



Síolta Glasa

Creative Communities

Síolta Glasa

Creative Climate Action Fund II: Strand 2: Ignite

Open Call for Creative Partners (e.g. artists, musicians, architects etc.*)

Deadline:

All applications must be submitted, via MyPoint, no later than Tuesday 6th February 2024.

Summary:

Síolta Glasa will bring together community groups from across Limerick city and county, with creative partners, to work creatively and collaboratively to examine decarbonisation in their communities, identify an aspect that matters to them and explore and enable localised behaviour change. The creative collaboration must be completed between March 2024 and October 2025.

***Creative Partners:**

This call is open to the Artistic/Creative/Creative Industry partners from a diverse range of disciplines including, but not limited to: music; performing arts; visual arts; architecture; crafts, product design; graphic design; fashion design; film; radio; photography; software and computer game development; publishing; literature; cultural heritage; museums; galleries; libraries; advertising; and marketing.

The participatory element of socially engaged practice, is key, with the artworks created often holding equal or less importance to the collaborative act of creating them.

If you have, any queries re eligibility, please email creativeireland@limerick.ie.

Briefing Document:

Limerick City and County Council are pleased to announce an open call for Limerick based creative partners to work with selected Limerick communities on **Síolta Glasa**: a creative climate action project with the aim of exploring creative climate action and enable localised behaviour change.

The Department of Tourism, Culture, Arts, Gaeltacht, Sport and Media, in collaboration with the Department of Environment, Climate and Communications and the Department of the Taoiseach launched the Creative Climate Action Fund II in 2023. This Creative Ireland initiative supports creative, cultural and artistic projects that build awareness around climate change and empowers citizens to make meaningful behavioural changes.

Limerick City and County Council, along with a multidisciplinary team of partners, has secured funding through the Fund for a project known as '**Síolta Glasa**'. This project builds on the successful implementation of the Creative Climate Action collaborative project Decarbonising Together delivered in Limerick in 2022 by lead partner Limerick City and County Council (LCCC).

Síolta Glasa will bring together community groups from across Limerick city and county, with creative partners, to work creatively and collaboratively to examine decarbonisation in their communities, identify an aspect that matters to them and explore and enable localised behaviour change. Professional creatives and scientists will be at the core of the process, contributing to a positive cycle of collaboration, which builds capacity in communities, enabling a just transition.

Síolta Glasa uses creativity to empower communities to take climate actions by making carbon reduction activities relevant, actionable and relatable to people's lives and communities. When supported by Local Authorities and other stakeholders, creative climate conversations/explorations increase understanding and create 'buy in', forming the basis for significant individual behaviour change and the initiation of carbon reduction projects at community level under a variety of themes. Síolta Glasa has the potential for long-lasting community impact in the context of the development of the Local Authority Climate Action Plans and the launch of the Community Climate Action Fund.

Seven creative collaborations will be funded as follows:

- Creative Industry Partners €18,000 (this funding will cover costs associated with the art or creative project further detail below) *See Appendix 1*
- Communities €3,000 (to cover community costs incurred in taking part in Decarbonising Together).

Who can apply?

Limerick City and County Council are looking for seven creative partners to work each with a Limerick community. The creative partner can be an individual artist or collective organisation. This project would best suit creative partners whose creative practice is collaborative, often participatory and involves people as the medium or material of the work. The participatory element of socially engaged practice, is key, with the artworks created often holding equal or less importance to the collaborative act of creating them.

Within the broad range of available definitions, creativity is considered as a set of innate abilities and learned skills; the capacity of individuals and organisations to transcend accepted ideas and norms and by drawing on imagination to create new ideas that bring additional value to human activity.

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If you have any queries re the application process, please email creativeireland@limerick.ie.

The deadline for submissions is **the 6th February 2023, at 5:00pm.**

Applications must be made on Limerick City and County Council's public consultation and collaboration platform [Mypoint](#)

Expectations of Creative Partner/ artist:

It is anticipated that there will be seven outputs from the collaborations in a range of creative mediums and skills. The collaborations will support learning and doing together, and will use, as appropriate, Limerick's Citizen Innovation Lab as a collaboration platform to create impact through empowering communities in decarbonising Limerick by 2050, with citizen creativity placed at the core of the process.

A scientific evidence-based approach to creative practice in climate projects is an important aspect of Síolta Glasa. A scientific basis for the activities carried out and behaviour changes encouraged is key. In order to develop a dialogue between the scientific and creative communities all collaborations will be supported by a Science Advisory Group convened by the Mary Immaculate College Geography Department. The Science Advisory Group will provide advice and links to scientific expertise and knowledge within their organisations that will underpin the decarbonisation journey of the collaborations based in science and ensure there is sound data and evidence to inform the projects.

The importance of sharing and amplifying the community creative stories to inspire other communities is an important aspect of Síolta Glasa. Mentored by the School of Journalism in UL, a Storytelling and Data Visualization Pillar will be incorporated into the project to create a holistic narrative of the collaborations in partnership with the community and creative industry/creative arts practitioners. This resource will collate collaboration stories and create content that can be used to amplify the project locally, nationally and internationally. They will use the Citizen Innovation Lab digital space, which will be further developed as a repository for creative community climate stories. This includes a series of “Tell Your Own Story” workshops to build capacity for communities, creatives and project stakeholders with a focus on grabbing attention and communicating the project and mediating appropriately and effectively.

There will be a local and national media campaign regarding the community engagement and outputs of Síolta Glasa. If your application is successful, part of the project would be sharing your journey as you work through the collaboration with the community. This will, additionally, be achieved through the keeping, and sharing, of electronic diaries.

Each Creative Collaboration will participate in three public facing events that draw attention to the work of the creative collaborations and inspire and encourage the wider community to take climate actions. The events will promote learning across the collaboration and will increase the profile of the project and the broader impact across Limerick in sharing the creative climate journeys. These events will be:

- A midway storytelling event
- a Culture night exhibition will highlight the emerging creative outputs
- and a wrap up event focused on the community climate conversations and ambitions for the future

Successful applicants must provide their own Public Liability and Professional Indemnity insurance cover.

Creative collaboration location may be in the Limerick metro or county. Thus, applicants should declare if they are unable to work in either the metro or the county area. It would be beneficial for applicants to have their own transport. Car hire, or similar, will be considered eligible creative expenditure.

Successful applicants may be subject to Garda vetting.

Supports for Creative Partner

Citizen Innovation / Fab Lab

Fab Lab Limerick is a space for Makers in Limerick City Centre. It was started in 2012 as an elective course at the School of Architecture, in UL, in which open source 3D printers, CNC routers and laser cutters were built. In 2014 this self-build equipment was moved to an empty building in the city centre owned by Limerick City Council. It is now located with the Citizen Innovation Lab in the UL City Campus on Sarsfield Street.

What can you do at the Fab Lab? Fab Lab Limerick is now a digital fabrication laboratory that offers cultural, educational and research programmes on digital fabrication, and aims to bridge the gap between these technologies and creatives from all disciplines.

How can the Fab Lab be used by Síolta Glasa creative collaborations

Fab Lab Limerick has facilities for Laser Cutting, 3D Printing (FDM, SLS and SLA), CNC Cutting, Vinyl Cutting as well as Fabricating Electronics, 3D scanning, VR visualisation and more. The team at Fab Lab Limerick are on-hand to assist you during the development of your solutions and can mentor designers and their groups as they realise solutions to the Decarbonisation Challenges.

The Fab Lab Limerick maker space can be used to amplify impact through making and doing together. The lab offers the opportunity to share creative ideas, to

experiment with technology and to use the expertise of the Fab Lab team, to program and deploy your prototypes. Time available and use of the lab may need to be adjusted based on volume of responses received.

Assessment Process:

This is a competitive scheme. Your application will be initially categorised and summarised by Limerick City and County Council. Any applications that clearly fall outside the eligibility guidelines and criteria will be eliminated at this point Applications will then be assessed by an Assessment Panel appointed by Limerick City and County Council. As part of the assessment process communities and creatives will be matched, by the panel, for their collaboration. Applicants will be contacted in writing and notified of the outcome of their application. Feedback from the panel will be available on request. Successful applicants will receive in writing a Letter of Offer, which will outline the specific terms.

Criteria for assessment and marking scheme:

Applications will be assessed in a competitive context and with consideration of the application form and the supporting material submitted. Therefore, not all applicants may be successful. Criteria for assessment as follows:

Criteria and Marking

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| Track Record: Previous experience, artists/creatives CV (15), examples of work (15) | 30 marks |
| Proposed methodology and evidence of collaborative approach and evidence of planning with time line | 30 marks |
| Originality/Innovation overall quality of proposal/quality of | 20 marks |

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| application | |
| Feasibility of proposed budget | 10 marks |
| Impact: | |
| <ul style="list-style-type: none"> • Social/Community • Cultural • Environmental | 10 marks |

Project Timeline:

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| Community & Creative Open Call live on MyPoint | 11 th December 2023 |
| Community & Creative Call closing date | 6 th February 2024 |
| Communities & Creatives selected and informed | 1 st March 2024 |
| Intro to Climate Action Workshop | March 2024 |
| Intro to Story telling | March 2024 |
| Pairing of Communities with their Creative Partners | 1 st April 2024 |
| Learning events, creative development and mentoring. Communities share experiences with their networks | Ongoing |
| Culture Night | 20 th September 2024 TBC |
| Creative Outputs and Dissemination | |

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| All projects finished and funding comes to an end 31 st October 2025 | |
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Appendix 1:

Eligible expenditure

- It is possible to apply for materials, resources, equipment, third party expertise, or the hiring of services, where it can be demonstrated that such costs are intrinsic, or necessary to the development of your practice.

Ineligible Costs

- Activities for costs that do not fit the purpose of the Award
- Proposals which do not have a creative objective, for example, sport, tourism, general recreation.
- Academic activities that do not form part of the development of a professional arts practice
- Charity fundraisers
- Activities of elements of the proposed project which have been, or are being grant-aided by other sources of funding, so as to avoid duplication of funding for the same activity/project
- Retrospective applications – those relating to activities that the applicant has already completed or activities that have already been assessed and awarded funding under another grant scheme. An exception will be made if the Arts Office has specifically advised you to redirect your application to this award. Please bear in mind that such advice is not an indication of a successful outcome.
- Capital requests for building improvements to workspaces and venues
- Capital requests for musical instruments, or uniforms
- Spend on alcoholic beverages, fines, legal costs, penalty payments
- Ineligible education and training
 - Primary, secondary and third level education

- Undergraduate and vocational courses
- Non-professional arts courses

If you have any queries on eligible and ineligible costs, please, contact creativeireland@limerick.ie