International call to creatives for The Playable City Award, offering production grant, trip to Tokyo, practical support to make and install the work in Bristol, UK and more...

Creatives from around the world are invited to propose distinctive ideas that put 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 communication networks and sensors to join up services, collect data and make efficiencies. The Playable City Award asks us to imagine how we might use these same technologies to make our cities more liveable, hopeful and collaborative. The winning proposal will be installed in Bristol, UK for the public to play in autumn 2015.

The Award includes:

- Award of £30,000
- A trip to Tokyo in October 2015 to share learning from the Award as part of Watershed and BiihCii Plbl Ci Tk
British Council’s Playable City Tokyo programme

- Practical support in producing the work
- Connection with the Pervasive Media Studio at Watershed in Bristol
- Development of touring and future opportunities
- Documentation of the work

Who should apply?

We are looking for artists, designers, architects, urbanists, interaction designers, technologists and creative practitioners who can demonstrate a history of delivering high quality, innovative practice. Individuals or teams can apply.

How to apply

If you are interested in applying for The Playable City Award, please fill in the online form in English, giving details of you, your practice and your proposal. See website for all details, online form, FAQs

Deadline: 7 April 2015, 17:00 (GMT).

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