Open international call for the Playable City Award, offering a £30,000 commission and residency in Bristol, UK. The organisers are looking for new ideas from anywhere in the world which respond to the theme of *Journeys*.

With more than half the world’s population now living in cities, transport infrastructure is a key investment area of the future city, but infrastructure and technology are often prioritised over user experience. *Watershed* is looking for globally-facing projects which start new conversations, imagine new futures and make new connections across the city.

The winning idea will re-appropriate city infrastructure, make use of creative technologies and make our cities more liveable, hopeful and collaborative spaces. It will be prototyped and publicly tested in Bristol, UK, with a view to an international tour.

**The Award includes**

- £30,000 commission
- Practical support in designing, testing and communicating the idea
- Residency at the *Pervasive Media Studio* in *Watershed*, Bristol
- Development of touring and future opportunities
- Film and photographic documentation of your idea

**Who should apply?**

The organisers are looking for artists, designers, architects, urbanists, interaction designers,
technologists and creative practitioners from anywhere in the world, who can demonstrate a history of delivering high quality, innovative ideas and projects. Individuals or teams can apply.

One of the aims of Playable City is to broaden the constituency of people currently engaged in imagining city futures. The organisers therefore particularly welcome applications from Deaf and disabled practitioners and practitioners from a Black, Asian and Minority Ethnic background, who are under-represented in this conversation.

**Deadline: 31 August 2016**