This 6 month intensive programme designed by a consortium of Utrecht University and city partners, is a creative competition for a wide-ranging group of participants from the arts, academia and creative industries. The goal of this competition is to create excellent visual stories that translate different forms of socially relevant knowledge into visual narratives related to the city of Utrecht. Scientific, artistic and popular forms of knowledge will be equally eligible for the competition. The aim of the intensive course is to provide training that will combine reflection on the methods and protocols of knowledge production with techniques of digital story-telling. The course will explore both theoretical and practical approaches to the challenge of visual story-telling.

**What’s in it for you?**
Aside from the opportunity to be awarded funding of €3,000 for future development of their project, participants will have the opportunity to work with a selected number of distinguished academics and pioneers in digital story-telling techniques. The training will take place in an engaging and challenging context, designed to push the selected participants out of their comfort zone and towards new ways of thinking.

**Collaboration and working in teams**
It is not only about what stories are told, but also how they are told and who is actually telling them and through what sort of media. The training that short-listed candidates will receive, aims at helping them gain better understanding of their subject matter and develop alternative, critical insights about it. The other crucial component of the training programme aims at building up expertise on which media platforms are most relevant for the story-telling. The format that has been chosen to achieve this is to set up collaborative groups of three members: one academic student, a student from the arts and a starter from the field of creative industry. Each member represents a key feature of the Camera Interactiva programme: knowledge production, the narrative core of the story & digital story-telling techniques.

**Programme developed by:**

**What can you look forward to?**
The programme consists of several phases.
- The initial research phase starts in September, during which you will meet your group and coaches, start researching first ideas and come up with a project to take you into the intensive training week.
- This intensive training week will start during the Nederlands Film Festival at the end of September 2015, when the pre-selected candidates will have the chance to participate in workshops on storytelling, world building and games. In the week that follows, the intensive training programme will begin. Participants will be coached by a team of guest speakers, thinkers and practitioners — artists, academics, writers, filmmakers and curators. They will explore a targeted range of issues from research, authorship, art activism and social practice to audience engagement and experience. Regular group meetings and feedback session will put this new knowledge into practice.
- The programme will be held in Dutch and English.
- During October and November 2015, all the groups will work individually to further develop their projects into prototypes, with occasional meetings with coaches and a test pitch. At the final pitch, three groups will have the opportunity to win up to 3000,-euro seed money to further develop their project.
- From December onwards, the winning groups should develop their projects further to screen and...
present their final work during the Lustrum week of Utrecht University in April 2016.

The time-frame:
• Deadline for applications: July 31, 2015.
• Notification of competition winners by August 3, 2015.
• First meetings will take place from September onwards.
• The intensive training week and professional programme of the Nederlands Film Festival will take place between September 24 and October 9.
• Pitch to a jury of a fully developed prototype of the idea and awarding of the seed money will take place at the end of November 2015.
• Winners will develop their final work to be screened and presented during the Lustrum week of the University in April 2016.

The Theme
The proposed theme of this year’s competition is derived from one of the Centre for the Humanities core themes: The cultural roots of Citizenship. Beyond and beneath the formal legal frames of citizenship, what are the new forms of social and cultural participation that have become necessary in a globally linked and technologically mediated world? To what extent do these forms of participation count as acts of citizenship? How do communities come together in new social spaces (online and off)? What are the new forms of knowledge, art, cultural sensibility and citizenship that are required in order to meet the challenges of our time? There are many ways to work within this broad theme and we encourage you to think on the intersections between science and creativity. The selected participants can choose to be inspired by one of the many social organisations that work in Utrecht, or by the history of an object or monument, a person etc. – the possibilities are endless. What is an absolute requirement, however is that the work must remain relevant to the theme of citizenship, be linked to the city of Utrecht (its citizens, history, institutions, culture, spaces etc.) and be executed in the field of digital storytelling (games, interactive documentaries, web series, animation, interactive e-books, apps etc.)

Who can apply?
The competition is open to the academic students, arts students and creative industry professionals from the Netherlands. People eligible to apply are: students from the field of Humanities and/or Sciences, practitioners from the creative industries, filmmakers, educators, artists, producers and curators interested in art as social practice.
Note that each application has to be individual and will be assessed separately.
The three-member teams will be formed by the selection committee at a later stage, on the basis of the applications, though applicants may indicate a preference for pairing if they wish.
Academic students may use this trajectory as an internship, arts students may use it as their educational project.

Format of the application
The application consist of a letter or expression of interest that states clearly who you are, your interest in working on citizenship at the intersection of digital storytelling and knowledge production and why you wish to participate in this programme.
Add a 1-page CV and eventual links to previous and/or current work if applicable.
Please send the application no later than July 31st to cfh@uu.nl

Programme developed by: Centre for the Humanities at Utrecht University, www.uu.nl/cfh
Partners: Hogeschool voor de Kunsten Utrecht (HKU), Nederlands Film Festival (NFF), Descartes Centre for the History of the Sciences and the Humanities at Utrecht University, Institute for Cultural Inquiry at Utrecht University.