



ABANDON NORMAL DEVICES

AND PROJECT INTERN: PROJECT DAEDALUS

Abandon Normal Devices (AND) has an exciting internship opportunity to support an ongoing research and development project.

Reporting to:	Creative Producer
Based:	AND Office, Manchester
Fee:	This is an unpaid position but agreed expenses will be paid
Length:	May - August 4 months p/t
Key dates:	21, 22, 28, 29 May, 10, 18 June, 22, 24 July
Deadline:	Friday May 1st 5pm

About the Project

Project Daedalus is a research and development project funded by Digital R&D Fund for the Arts exploring how to use drones in arts contexts. Lead by AND, technology partner Marshmallow laser Feast and research partners at the University of Salford. The project explores the boundaries of storytelling through the use of drones with FPV (first person view) technologies such as Oculus Rift and Google Cardboard. The project is experimenting with drones through a series of live testing at lab events and other wider research with audiences and cultural organisations. The learning from the events and wider research will contribute to an online 'toolkit' of resources to help arts organisations host their own drone art experiences.

About the Role

The role will involve working closely with AND team through the development and delivery of Project Daedalus. Supporting the Creative Producer with key admin, logistical and production tasks, during the projects development, delivery and evaluation. Including site visits and meetings with artists, participants and partners. The role will be based at the AND office in Manchester but will involve travel to sites in Greater Manchester and London which AND will cover the cost of.

Through the placement you will gain experience in:

- Artistic Research Processes
- Workshop Facilitation and Delivery
- Partnership Development
- Implementation of Creative Technology in Arts Projects

Placement Key Skills & Attributes

- Excellent written & verbal communication
- Friendly and approachable
- Great team worker with a flexible approach to work

- Interest in new cinema, digital culture & art
- Experience of working in an arts environment / production
- Organised with the ability to multitask
- Proficiency in Excel and Word

HOW TO APPLY:

Please submit your CV (no more than 2 pages and including at least two referees), alongside a supporting statement (300 words max) highlighting how your interest in working with AND, what you would like to gain experience in and how some of your experience meets the needs of the role.

Guidance Notes for Applicants:

- **The deadline date for applications is 17:00, Fri 1st May**
- Please insert APPLICATION PROJECT INTERN as the subject.
- Shortlisted candidates will be contacted by email and invited to an informal interview
- To submit your application or for any queries please contact jobs@andfestival.org.uk

ABOUT AND

AND is a distinctive and ambitious organisation which commissions ground-breaking projects and festivals that challenge conventional modes of participation; Stimulating new art-forms and audiences, the programme actively redefines what we think to be art and digital culture. AND launched in 2009 and since then has shaken the creative sector. It has championed a different approach through using the regional partnership of its founders as a springboard to test new production models. Over six years it has commissioned over 80 projects and worked with over 400 contemporary artists. In 2014 AND became an independent agency and moved into a new operating model (evolving from the organisation's founding partners FACT and Cornerhouse) and has been awarded National Portfolio status by the Arts Council, which will enable AND to become a more sustainable and resilient organisation.

www.abandonnormaldevices.org