Placement Provider:	Foundation for Art and Creative Technology (FACT)
Project Title:	
Post:	Liverpool Biennial: Krzysztof Wodiczko / Giraud & Siboni Project Support
Start Date:	November 2016
Duration:	3.5 months
Deadline for Applications:	October 2016

Description of Placement:

The collaboration with Liverpool Biennial for its ninth edition springs from FACT's close relationship with the acclaimed artist Krzysztof Wodiczko (Warsaw, 1943), initiated in 2009 through the commission of War Veteran Vehicle. This collaborative project engaged with local groups of military veterans and inspired our ongoing Veterans in Practice programme. Seven years later, the exhibition continues to extend those relationships and brings to the arena the artist's provocative approach to relevant themes such as war, conflict, trauma, memory and communication. Wodiczko's work will be presented in dialogue with that of the younger French duo Giraud and Siboni, whose films reflect on the history of cinema and its relationship with science and technology.

Partners: Liverpool Biennial; Galerie Lelong, New York; Hull UK City of Culture 2017; Military Veterans' IAPT Service (North-West); Liverpool Veterans Project; Adam Mickiewicz Foundation, Warsaw; Polish Institute, London.

Expected CPD Outcomes :

Networking skills, planning skills in large scale project delivery, in depth knowledge of a leading NPO working environment

Specific Skills/Experience/Training Required for the Placement:

Microsoft Office and Google Docs, confident phone and interpersonal manner with high level stakeholders, knowledge of contemporary theory and practice in arts and the sociological impact of digital spaces and appropriate research.

Placement Provider:	Foundation for Art and Creative Technology (FACT)
Project Title:	No Such Thing as Gravity
Post:	Public Programme Development
Start Date:	October 2016
Duration:	To be discussed
Deadline for Applications:	On-going

Description of Placement:

No Such Thing as Gravity is part of Collide, FACT's pioneering programme around art and science, developed in partnership with CERN. Its point of departure is the premise that both artists and scientists conduct experiments that question our current knowledge, in a tireless quest for new frontiers that is driven by creativity and curiosity. Many of us are under the impression that scientists agree on everything and that the overall body of knowledge about the world is fixed by scientific truths, which can sometimes lead to a fascination with alternative science, conspiracy theories and irrational beliefs. The exhibition engages with scientists and artists who address these issues in an honest way, demonstrating that -contrary to our general expectations- science is a continuing search for knowledge that leaves many unanswered mysteries. Major new commissions include international artists such as Evelina Domnitch & Dmitry Gelfand and Agnes Meyer Brandis, and the accompanying activities around Art and Science extend throughout FACT's entire Artistic Programme.

Partners and funders: CERN, Geneva; Science and Technology Facilities Council, London; Liverpool University; Liverpool John Moores University; Crafts Council, London; Wellcome Trust, London.

Expected CPD Outcomes :

Networking skills, planning skills in large scale project delivery, in depth knowledge of a leading NPO working environment

Specific Skills/Experience/Training Required for the Placement:

Microsoft Office and Google Docs, confident phone and interpersonal manner with high level stakeholders, knowledge of contemporary theory and practice in arts and the sociological impact of digital spaces and appropriate research.

Placement Provider:	Foundation for Art and Creative Technology (FACT)
Project Title:	As if…The Trickster in Tactical Media
Post:	Project Development
Start Date:	January/February 2017
Duration:	3.5 months
Deadline for Applications:	1st December 2016

Description of Placement:

In the introduction to his masterpiece Crash, J.G. Ballard discusses 'the balance between fiction and reality'. He writes,

[We live] in a world ruled by fictions of every kind – mass merchandising, advertising, politics conducted as a branch of advertising, the pre-empting of any original response to experience by the television screen. We live inside an enormous novel. It is now less and less necessary for the writer to invent the fictional content of his novel. The fiction is already there. The writer's task is to invent the reality.

The novelist and former editor of Mute, Tom McCarthy has written, the clue lies in the word 'invent', we should note that 'he is not using the words discover, intuit or reveal but invent'. The point is that reality isn't there yet it has to be brought into existence. The curatorial premise of this exhibition of Tactical Media for a post Snowden- post-Occupy era, is that Ballard's challenge, to invent reality through acts of fiction, anticipated one of the roads taken Tactical Media; that of the Trickster. And the trickster's typical forms of "media act" are the hoax, the trick, the provocation and the hack.

Our selection is guided by whether or not only by whether the artists are operating within one or more of these classifications but also that their works are informed by an underlying moral purpose. As with the best satire the aim should be to "afflict the comfortable and comfort the afflicted". From What If to As If Ideally these tactics are so constituted as to reveal the mechanics behind the exercise of different forms of power and one of the keys to this process is the application of "fiction as method" (or "fictioning") an awareness of the progression from the term What If to the term As If.

The classic example of the As If method is the legendary intervention in the longstanding controversy surrounding the role of Dow Chemicals in the Bhopal disaster in 1984, when, Yes Man, Andy Bichlbaum, successfully impersonated a Dow Chemical spokesman, on the BBC World Service, promising a huge compensation for the thousands of victims of the Bhopal disaster for which Dow Chemical's subsidiary Union Carbide India was responsible. This temporarily sent the stocks of Dow Chemicals tumbling and ensured that the scandal of Bhopal was once again in the public spotlight. The trick was to act as if a desired outcome has been attained -- in this case the generous settlement of Dow's outstanding liability. We are aiming for a show featuring the classical Tactical Media combination is art, politics, and experimental communications that focuses a the common the trickster and fiction as method to engage with 'live' and urgent social/political events.

Partners and funders: Framer Framed Amsterdam; HeK, Basel; MIT Press, Cambridge, Mass; transmediale, Berlin.

Expected CPD Outcomes :

Networking skills, planning skills in large scale project delivery, in depth knowledge of a leading NPO working environment

Specific Skills/Experience/Training Required for the Placement:

Microsoft Office and Google Docs, confident phone and interpersonal manner with high level stakeholders, knowledge of contemporary theory and practice in arts and the sociological impact of digital spaces and appropriate research.

Placement Provider:	Foundation for Art and Creative Technology (FACT)
Project Title:	The New Observatory 2017
Post:	Project Development and Public Programme Support
Start Date:	June/July 2017
Duration:	To be discussed
Deadline for Applications:	May 2017

Description of Placement:

FACT are collaborating with the Open Data Institute (ODI) on an exhibition to be launched in mid-2017 which will evolve from ODI's ongoing Data Anthropologies theme, (launched March 2015).

The first Data Anthropologies project will host an artists' residency at ODI with Thomson & Craighead. The Data Anthropologies exhibition will be built around the work concept they create as part of their residency, as well as a new open data idea from our next artist in residence Natasha Caruana and an ongoing work we commissioned with The Space, 'We Need Us' by Julie Freeman. This exhibition will be an opportunity to showcase the work undertaken by the ODI and related FACT research projects such as the proposed research project with the PhD studentships, as user-generated content and participatory culture and its impact on the digital economy is relevant research for this exhibition. The research project proposed by the PhD studentships and reporting on its action research can form a strong element in the 'Data Anthropologies' exhibition design.

To support this ambition FACT and the ODI will support the project in an advisory capacity that includes support for the commission of a new artwork and training of End User participatory groups as required by the research project. This will form a major dissemination opportunity for the project. ODI will work closely with FACT and the consortium to ensure a coherent final exhibition that illustrates how the project goes beyond the State of the Art and creates an accessible, and sustainable knowledge base. FACT and ODI will support the project though sharing and inclusion in educational events and open educational resources being developed throughout the lifetime of the research project.

Expected CPD Outcomes :

Networking skills, planning skills in large scale project delivery, in depth knowledge of a leading NPO working environment

Specific Skills/Experience/Training Required for the Placement:

Microsoft Office and Google Docs, confident phone and interpersonal manner with high level stakeholders, knowledge of contemporary theory and practice in arts and the sociological impact of digital spaces and appropriate research.

Placement Provider:	Foundation for Art and Creative Technology (FACT)
Project Title:	Veterans in Practice
Post:	Project support
Start Date:	On-going until April 2017
Duration:	To be discussed
Deadline for Applications:	On-going application

Description of Placement:
We have developed an extensive and pioneering programme working with military veterans locally and nationally. We work alongside ex-forces men and women to produce creative projects, developing skills, confidence and encouraging reengagement with their local civilian community. Veterans in Practice is open to veterans of all services, aged 16 and over, to produce projects that support the wider veterans community as well as educating the general public about military life. We provide opportunities for veterans to engage with creative processes and training and to find new mediums of expression. The main projects for 2016 will be Krzysztof Wodiczko's War Veteran Helmet (see Exhibitions section) and a new veteran-led commission around post-military identity. Partners and funders: Paul Hamlyn Foundation, London; Liverpool Veterans HQ

Expected CPD Outcomes :
Networking skills, planning skills in large scale project delivery, in depth knowledge of a leading NPO working environment

Specific Skills/Experience/Training Required for the Placement:
Microsoft Office and Google Docs, confident phone and interpersonal manner with high level stakeholders, knowledge of contemporary theory and practice in arts and the sociological impact of digital spaces and appropriate research.

Placement Provider:	Foundation for Art and Creative Technology (FACT)
Project Title:	Criminal Justice System
Post:	Project Development and support
Start Date:	On-going until October 2018
Duration:	To be discussed
Deadline for Applications:	

Description of Placement:

Beginning with an initial pilot project with two local prisons, we are developing a long-term engagement programme working within the criminal justice system. The pilot programme has included a collaborative commission with artists Larry Achiampong and David Blandy developed with military veteran prisoners and their families, the development and delivery of a critical thinking course around art in prison for local artists and practitioners, and a national conference on the move to identify veterans within the criminal justice system. Following this initial pilot project, the programme will expand to explore other areas of the criminal justice system including, in 2017, the aging prison population. The programme aims to approach working within the context of the prison system from a critically engaged position, moving the role of art within prisons from a traditional time-passing activity to one of active reflection and experimentation for participants, artists and prison staff.

Partners: HMP Liverpool; HMP Altcourse, Liverpool; Partners of Prisoners (PoPs), Liverpool.

Expected CPD Outcomes :

Networking skills, planning skills in large scale project delivery, in depth knowledge of a leading NPO working environment

Specific Skills/Experience/Training Required for the Placement:

Microsoft Office and Google Docs, confident phone and interpersonal manner with high level stakeholders, knowledge of contemporary theory and practice in arts and the sociological impact of digital spaces and appropriate research.

Placement Provider:	Foundation for Art and Creative Technology (FACT)
Project Title:	Art and Science Learning Programme
Post:	Project Development and Support
Start Date:	On-going until October 2017
Duration:	To be discussed
Deadline for Applications:	On-going

Description of Placement:

Our Schools programme for 2016 will focus on art and science, strongly supporting the growing case for STEM education (Science, Technology, Engineering and Math) to include the letter A and become STEAM, integrating art and design subjects. We believe that true innovation resides in the combination of the mind of a scientist or technologist with that of an artist or designer, and that the two fields should be fused to teach new approaches to creative problem solving. We will continue to promote enquiry-led learning by growing previous programmes such as Cloudmaker (which used Minecraft to teach biology in the classroom). We will work closely with teachers, educators and researchers to co-design innovative lessons around the existing curriculum, and document the processes through formative evaluation and academic papers. Partners and funders (confirmed and speculative): CERN, Geneva; MerseySTEM; Studio School; Science and Technology Facilities Council, London; SLiCE; school partners. Teachers' Forum Throughout 2016 This network aims to contribute to the debate around the STEAM agenda and empower teachers to incorporate experimentation and exploration in their classroom through the use of creative technology. The programme consists of network meetings, show and tells, master classes and training, led by artists, technologists and educators. The Forum will also help to steer our work in education as we go forward.

Partners and funders (confirmed and speculative): MerseySTEM; Science and Technology Facilities Council, London; SLiCE; school partners.

Expected CPD Outcomes :

Networking skills, planning skills in large scale project delivery, in depth knowledge of a leading NPO working environment

Specific Skills/Experience/Training Required for the Placement:

Microsoft Office and Google Docs, confident phone and interpersonal manner with high level stakeholders, knowledge of contemporary theory and practice in arts and the sociological impact of digital spaces and appropriate research.