

Sample form, not for offline completion.

Visit <https://immersivearts.grantplatform.com> to apply.

# You would like to submit your Explore application in Text

This strand supports early stage creative exploration with immersive technologies. It is designed for artists, individuals or micro-entities with little to no prior experience using immersive technologies in their creative practice.

Explore - £5,000

Ideal for:

- artists with little or no experience in immersive arts
- individuals, small creative collectives or organisations (of 10 people or fewer).

Helps artists with:

- early stage exploration of immersive technologies
- developing basic immersive arts skills and knowledge
- experiencing immersive artworks
- meeting potential collaborators and partners
- expanding their immersive arts networks.

Successful applicants will be supported for up to six months (ie for the duration of their proposed project) by the Immersive Arts producers and wider network.

You won't be expected to make a piece of work with the funding, but we will ask you to share your learning in a light touch way.

Explore funding criteria.

The proposal:

- will enable the applicant to explore the use of immersive technology in a creative way
- has the potential to positively impact the applicant's creative practice
- is, alongside the budget and timeline, clear, achievable and resourced appropriately.

Summary

- Total Sections: 7
- Total Questions: 16
- Approximate Word Count: 1000 - 1500 words

Application name

# ELIGIBILITY

## Eligibility criteria

You are eligible to apply for an Immersive Arts grant if you:

- are an individual artist, creative practitioner or creative technologist
- or are applying on behalf of an arts-based organisation, small group or collective (10 people or fewer for Explore)
- are based in the UK
- are aged 18 or over
- have a UK bank account in your own name.

I confirm I meet all criteria above. (optional)

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## APPLICANT DETAILS

Full Name

Contact Information:

Email

Phone

What is your preferred method of communication?

Email

Phone

Organisation or business name (if applicable)

If you are applying on behalf of an organisation, please provide its name, your role and number of staff.

Name of Organisation (optional)

Role within Organisation (optional)

Number of staff (optional)

Website (if you/your business have one) (optional)

Are you located in

- England
- Northern Ireland
- Scotland
- Wales

Postcode

This can be your home address or a business/organisation address, applicants must be based in the uk.

### Demographic Information Request

There is clear evidence that people in the UK are unjustly disadvantaged in competitive funding processes on the basis of gender, ethnicity and disability. The Immersive Arts partners believe that without funders taking a proactive approach, this will not change fast enough.

For that reason we are asking you to disclose some information about yourself at this stage if you feel able to.

All applicants to this call will be assessed and scored against the funds Eligibility and Criteria by external reviewers who will not have access to your answers to these questions. The information you provide here will only be shared with select members of the Immersive Arts Management Group and Operations Team for balancing at the final stage of the process (alongside ensuring we fund a diverse range of ideas, art form, geographies and lived experience).

We are weighing up what is reasonable to ask you at an early stage, with having the information we need to make real change - so are only asking now about these three significant areas of inequality. More comprehensive demographic information will be collected from successful applicants anonymously further down the line. We will use this fuller information to understand how well we are representing the populations of each nation.

As this information is considered special category data under data protection laws we require your explicit consent to collect and process this data. (optional)

Providing this information is voluntary, and you have the option to select "prefer not to say" if you do not wish to disclose this information.

Your Rights:

- You can withdraw your consent at any time by contacting [info@immersivartarts.uk](mailto:info@immersivartarts.uk)
- By ticking this box, I give my explicit consent to the collection and use of my demographic data as given in the next 3 questions.

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## PROJECT PROPOSAL TEXT

### Project Proposal

What is the name of your proposal?

50 words

Please provide a working title for the proposed activity. This does not need to be a 'project name' but should communicate something of what you plan to do.

What will this funding help you to do?

200 words

Please tell us what you want to do. Describe how you would explore the use of immersive technologies and specifically outline the immersive aspects of your idea.

How will this impact your creative practice?

200 words

Tell us more about the specific skills, experiences, connections, or any other things you hope to develop or learn. Include details of how this could influence your creative practice.

Please describe your creative practice in a few sentences

150 words

Tell us about you and your work, for example this could be a short bio, information on artworks, projects, ideas, concepts, themes or research.

Please tell us about 1 or 2 of your creative projects that are relevant to your proposal

200 words

Describe 1 or 2 past or current, artworks or creative projects that are relevant to your project idea, and/or would help us to understand your creative practice.

To support your previous answer, you can provide up to 2 x weblinks, or uploads of relevant works.

Provide links or upload samples of your previous or current work that relate to this application and support your answer. This could be links to a website, an online portfolio, or uploaded documents, video, audio, images or presentations. Please see the guidelines for detail on file, types formats, and duration.

Creative Practice Upload (optional)



Creative Practice URL 1 (optional)

Creative Practice URL 2 (optional)

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## TIMELINE & BUDGET

Proposed start and end dates for your project.

Tell us when you plan to start and finish your proposed activity. Activity should take no longer than 6 months, starting from March 2025 and ending no later than August 2025. Those with access needs or caring responsibilities will be supported on a timeline that works for their individual needs, read the guidelines for details

Start date of project

This date must be on or after 1st March 2025 and before August 2025.

End date of project

This date must be on or after 2nd March 2025 and before August 2025.

If you need to provide additional information on your budget you can add this here. (optional)

150 words

You may want to provide some narrative not able to be described in the budget to help us understand your budget or a particular expenditure.

Please tell us how you plan to spend the £5,000?

Budget item	TOTAL
1	
2	
3	

Provide a brief overview of how you will use the funding, include a simple breakdown of the types of things you plan to spend money on. Please ensure you review the application guidelines for eligible costs. Applicants are invited to apply for the full £5,000 not partial amounts. Eligible costs Project development Planning, research and development, and execution of immersive arts projects. Materials and equipment Purchase or rental of materials, equipment, software licences and other technical tools. Professional fees Payment to artists, collaborators, technical support and other professionals involved in the project. Training fees Formal or informal support or learning related to the project. Travel, accommodation and subsistence For collaborations, research, residencies, attending relevant events, workshops or project-related activities. Marketing/ audience development For Experiment and Expand strands only. Venue hire Studios or spaces required for project development, rehearsals, events or exhibitions. Access and inclusion Costs that support accessible, diverse and inclusive audience engagement and participation (eg sign language interpreters, captioning, creating accessible formats, etc). Access provisions for funded artists, such as support workers, interpreters and travel costs associated with removing barriers to working do not need to be included in this budget. We will ask all successful applicants for details of their access requirements at the start of the programme, and work with them to ensure the proper resources are in place.

## RESEARCH QUESTIONS

### Invitation to take part in Immersive Arts research

Thank you for applying to one of the Immersive Arts funding opportunities.

In addition to offering funding, Immersive Arts is a UK-wide research programme. We are working to better understand how artists and audiences connect with immersive technologies, and exploring what else might be needed for this sector to develop in an inclusive, accessible and sustainable way.

We would like to invite you to contribute the information you have just submitted to an ongoing research study conducted by Immersive Arts research partners, the University of the West of England and University of Bristol. Contributing your information to the study in this way will help to ensure that the research is representative and accurate, and that the results are meaningful and useful to the creative community.

If you consent to your submission being used in this way, the research team will have access to an anonymised version of your submission. Your name, and the names of your collaborator(s,) and any company name(s) and project names will have been removed.

Your data will be stored in a secure setting to which only the researchers will have access in accordance with the University's and the Data Protection Act 2018 and General Data Protection Regulation requirements. Further detail is available in the [PRIVACY NOTICE](#).

Participation in the research is entirely voluntary and you can withdraw your consent up to two weeks after giving initial consent. After two weeks your information will be fully anonymised and analysed with other data making it impossible to remove.

You retain full rights to the intellectual property of the ideas included in the submission, and the Immersive Arts research team will never disclose the specifics of your creative practice or project in any research outcomes. The team are looking for trends, similarities and differences across the whole set of anonymised submissions, and will take care not to reference specific ideas, people, organisations or artworks directly or by inference in any published outcomes. Results of the research will be shared via the Immersive Arts website, [immersivarts.uk](http://immersivarts.uk) and via academic and industry events and publications e.g. peer-reviewed journals and conferences.

For further information, or to withdraw consent, please contact lead researcher, Verity McIntosh  
[verity.mcintosh@uwe.ac.uk](mailto:verity.mcintosh@uwe.ac.uk)

The project has been reviewed and approved by University of the West of England University Research Ethics Committee. Any comments, questions or complaints about the ethical conduct of this study can be addressed to the Research Ethics Committee at the University of the West of England at: [Researchethics@uwe.ac.uk](mailto:Researchethics@uwe.ac.uk)

**IMPORTANT:** Your decision to consent or not consent does not in any way influence the assessment of the application you have just submitted. Assessors reviewing your application will not receive information regarding whether or not you have consented to your information being shared with the research team.

Thank you very much.

Research consent

- I give my consent for my anonymised submission to be shared with the Immersive Arts research team.
- I do not give my consent for my anonymised submission to be shared with the Immersive Arts research team.