

Work/Leisure_3 is inviting emerging and mid-career artists to create new work.

Across its two previous iterations, Work/Leisure has delivered 7 short-term, non-prescriptive artist residencies designed to enable artists to research and develop new work in the historically and culturally unique location of Blackpool.

Through this third iteration of Work/Leisure, Abingdon Studios is inviting artists to Blackpool during 2 key phases of the town's tourist season - Spring and Summer - and looking to support 3 artists to research and develop new work at Abingdon Studios.

Work/Leisure's first iteration (2016) sought to address Blackpool as a site where 'work' and 'leisure' are intricately linked. Its second iteration (2020) occurred at a time of global pandemic and home or remote working, when boundaries between location, space and time had softened and the borders between work and leisure spaces and time were harder to define. For this third iteration (2022), Abingdon Studios, fresh from delivering *a-n Assembly Blackpool: The Coast is Queer (2021)*, continues a non-prescriptive yet fully inclusive approach which platforms the *artist* and the *work* as Blackpool continues to move closer back to 'normal'.

Residents

Work/Leisure is looking to support 3 resident artists in the development and presentation of new work in 2022.

We would seek to share residents' activities publicly through either temporary events, virtual/IRL open studios and/or public exhibition; opportunities which may offer interaction and dialogue between 'resident' artists, audiences, and or studio members in Blackpool and the wider region would be encouraged.

Applicants will be selected following a UK wide, open call by a jury.

Whilst the residencies are non-prescriptive, applicants are encouraged to be mindful of the unique historical and contemporary context afforded by Blackpool as a site of mass tourism and popular culture/entertainment.

Applicants are encouraged to familiarise themselves with this context in advance of submitting their application.

Details

Work/Leisure 3 will take place in 2022, with artists undertaking their residencies between **February/March April/May** and **June/July** 2022. As with both previous iterations, the detailing of the delivery for the individual residencies is bespoke and the structure of the activity shall be determined through dialogue with the successful applicant and W/L_3 coordinator. Resident artists are welcome to propose use of Abingdon Studios studio and or Project Space provisions.

The successful applicant will be required to deliver a short presentation on their current/past practice (in a physical or digital format to be agreed between the artist and the W/L team) and deliver a public presentation of work produced in any appropriate physical or digital format (e.g. exhibition, event, screening, discussion etc.),

Application

Applications are welcomed from contemporary visual artists working in all disciplines and are not restricted: this opportunity is inclusive and open to all. The successful applicants should be willing to, and engage with, the environment and context of Abingdon Studios and the wider artistic and unique cultural context of Blackpool to develop resonant work.

Successful applicants will be provided with an overall budget of **£1000**. We are aware of the differing nature of individual artists' practices and the balance between labour and material so, rather than providing a prescriptive budget breakdown we are asking that artists provide a realistic budget breakdown that works for them; it does not have to be exhaustive - just a guide.

Administrative and curatorial support will be provided by the W/L team, Abingdon Studios, and residency partners. Abingdon Studios retains a modest contingency budget to cover the reasonable travel and accommodation costs associated with the artist's time in residence. This budget is managed in dialogue with the successful applicants in support of their project/s.

Digital submissions only and must include, as one document, saved in PDF format (size limit: 10MB);

- A 500-word statement detailing the proposed activity.
- An up-to-date CV detailing recent solo and group exhibitions, workshops, residencies etc.
- 10-15 good quality images of recent work. Images should include captions or short descriptions, as necessary. Links to video/films (e.g. artist's own website, Vimeo, YouTube etc). **Please do not send video files as part of your application.**
- Non-exhaustive budget breakdown.
- Any relevant supporting materials which you feel will enhance your application.

The deadline for applications is **Mon 6th December 2021, 5pm (GMT)**. Applications received after this time will not be considered. Applications should be sent to workleisureresidency@gmail.com with the subject heading: **LastName_FirstName_Work/Leisure_3**

Artists wishing to apply for the Work/Leisure must be eligible to work in the UK, self-employed and responsible for their own tax affairs. Please consider this in advance of submitting your application.

Selection

The successful applicants will be selected based on their proposed activity, areas of research, and accompanying supporting materials rather than on documentation of previous exhibitions alone. Successful applicants will be mindful of the context. Applications will be assessed by a 6 person selection committee comprising; **Garth Gratrix and Tom Ireland** (Abingdon Studios' Directors), **Paulette Terry Brien** (Curator, Grundy Art Gallery), **Marie-Anne McQuay** (Head of Programme, The Bluecoat), **Mariama Attah** (Curator, Open Eye Gallery) and **Kerry Tenbey** (studio artist, Founder of Material Arts Network).

Both successful and unsuccessful applicants will be notified of our decision no later than **15th December 2021**.

Applicants should be aware of the potential physical restrictions placed on residencies when making the application. Coronavirus/COVID-19 restrictions are subject to quick change in line with scientific guidance.

Thank you for applying for Work/Leisure_3

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