

Interim Results

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Study

- iMinds SMIT (Be)
- Artshare (Pt)
- Short period study
- Bottom up
- Board meeting with experts from all over EU
- Presentations and lectures
- Website www.ictartconnect.eu
- This weekend, opening Thursday
BEAF -> Brussels Electronic Art
Festival, BOZAR

ICT ART CONNECT

. STUDY



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Methodology

- Survey -> Offline vs Online
- Combination interviews
- Open-ended questions
- Closed MPC question
- Disclaimer

Focus

- Personality
 - > who are these people ?
 - > what is their background ?
 - > where do they live, work, produce, research ?
 - > where does their main interest lies ?
 - > how do they look against current funding opportunities, exhibitions opportunities ?

Focus

- Personality
 - > defining roles ?
- Researchers, artists,
scientist, ICT'er, musician,
programmer..
- => Very wide variety of
roles

Focus

- Project
 - > Which projects do they participate in?
 - > Who is funding these projects?
 - > What's the concrete (tangible) outcome ?
 - > What's the intangible outcome ?
 - > What's the balance between these two ?

Focus

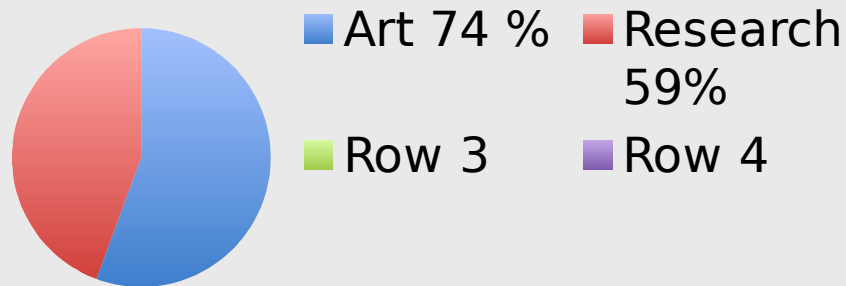
- Successful
 - > Which projects were successful?
 - > Why were they successful ?
 - > Who was involved ?
 - > Balance between material and immaterial outcome ?

RESULTS

- Personality

Majority links more towards ART then towards Research

Art vs Research

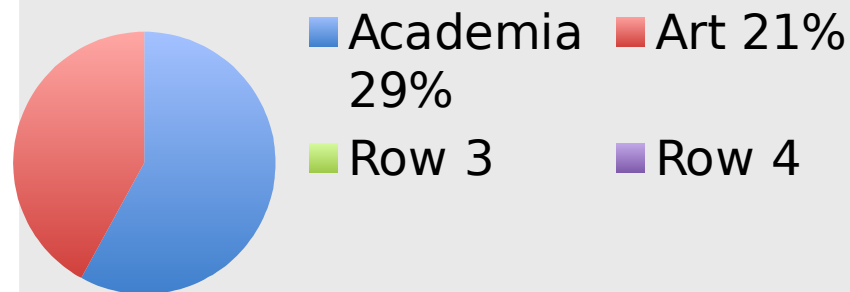


Art as a wider method of creation then ICT,
Art as creative process, IT more instrumental

RESULTS

- Academic context
 - Project are often linked to academia or academia related consortia.

Academia vs Art



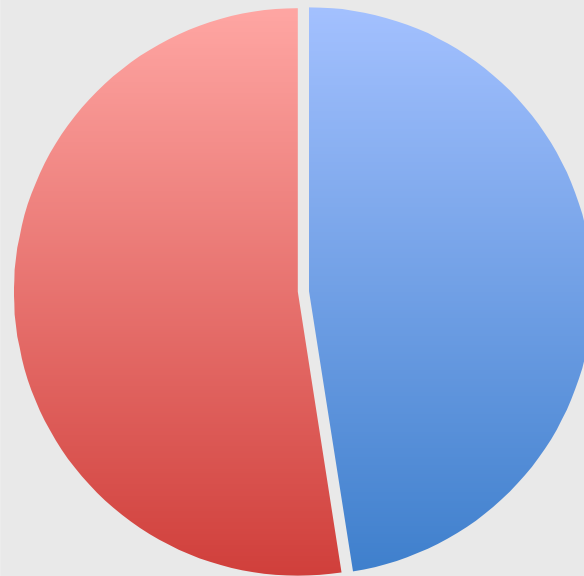
RESULTS

- Nomadic life
 - > Majority is/was linked to more than two (research) institutes, some even to three
 - > Majority lived and worked in more than two places
 - > Projects are linked to (research) institutes, art

RESULTS

- Goals and drivers

Drivers

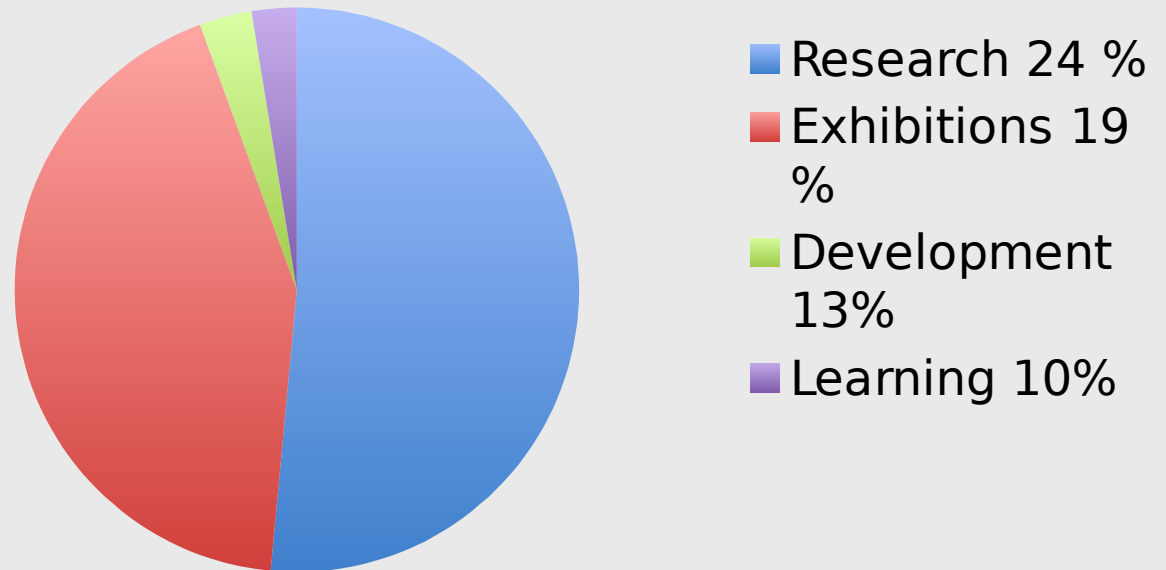


- Innovation in IT
- Art
- Row 3
- Row 4

RESULTS

- **Projects**

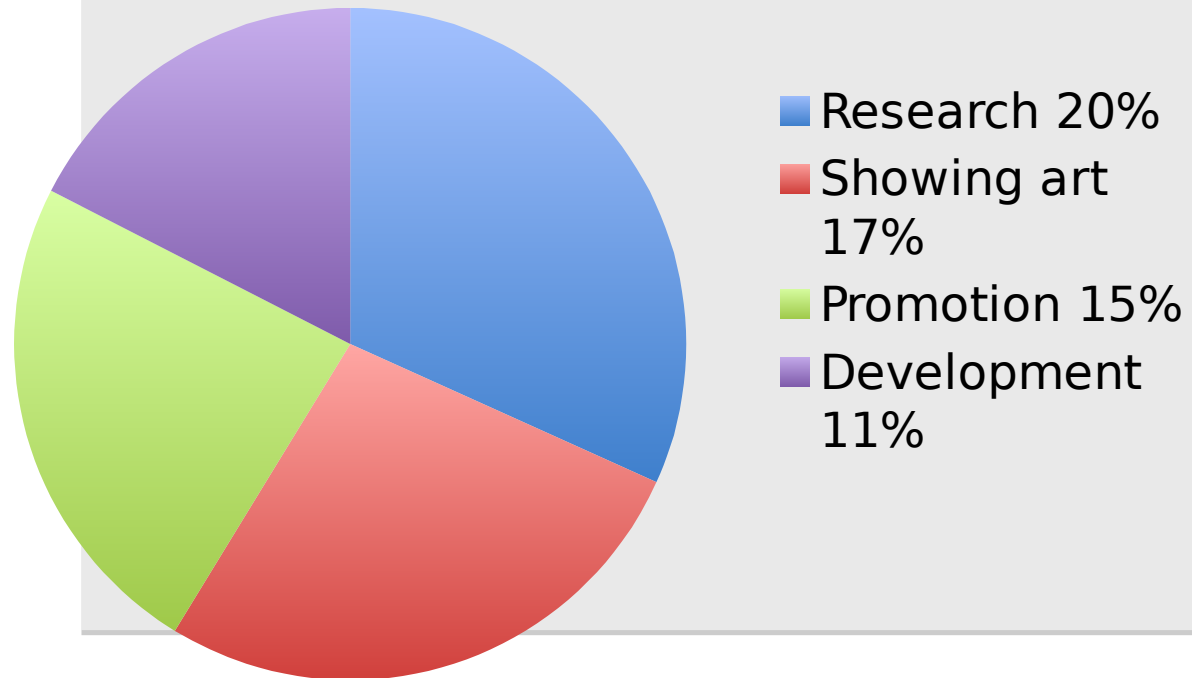
Project context



RESULTS

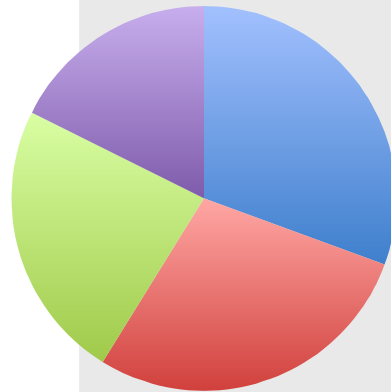
- Outcome of project

Outcome



RESULTS

Succesfactor



■ Products or services 26 %

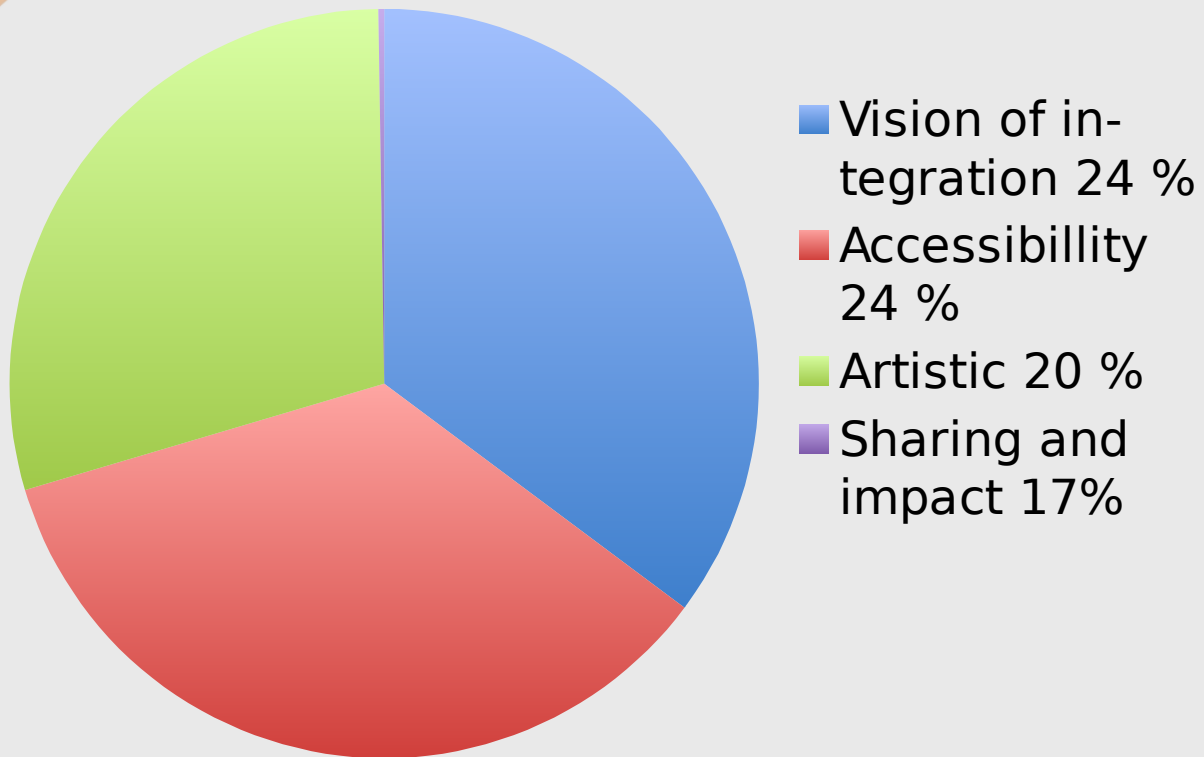
■ Inspiration 20 %

■ International context 24%

■ Promotion and production 15 %

RESULTS

Reasoning



Conclusion

- **Sector itself is**
 - widely spread
 - highly educated
 - involved in wide set of projects
 - engaged in societal and ecological issues
 - not only focused on material outcome but strongly engaged in immaterial outcomes or processes.
 - Putting itself in the void between art & ICT
 - Partially knowledged about the impact and scale of the sector
 - Looking for collaboration and funding lines

Conclusions

- **Projects are**
 - Diverse in setup and context
 - Linked to academia, art or bifold
 - Success is determined on personal level as artist (spreading ideas and international recognition) or as a research unit (university or team, sectorial approach)
 - Outcome is measurable in concrete outcome but immaterial outcome important as well