



Artist Call Out

The team at ARCADE is looking to recruit artists for a paid pitch process, with a view to creating a piece of R&D for Christmas 2025 and/or a large-scale immersive piece for Summer 2026.

ABOUT US

ARCADE is a charity that supports communities to get involved in art and creativity. Based in Scarborough and Bridlington but work in lots of different places. We are proud to be part of the Arts Council England National Portfolio. We make brilliant things happen, together.

Since we launched in 2020, we've conceived and led more than 52 projects, collaborated with more than 425 artists, created 80 new commissions and run local networks supporting more than 3,000 local artists. We recently came to national attention delivering *Grue* with artist Steve Wintercroft, our biggest project to date for Bradford 2025, UK City of Culture, at the iconic Damart Mill, Bingley.

Find out more about us here www.hello-arcade.com

THE OPPORTUNITY

We are developing a proposal for an immersive installation for a family audience that would tour two large heritage buildings in North Yorkshire and Hull and are looking for an artist to be part of the creative team.

We're particularly looking to meet makers and artists with experience in creating immersive experiences, immersive theatre or interactive visual arts for family audiences.

PERSONAL SPEC

If you are a collaborative, inventive and innovative artist or maker, with a background in any of the following disciplines: **set and/or prop design and build, projection work, immersive theatre or experience design, puppetry**, or related artform - we'd like to hear from you.

We're looking for experienced creatives with several years of creative practice under their belt.

You'll be excited and interested about making work for family audiences.



You'll be happy to consider and embed accessibility into your work from the start, with our support.

You need to be confident delivering quality and safe work, at scale, to a specific creative brief and on schedule.

You'll need to be able to design and work with a team to build and install your work.

You'll be flexible, hands-on and have the right approach to be able to work in non-traditional spaces such as heritage buildings and be able to deliver to deadlines.

ARCADE's work often involves communities and we are very keen to hear from people who are interested in involving communities in their work.

We welcome applications from people of all walks of life and backgrounds, especially those from the global majority, women or disabled people.

TO APPLY

We are inviting applications for a paid pitch process. Selected applicants will be paid for 2 days (£200 per day x 2 days) to spend time with us, explore archival materials related to the heritage of the buildings alongside us, and respond to a creative design brief set by us.

This is a paid opportunity for selected artists to get to know us, get under the skin of potential projects and have the paid time and resources to create their initial response.

To apply, send us via email:

- Your CV
- Link to portfolio or website
- Examples of your work - videos, film, photos
- Any reviews of your work



And a covering letter of no more than one side of A4, or a video no longer than 2 minutes, telling us why you'd like to be considered and how your experience meets the personal spec.

Deadline to apply: 9am, 23rd May 2025

Interviews online: 17th June 2025

2 days paid R&D: To be arranged with successful candidates to take place in July. Please note Monday

Access: If you have any access requirements to be able to apply for this opportunity please email info@hello-arcade.com.

We are happy for applicants to use an alternative format for their covering letter, for example audio or video file of no more than 2 minutes long.