

Examples of Collaborations with Corporations and Research Institutes

As a launch project for the competition, "KYOTO STEAM 2020 International Art Competition Launch Exhibition" will be held as below. This exhibition features artists and partners' jointly created works selected by a jury.

KYOTO STEAM 2020 International Art Competition Launch Exhibition

Saturday, October 31–Sunday, December 6, 2020  
10:00 a.m.–6:00 p.m.  
Closed on Mondays (except public holidays)

Visitors with ticket reservations are given priority admission. Please visit the official Kyoto City KYOCERA Museum of Art website for more information.

Venue: Higashiyama Cube, Kyoto City KYOCERA Museum of Art  
124 Okazaki Enshoji-cho, Sakyo-ku, Kyoto, 606-8344, Japan  
Tel.: +81 075 771 4334  
Official website: <https://kyotocity-kyocera.museum>

Admission: adults ¥1,000 (incl. tax), free for junior high school students or younger  
Free admission for high school students who reside or attend school in Kyoto City (student ID required), and those with certified disabilities and one accompanying adult

Participating Artists, Corporations, Research Institutes

Ichihara Etsuko (media artist) × Digital Hollywood University Graduate School and Hacosco Inc.

Kubo Gaetan (artist) × KOTOBUKI CORPORATION and TOWN ART Co., Ltd.

Suzuki Taro (media artist) × Fukuoka Weaving Co., Ltd.

Hayashi Yuki (video artist) × Center for iPS Cell Research and Application, Kyoto University

Mori Taizo (artist) × TAIYO KOGYO CORPORATION

Yagi Lyota (media artist) × MINO SHOJI CO., LTD.

Yamato Mio (artist) × SHIMADZU CORPORATION

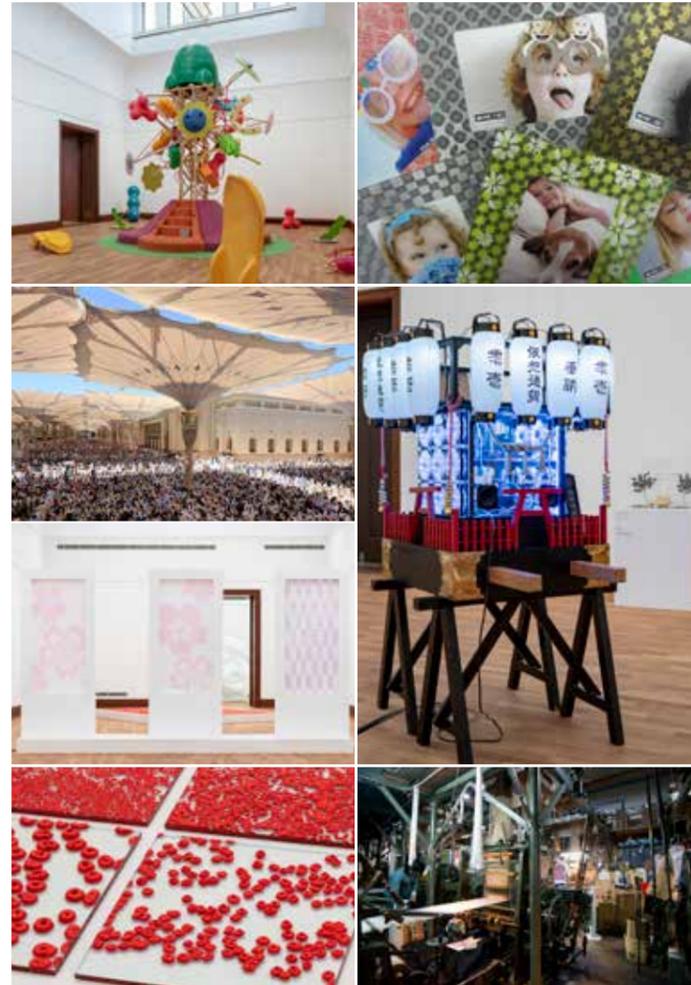
Kyoto University of the Arts × SeedBank Co., Ltd., Kimoto Katsunori (Japan Agency for Marine-Earth Science and Technology), and Nakamura Yasuhide (Shimane University)

Kyoto Institute of Technology × Watanabe Shrine and Temple Architecture Ltd., and more

Kyoto City University of Arts × KYOCERA Corporation Minatomirai Research Center, Shiose Takayuki (Associate Professor, The Kyoto University Museum), and Tomita Naohide (Professor, Department of Mechanical Engineering and Science, Kyoto University)

Panasonic Corporation × Konel / curiosity, inc. / mui Lab

Sponsors: Nissha Co., Ltd., UNION CORPORATION JAPAN  
In cooperation with curiosity, inc., Nissha Foundation for Printing Culture and Technology, and Panasonic Corporation



The first, third, and fourth images from the top left and the center right image are of exhibited works from "STEAM THINKING: Art to Create the Future—Kyoto International Art Competition: Launch Exhibition," originally planned to open at Kyoto City KYOCERA Museum of Art in March 2020. (Photo: Omote Nobutada) The second from the top left and the first and third from the top right are examples of materials, technology, data, and knowledge of the participating corporations.

Embodying the principles of the Kyoto Cultivates Project to cultivate, nurture, and refine cultural initiatives in the city, and resonating with the pioneering hopes for humankind that the Kyoto Prize has shown, KYOTO STEAM—International Arts × Science Festival is a new art and culture event celebrating the intersection of art, science, and technology. Pre-events are taking place from 2020 to 2021 for the upcoming second edition of the festival to be held around the Okazaki area of Kyoto in 2022.

STEAM stands for "Science," "Technology," "Engineering," "Art," and "Mathematics."

Organizer / Inquiries  
KYOTO STEAM—International Arts  
× Science Festival Executive Committee

Kyoto International Community House, 2-1 Torii-cho, Awataguchi, Sakyo-ku, Kyoto, 606-8536, Japan

Contact persons: Yasukochi (Mr.), Nakao (Ms.)  
Tel.: +81 075 752 2212 Email: [info@kyoto-steam.org](mailto:info@kyoto-steam.org)  
Weekdays (Mondays to Fridays) 8:45 a.m.–5:30 p.m.  
Closed public holidays and year-end holidays (December 29–January 3)  
Visit the official website for more information: <https://kyoto-steam.com/>



official website



@kyoto\_steam



kyotosteam\_official

Published October 2020

Open call for artists to create new works of art in collaboration with corporations and research institutes

KYOTO

KYOTO STEAM 2022  
International Art Competition

STEAM

Open Call for Proposals

2022

Supported by the Japan Foundation Kyoto Office  
Organizer: KYOTO STEAM—International Arts × Science Festival Executive Committee

Application period  
Saturday, October 31, 2020 – Thursday, January 28, 2021

KYOTO STEAM  
—世界文化交流祭—

# KYOTO STEAM 2022 International Art Competition

The KYOTO STEAM—International Arts × Science Festival Executive Committee is holding the KYOTO STEAM 2022 International Art Competition as the core program for the upcoming second edition of the festival in 2022.

Unique in Japan, this is an international competition exhibiting and awarding works collaboratively created by artists, corporations, and research institutes. We invite a wide range of artists and corporations as well as research institutes to combine their creativity and exhibit their collaborative efforts that embody the possibilities of integrating art, science, and technology, from which the best works will be awarded prizes.

We welcome proposals from artists who wish to participate in this competition producing works together with corporations and other partners.

Participating artists are expected to flexibly connect their creativity with the creativity of corporations as well as research institutes, discover new values in the materials, technology, data, and knowledge provided by corporations and research institutes, and produce works that can only be made through joint effort. We invite a wide range of artists who are eager to present globally new works created through interdisciplinary practice.



Kyoto City KYOCERA Museum of Art (Photo: Koroda Takeru)



Kyoto City KYOCERA Museum of Art, Higashiyama Cube (Photo: Koroda Takeru)

## Competition Overview

Application period

Saturday, October 31, 2020–Thursday, January 28, 2021 (arrival deadline)

### 1. Open Call

We invite artists to submit proposals that utilize the materials, technology, data, and knowledge provided by the participating corporations and research institutes.

### 2. Eligibility

- (1) All artists (either individuals or groups) regardless of age, nationality, place of residence, or discipline
- (2) Applicants who are able to smoothly communicate with the committee
- (3) Applicants who are able to responsibly and proactively carry out tasks, including the production and installation/deinstallation of their work in consultation with corporations and other partners
- (4) Applicants who are able to cooperate with the exhibition's publicity activities

### 3. Applications Overview

Application period: Applications must arrive between Saturday, October 31, 2020 and Thursday, January 28, 2021.

How to apply: Applicants must print six copies of (1) application form, (2) proposal, and (3) portfolio, and mail them to the festival office address (see "Organizer / Inquiries" ) within the application period. Due to the coronavirus, applications are not accepted in person.

- (1) The application form can be downloaded from the official festival website (<https://kyoto-steam.com/en/program/event03/workplan/>).
- (2) A proposal must utilize the materials provided by the participating corporations, which are listed on the official festival website (<https://kyoto-steam.com/program/event03/entrylist/>), and take into consideration the size of exhibition space of 6 m (20 ft.) (length) × 6 m (20 ft.) (width) × 5 m (16 ft.) (height) available for each work. The website will regularly update information on the participating corporations until Monday, December 28, 2020.
- (3) A portfolio containing images of past works and explanatory comments should not exceed five A4 pages. Please specify if you have past experience of collaborating with corporations and such partners.

\*Submitted documents will not be returned. They will be used for the sole purpose of this competition. The names and CVs of the applicants whose proposals are selected will be made available online.

### 4. Guidelines for Proposals

- Check the information on the participating corporations and research institutes before making a proposal.
- Make a work proposal that utilizes the materials, technology, data, and knowledge of one corporation. Proposals that combine the materials, technology, data, and knowledge of multiple corporations are not accepted.
- Only one proposal per applicant is accepted.
- Applicants are responsible for any costs involved in creating a proposal.
- Previously exhibited works cannot be submitted.
- While the committee accepts any art discipline, method, material, and form, it does not accept proposals that use fire, gas, smoke, water, soil, or plants.
- Proposals are not accepted that infringe on the copyright or portrait rights of third parties, or that violate public order and morality.
- The proposed work must be planned in such a way that the exhibition venue is returned to its original condition after the exhibition closes.
- Proposed works must be durable enough to withstand the exhibition period of approximately two weeks and must also take the safety of the viewer into consideration.
- Please specify the power consumption of any electrical equipment used in the proposed work.
- Applicants are responsible for arranging any video and audio equipment used in their work and paying for any costs involving.

### 5. Support

The following support is provided for the production of selected proposals.

- (1) The committee's art coordinators will offer assistance to artists until the end of the exhibition.
- (2) 500,000 yen (TBC) is provided to cover production costs.
- (3) The committee subsidizes transportation costs up to 300,000 yen (TBC) related to installing and deinstalling work. Details are decided in consultation with the committee. The committee is responsible for insuring the exhibited artworks during the exhibition and installing/deinstalling periods.
- (4) The committee is responsible for designing and making captions and other related exhibition signage.
- (5) The committee will photograph the exhibited works and provide the image data.

### 6. Proposal Screening

Approximately ten proposals will be selected by a jury that consists of the following experts along with representatives of participating corporations.

Abe Ken (Representative, AiBe)

Komoto Hiroki (Division Director, Regional Industrial Revitalization Div., Advanced Science, Technology & Management Research Institute of KYOTO)

Takahashi Shinya (General Manager, Kyoto City KYOCERA Museum of Art)

Hashimoto Azusa (Curator, The National Museum of Art, Osaka)

Yoshioka Hiroshi (Program-Specific Professor, Kokoro Research Center, Kyoto University)

### 7. Exhibition

Completed artworks are exhibited at the following exhibition.  
Exhibition title: KYOTO STEAM 2022 International Art Competition

Exhibition period: approx. two weeks in 2022 (TBC)

Venue: Kyoto City KYOCERA Museum of Art, Higashiyama Cube (TBC)

Period for installing and deinstalling: approx. one week before and after the exhibition (TBC)

### 8. Judging

A jury of experts will select the best works from the exhibited works. Jury members will be announced at a later date.

### 9. Awards Ceremony

Date and time: during the exhibition period

Venue: Kyoto City KYOCERA Museum of Art, Higashiyama Cube (TBC)

Awards: Grand Prix (2,000,000 yen prize money) and other prizes (TBC)

### 10. Miscellaneous Information

- (1) This competition is funded by the 2021 fiscal year budgets of the Agency for Cultural Affairs and Kyoto City. The program details are subject to change depending on deliberations regarding said budgets.
- (2) Images of the produced artworks shall be freely available for print publications, websites, and other media produced and run by the committee, Kyoto City, and Agency for Cultural Affairs for publicity purposes.
- (3) No objection can be made regarding the competition results.
- (4) The copyright and ownership rights of completed works will be determined in consultation with the corporations and other partners.
- (5) Applicants are deemed to have agreed to the terms and conditions written here upon submitting their applications. Applicants whose proposals are selected are required to sign a contract with the committee in regard to the production of their work.
- (6) Should other questions and problems arise, the committee shall make decisions in consultation with the relevant parties.

2020

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## Open Call for Partners

Monday, August 31  
–Thursday, December 10, 2020

Corporations and research institutes are invited to offer materials to artists.

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During this period, there is an open call for corporations and research institutes interested in providing materials, technology, data, and knowledge for artists. The official festival website lists the names of corporations and research institutes along with their materials, technology, data, and knowledge. (Updated regularly until Monday, December 28, 2020)

2021

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## Competition Procedure

### Open Call for Artist Proposals

Saturday, October 31, 2020  
–Thursday, January 28, 2021

Artists are invited to submit proposals that utilize the materials, technology, data, and knowledge offered by corporations and research institutes.

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### Proposal Screening

A jury of experts and representatives from the participating corporations reviews the submissions and selects about ten proposals.

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### Production Period

April 2021–

The selected proposals are created by the artists for the upcoming exhibition.

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## KYOTO STEAM 2022 International Art Competition Kyoto City KYOCERA Museum of Art, Higashiyama Cube (TBC) 2022

A jury of experts will review the exhibited works and award prizes to the best works.