XR Stories Residency Programme Guidance

Programme Overview

The XR Stories residency programme provides opportunities for researchers and creative businesses to work on projects using XR technology in a space outside of their usual environment, to incubate new ideas and carry out productive research and development.

Successful applicants will become residents in the XR Stories immersive technology lab, using our facilities and state-of-the-art technology as their own workspace. With support from the XR Stories R&D team, residents will have up to five day's worth of focused R&D time to make demonstrable progress in their project.

Following the residency, residents will be asked to lead a knowledge-exchange event of their choice with the intention to co-produce new knowledge to XR Stories audiences. Residents will also receive monthly coaching sessions with the XR Stories R&D team, for the following 6 months after the end of their residency, for extended support with their project.

There are 3 residency places available and they will take place across July, August and September.

Residency Weeks

There are three residency windows available. Applicants will be asked to state which residency windows they are available for. Following a successful application, residents will be designated a residency window, and will be able to specify between 3 and 5 working days within that window to spend in the XR Stories lab. These dates do not need to be consecutive, but all five dates need to be within the same window.

Residency 1
Start of window: Monday 15th July
End of window: Friday 26th July

Residency 2
Start of window: Monday 5th August
End of window: Friday 16th August

Residency 3
Start of window: Monday 2nd September
End of window: Friday 13th September

Support Available

Facilities & Equipment

The XR Stories lab is based on the second floor of the Guildhall, in the city centre of York. The building has lift access and accessible toilets.

Residents will be able to access the lab during XR Stories working hours: 9am – 5pm. While the XR Stories team must be present to supervise, residents will be given temporary fob access to the lab door, allowing residents to come and go as frequently as necessary. Residents will be able to bring team members or associates on their projects into the lab during the residency, as long as the XR Stories team is notified and the total number of people does not exceed its maximum capacity of 15 people, including members of the XR Stories team.

The lab hosts a range of equipment that supports the following areas of XR technology:
● Virtual production
● Motion capture
● 3D scanning & modelling
● Virtual reality
● Augmented reality

Team Support

The XR Stories Lab is run by a team including a creative technician, creative producer, and a project manager. The team is able to support residents with using the facility, equipment, developing ideas, finding connections, and problem-solving. The team will also be able to support the resident in completing practical project work, however will not be able to do this on behalf of the resident. Additionally the team will be able to act as a point of connection to other researchers and projects in related areas at the University of York.

Please note that all residents will receive an introduction with all equipment with the Lab technician before using it themselves. It may also be necessary for the Lab technician to be involved in running some larger or more complex pieces of equipment, if used.

The below support tiers are additional remits of support available during residencies, and applicants will be asked to select the tier that most closely aligns with the support required for their residency:

Tier 1 - Low-level support: The XRS Lab team will be available to help to solve basic issues, answer general questions and give advice when requested, but otherwise the resident is happy to be self-sufficient.

Tier 2 - Mid-level support: The XRS Lab team will be available to provide support described in Tier 1, as well as providing in-depth technical support in advising the best equipment to use, how to use it, and collaborating with the resident in using the equipment.

Tier 3 - High-level support: The XRS Lab team will be available to provide support described in Tier 2, as well as providing support with in-depth problem solving, project management, and development of R&D ideas.

Output

The purpose of the XR Stories residencies is to support early stage research and development, with the aim to see notable progress by the end of the programme. This

progress can be represented by a variety of outputs and does not necessarily need to be a tangible 'product.'

Following the residency, residents will be asked to share their experience in the residency and the progress achieved with XR Stories audiences, with the intention to co-produce new knowledge. Residents will be invited to lead a knowledge-exchange event of their choice; this could be, but is not limited to, a workshop, a research talk, an online webinar, or a masterclass.

XR Stories will then coordinate monthly sessions with the resident to develop the project and provide coaching for the 6 months following the end of the residency.

Application Guidance

Who is eligible to apply?

This residency programme is open to:
● Researchers employed at a UK based university (including late stage PhD students, within the last year of completing their PhD)
● Small-to-medium sized enterprises
● Sole traders

Only one individual needs to apply from a project team, and applicants will be asked for a number of team members or associates that may be brought into the lab during the residency.

We welcome applications from people of all backgrounds and encourage applications from underrepresented groups.

What are we looking for?

XR Stories has supported, and continues to support, a wide range of R&D projects across the screen industries, however this is not a requirement for projects applying to the Residency Programme, and will consider projects based across various industries, such as healthcare and heritage.

We are looking for:
● Innovative research and development projects using extended reality technologies to facilitate immersive and interactive digital storytelling.
● Applicants with a clear idea of a project or piece of work they want to progress during their residency, with an outline on how they would use their days in the residency.
● Applicants with an understanding of how their project or skills can be adapted to a post-residency knowledge-exchange event, with an outline of what this could cover.

If you're interested in seeing the projects XR Stories has supported in the past, these can be found at www.xrstories.co.uk/projects/

How to Apply

Applicants should complete the following application form: Application form by **23:59 on Friday 24th May 2024.**

Data Capture

XR Stories has overarching objectives to support University of York research and collaborative R&D, regional creativity and economic growth. We collect information about residents involved in the residency programme to revisit later and see how we can evidence the impact of our support.

Selection Criteria

- How **innovative** is the project's use of XR in its relevant industry?
- Is the **scale** of the project and the support in line with a 5 day residency?
- How clear is the project's trajectory for **demonstrable outcomes** by the completion of the residency?
- Is there an **engaging knowledge-exchange event** suggested to follow the end of the residency?

Review & Programme Timeline

Milestone	Date(s)
Application deadline	24th May (23:59)
Reviewing & decision making	27th May – 14th June
Notification of decisions	w/c 17th June
Onboarding calls	1st July - 12th July
Residency 1	
Residency window starts	15th July
Residency window ends	26th July
Debrief & feedback	w/c 29th July
Residency 2	
Residency window starts	5th August
Residency window ends	16th August
Debrief & feedback	w/c 19th August
Residency 3	
Residency window starts	2nd September
Residency window ends	13th September
Debrief & feedback	w/c 16th September

Applicant Commitments

By applying to this residency programme, we ask you to:

- Commit to a minimum of three days of in person work in the XR Stories lab, in York, within a window as advertised by XR Stories.
- Respect the requirements of the Guildhall facility access guidance.
- Read the required risk assessments for use of the lab and applicable equipment.
- Be willing to meet the evaluation requirements following the residency, to understand

the impact of this programme.

XR Stories Commitments

- Ensure updated risk assessments have been carried out in the lab prior to each residency.
- The University encourages applications from candidates with a disability and will make reasonable adjustments where possible at all stages of the application process.
- Commit to provide monthly coaching sessions for residents for the following 6 months after the end of their residency, for extended support with their project.

Data Protection & Privacy

Read the XR Stories Residency Programme Privacy Notice.

Collaboration Agreement

Residents will be required to sign and return a University of York collaboration agreement detailing the terms and expectations of the residency, including but not limited to attendance; absence and cancellation; privacy and data protection; intellectual property; subsidy control; code of conduct; photography permissions; and evaluation.

These collaboration agreements will be sent to successful applicants following their notification of award, and are required to be signed and returned at least 5 working days before the start of the residency period.

Intellectual Property statement

Participation in an XR Stories residency will not result in an intellectual property (IP) claim from XR Stories. It is not expected that confidential or business sensitive information needs to be shared with any members of XR Stories. However to ensure effective support from the XR Stories team, open discussion around the residents' projects is encouraged for the benefit of the programme.

Following the residency, XR Stories has the right to use project resources and materials for teaching, learning, reporting, and for ongoing purposes of our own promotion. Any use of a project prototype for demonstration would take place after receiving permission from the resident.

Subsidy Control

This section is relevant only to businesses and sole traders.

The equipment in the XR Stories Lab was funded by the European Regional Development Fund (Creative Media Labs, ref: 20R18P02883). Being funded by public resources,

businesses and sole traders that use this equipment as part of their residency will be in receipt of a cash equivalent subsidy per piece of equipment used, equivalent to its value and the duration of its use.

As required under the Subsidy Control Act (2022), XR Stories will issue a minimal financial assistance gross cash equivalent subsidy forecast to residents in advance of the work taking place. This will detail the estimated total value of economic advantage. This will be sent via Docusign and the resident will be required to check, sign and return to confirm their acceptance of the estimate. Following the completion of the residency, XR Stories will send a notification letter to the resident to confirm the total subsidy awarded, to be kept for their records.

[Read more about the UK Subsidy Control Regime](#).