



# Playable City Tokyo Residency 2018

*Putting people and play at the heart of the Future City*

## OPEN CALL

[Watershed](#) and the [British Council](#) seek two UK-based creative professionals to participate in a two-stage *Playable City Tokyo Residency* in June and September 2018.

The *Playable City Tokyo Residency* is an opportunity to collaboratively research and develop playful ideas at the intersection of art, technology, society that innovate around public space in Tokyo. We are offering two places for creative people from any discipline who believe we can start a new kind of city conversation through play.

Building on the work of an ongoing [Playable City Tokyo](#) programme, the *Playable City Tokyo Residency 2018* will support, inspire and challenge participants to develop playful interventions using creative technology to respond to public space in and around central Tokyo.

### What is a Playable city?

[Playable City](#)<sup>®</sup> puts people and play at the heart of the Future City.

All over the world governments and tech companies are investing in smart systems for cities, using networks and sensors to join up services and collect data, as a drive for efficiency. The Playable City Award asks us to imagine instead how might we make them more livable, open and human.

Playable City is a framework to think differently about the city, generating social dialogue by creating shared experiences through play. Visible, democratic, surprising, inclusive – it re-uses the city infrastructure to create connections – person to person, person to city. By transforming city spaces into places of unexpected interaction the Playable City is a conversation starter towards the change we would like to see in our cities of the future.

The Playable City international network has reached from the UK to [Recife, Brazil](#) and [Lagos, Nigeria](#). You can read more about this at <http://www.playablecity.com>.

### Playable City Tokyo

Playable City Tokyo launched in 2015 to develop imaginative new ideas for urban spaces and to engage communities in thinking about the future of Tokyo (particularly in the run up to [Tokyo 2020](#), the Olympic Games). Since 2016, a multiannual programme of creative labs including the [Playful Welcome](#), presentation of previous [Playable City Award Winners](#) and public presentations have created a local network of creatives, producers and supporters including [Rhizomatiks](#).



The *Playable City Tokyo Residency 2018* will build upon the energy, creativity and learning of previous Playable City Tokyo activity. Participants will create and deliver prototype experiences for the public and attendees of the Making the City Playable Conference on 28-29 September.

## **The Process**

Through a programme of location visits, research activities and guidance from local creatives, the *Playable City Tokyo Residency* programme will encourage participants to generate imaginative ideas, consider local and global contexts, research and develop prototypes and make valuable connections with each other and Tokyo, that will last beyond the end of the programme.

### **Phase One: Ideation and Development**

Phase One of the programme is a research visit to Tokyo in June to meet local creatives, explore, research and ideate around experiences and prototypes for public space in and around central Tokyo. Residents will be hosted at a Creative Studio in Tokyo for the duration of the visit and accompanied by a Playable City Producer.

Once ideas have been formulated, the chosen creatives will benefit from structured mentoring and support sessions from our Studio Creative Technologist and Playable City Producer at the [Pervasive Media Studio](#) In Watershed to develop and prepare the work.

### **Phase Two: Presentation and Reflection**

Phase Two of the programme is a production visit to Tokyo in September to test and finalise the presentation of the prototype pieces for the attendees of the Making the City Playable Conference 2018 and the general public. This will include presentation of the process to attendees of the conference.

## **Who**

We are offering two places for creatives with an open, rigorous and experimental approach, willing to produce work that is exposed, tested and investigated as it is developed. Creatives will be encouraged to focus on exploration and proof of concept, rather than completion of a finished product.

Participants may be artists, designers, architects, urbanists, magicians, interaction designers, technologists or other kinds of professional creative practitioners who can demonstrate a history of delivering high quality, innovative professional practice in public.

We welcome applications from BAME, LGBTQI, Deaf and disabled practitioners as they are currently underrepresented in public space work. We will work with you to ensure your access needs are met.

The scheme is not aimed at undergraduate students, students in full time education, or those living outside of the UK.

---



### Successful Applicants will be awarded:

- 3,750 GBP Honorarium for the programme
- UK-Tokyo economy-class return flights, accommodation and per diems for the duration of both visits to Japan
- Support from Playable City Producer and Creative Technologist for delivery of prototypes
- Access to the International Playable City Network including the 15 members of [Creative Producers International](#), Watershed's global talent development programme designed to support the city change makers of the future
- Professional documentation of the work, including images and promotional video of the project

### What we expect from you:

- Full attendance for the entire duration of both parts of the Tokyo residency and participation in mentoring sessions at the PM Studio in Bristol
- Presentation and demonstration of a prototype piece at the Making the City Playable 2018
- An open, rigorous, experimental approach
- Participation in evaluation

### Timetable

Applications Open: 26 April, 2018

Applications Close: 16 May, 2018 (17.00 BST)

Successful Applicants notified by: 28 May, 2018

Residency Stage One: 25 June – 04 July, 2018 (Inc. travel days)

Watershed Mentoring Sessions: To be arranged with participants based on availability

Residency Stage Two: 22 – 30 September, 2018 (Inc. travel days)

Making the City Playable Conference (Tokyo): 28 September, 2018

### Assessment Criteria

Applications will be assessed against the following criteria:

- How will participation in the project *develop* and enrich the applicant's practice?
- Quality and applicability of past and/or current work *in public space*.
- Does the applicant demonstrate a willingness to work *collaboratively* on development of ideas?
- What is the potential *impact* of the project for the applicant, beyond the timescale of the programme?

### How to apply

If you are eligible and interested in applying for Playable City Tokyo Residency 2018, please complete an online application form by visiting: <http://wshd.to/applypctokyoresidency18>



If for any reason this form does not meet your access requirements, please get in touch with [playablecity@watershed.co.uk](mailto:playablecity@watershed.co.uk) and we will work with you to complete an application in a format that works best for you.

Organisers: [Watershed](#), [British Council](#), [JKD Collective Inc.](#),

Special cooperation: [Rhizomatiks Co., Ltd.](#)

The Playable City Tokyo Residency 2018 is a [Tokyo Tokyo Festival Grant Program](#) and is supported by [Arts Council Tokyo](#), [Tokyo Metropolitan Foundation for History and Culture](#).

---

### Contact

If you have any questions or queries please contact: Hilary O'Shaughnessy | [playablecity@watershed.co.uk](mailto:playablecity@watershed.co.uk) | +44 (0)117 3708870

---

### About Watershed

Watershed is a cultural venue and producer developing cultural engagement, imagination and talent. We are based in Bristol, but place no boundaries on our desire to connect with artists and audiences in the wider world. We curate ideas, spaces and talent to enable artistic visions and creative collaborations to flourish. We produce work that cuts across film, media, music, theatre, design, visual art, and the creative and technology sectors. <http://www.watershed.co.uk>

### About the British Council

The British Council is the UK's international organisation for cultural relations and educational opportunities. We create friendly knowledge and understanding between the people of the UK and other countries. We do this by making a positive contribution to the UK and the countries we work with – changing lives by creating opportunities, building connections and engendering trust.

Our work in arts creates new relationships between artists, organisations and audiences to develop stronger creative sectors around the world. We help artists to break new ground, support creativity and innovation, increase capacity by building skills to support livelihoods and cultural enterprise, extend safe spaces for creative exchange and contribute to research and policy.

For more information, please visit: [www.britishcouncil.org/creativeeconomy](http://www.britishcouncil.org/creativeeconomy). You can also keep in touch through [twitter.com/UK\\_CE](https://twitter.com/UK_CE)

### UK/Japan Season of Culture 2019-2020

Announced in August 2017 by Prime Ministers May and Abe during the former's visit to Tokyo, a major season of culture will take place in Japan between autumn 2019 (Rugby World Cup) and summer 2020 (Olympics and Paralympics). The British Council, working together with the Foreign & Commonwealth Office, Department for International Trade, the Department for Digital, Culture, Media & Sport and other partners, will lead the activities in Japan. At the same time, the Japanese government will lead on Japanese activities in the UK. We aim to promote the UK as an attractive destination in which to invest, to study and to travel and to build greater levels of trust between Japan and the UK through the arts and the creative industries.

Through the Season, we will reinforce existing partnerships and forge new ones which focus on the important and growing contribution the creative industries play in driving prosperity



and the role the sector plays in leading to enhanced well-being, diversity and inclusion. The Season will raise awareness of the UK's strengths in the creative industries and will develop new connections and opportunities for the sector.

<https://www.britishcouncil.jp/en/uk-japan-2019-20>

### About Making the City Playable Conference

On 28 September 2018, we are bringing together an international mix of thinkers, makers, planners and civil disobedients to look at cities as playable places and ask how we collaborate to make and unmake our future cities internationally.

Our programme will feature opportunities for networking, debate and discussion, as well as bespoke Playable City experiences in interesting locations throughout the Akihabara area of Tokyo, designed exclusively for our delegates by the talented cohort joining us on [Creative Producers International](#).

### About Creative Producers International

Creative Producers International is a new global talent development programme led by [Watershed](#). Working with a group of fifteen exceptional Creative Producers from all over the world, encouraging a new kind of conversation with creative communities, citizens and city authorities, and helping them to become change makers in their cities.

<https://www.playablecity.com/programmes/creative-producers-international/>

**WATERSHED**



Supported using public funding by  
**ARTS COUNCIL  
ENGLAND**