways for researchers and students to communicate science to citizens through innovative demonstrations, shows, workshops, busking, quizzes, competitions, treasure hunts, tours and more..

Our Actions

For 2023, we are looking for projects that bring together members of our communities, researchers and artists, to work towards a clean, circular economy, a restoration of biodiversity, rehabilitation of our environment and an elimination of pollution.

Following the policy areas mentioned in the European Green Deal, projects may feature topics around biodiversity, clean energy, building and renovation, climate neutrality, eliminating pollution, and sustainability in areas such as food systems, agriculture, industry, and transportation.

We are also interested in artworks around research concerning engineering, social sciences, behavioural science, well-being, neuropsychology, inclusive economy, health, language, and education.

Our Targets

These are the issues we are looking to explore:

1. What role does the citizen play in the conservation of the environment?
2. What roles do the arts have in bridging the gap between citizens, industry, scientists, and policy-makers? Where can research play a role in this process?
3. How can the Maltese people contribute to Europe's green transformation?
4. What elements in Maltese history can we look to to help change the state of our environment today?



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5. What role does our culture and history play towards our collective environmental consciousness?
6. What is the importance of critical and creative thinking skills in the development of active citizenship when it comes to our public identity, concerns, and political environment?
7. How can research and the arts ensure that the desire for change, the necessary skills required to encourage changemakers in our society, are supported?
8. How does an improvement in the environment contribute towards the well-being of society (physically, psychologically, spiritually)?
9. How can the arts and science be catalysts for positive change in the local community, the nation, and the world?

Who can apply?

This fund is open to individuals, artists, curators, musicians, performers, groups, organisations and NGOS.

It focuses on the production of an artistic project which has innovation, interactivity, quality and the creative communication of a scientific research concept related to the Changemakers theme, through the arts. This fund encourages projects which are experimental, innovative, interactive and those which attract new, as well as established audiences to the Science and Arts Festival.

The following list identifies projects that are **ineligible for funding**, however they can still submit proposals to be part of the festival:

- Organisations/Activities receiving public funds through established line-votes,
- Projects of an intrinsically self-sustainable nature,
- Projects submitted **without** the collaboration of a scientist,
- Activities which are not related to culture, arts, science and the creative industries,
- Activities whose objective is fundraising or political propaganda,
- Operational costs required for the day-to-day running of an organisation,
- Projects submitted by public entities with or without a line vote,
- Companies with a significant turnover.

Proposal applications can be found here:

https://scienceinthecity.org.mt/get_involved/organisations-artists-researchers/



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For more information about the festival and previous programmes, please check: <http://scienceinthecity.org.mt/>

Appendix - GUIDELINES

Applications Form: <https://forms.gle/QyRXTRTznAHMSj6Cg>

Aims of the festival

1. To show how science is part of everyday life, researchers are people with an extraordinary job and that researchers in Malta are having a positive effect on daily life.
2. To demonstrate that science can be fun, interesting and exciting and can lead to a rewarding career for any gender.
3. To develop art inspired by a scientific concept or idea, especially local science. Researchers should be consulted, preferably having an active role in the project. The consortium will help with contacts and networking. To help find a researcher or artist do contact us directly.
4. To create interactive science-inspired arts projects which engage citizens and communities.
5. To be located in Valletta and/or an online space. We ideally want activities which have a physical and online presence. We will also accept applications for activities which are purely online or real world.



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Selection Criteria

Proposals that are in line with the theme are given preference.

- **Scientific value:** the extent to which the artwork is well grounded in or inspired by science. Scientists must be involved in the proposal; (25 points)
- **Innovation and creativity:** must involve a novel concept and a creative way of engaging the audience and communicating the concept; (20 points)
- **External sources of funding:** preference will be given to those applicants who have sought other sources of funding to compliment the Science in the City fund;
- **Cost:** how cost-effective is the proposal? Are costs complete? Are quotes provided? Administrative costs will not be covered by the fund; (15 points)
- **Reach:** how many people will the artwork be able to engage with? (15 points)
- **Engagement:** Is the project interactive? (20 points)
- **Inclusivity, transportability, venue and permanence** carry a further 15 points

Budget

For installation artworks, the maximum budget allocation will be **€5,000** including VAT. Performances and other activities will be allocated a maximum budget of **€3,500** including VAT.

Should a larger budget be required for your ideas, the Science in the City team will assist in the sourcing of outside funding to help support the project. This will only apply to proposals which have been successful during our evaluation.

Values of Science in the City

Science, art, creativity, technology, education, entertainment, quality and excellence, critical thinking, interactive, engagement with the people.



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Target audiences

Changemakers hail from all corners of the world and can be 5 or 95 year olds. We look to engage children, teenagers, professionals, families, adults, pensioners, community groups. **We are an inclusive festival and as such celebrate diversity.** All of our activities are inclusive for people of all ethnicities, national origins, gender, sexual orientation, age, religion, marital status and physical/neuro abilities.