Sample form, not for offline completion.

Visit https://immersivearts.grantplatform.com to apply.

Explore

This strand is for artists with little, or no, experience in immersive arts. It helps artists with:

• early stage exploration of immersive technologies
• developing basic immersive arts skills and knowledge
• experiencing immersive artworks
• meeting potential collaborators and partners
• expanding immersive arts networks

We don't expect you to make a finished piece of work with the Explore funding, but we will ask you to share learning in a short report at the end.

Criteria that will be used to review applications:
The proposed activity:

1. has a clear question(s) the artist wants to explore that uses immersive technology in a creative way.
2. has the potential to positively impact the applicant's creative practice.
3. is clear, achievable and resourced appropriately when considering the budget and timeline; and includes any relevant facilities, technology, partners or roles.

Summary
o Total Sections: 7
o Total Questions: 32
o Approximate word count: 750 - 930 words

Application name

[ ]

Please answer the questions in this section to check if you are eligible to apply for this funding strand.Instructions:

1 – Tick or select the answers that apply to you

2 – Press the **Check Eligibility** button. This will check if you are eligible to apply

Based on the funding guidelines.If you are eligible, you can then move on to start your application.

Eligibility Part 1

◯ You are an individual artist, creative practitioner, or creative technologist

◯ You are applying on behalf of an arts-based organisation, small group or collective (10 people or fewer)

Eligibility Part 2

☐ You are based in the UK

☐ You are aged 18 or over

☐ You have little or no experience in immersive arts

☐ Your proposal is artist-led and/or arts-focussed and explores the use of immersive technology in your creative practice

☐ You are applying for the full amount

☐ You have a UK bank account in your own name

☐ Your budget includes payment for your time and others involved in the activity, and does not include any ineligible costs. Read our guidelines for more details

Read Guidelines for more details

Applicant Details

Full Name

Email

Phone

Name of Organisation (optional)

Role within Organisation (optional)

Number of staff (optional)

Website (optional)

Where are you located?

◯ England

◯ Northern Ireland

◯ Scotland

◯ Wales

Postcode

Please state your nearest town / city.

Tell us where the majority of your proposed activity will take place (if different to the location you have provided in the previous question).   (optional)

Town / City / Region

Demographic Information Request

There is clear evidence that people in the UK are unjustly disadvantaged on the basis of gender, ethnicity and disability (among other factors). These inequities are well documented in the arts, and are often more pronounced where technology is involved. The Immersive Arts partners believe that without funders taking a proactive approach, this will not change.

For that reason we are asking you to disclose some information about yourself at this stage, if you feel able to.

All applicants to this call will be assessed against the fund's Eligibility and Criteria by a panel of reviewers who will not have access to your answers to the questions below. The information you provide here will only be shared with select members of the Immersive Arts Team at the final stage of the process, for curation/balancing - to ensure we fund a diverse range of ideas, art forms, geography and lived experiences.

We are weighing up what is reasonable to ask you at an early stage, with having the information we need to make real change - so are only asking three headline questions about these significant areas of inequality. More comprehensive demographic information will be requested from successful applicants anonymously. We will use this fuller information to understand how well we are representing the populations of each nation.

☐ As this information is considered special category data under data protection laws we require your explicit consent to collect and process this data.

Providing this information is voluntary, and you have the option to select "prefer not to say" if you do not wish to disclose this information.

Your Rights: You can withdraw your consent at any time by contacting info@immersivearts.uk\

By ticking this box, I give my explicit consent to the collection and use of my demographic data as given in the next 3 questions.   (optional)

Proposed Activity

Short name for your activity   5 words

Provide a name for the proposed activity, it should communicate something of what you plan to do.

Provide a short summary of what you are applying to do.   75 words

In 1-3 sentences tell us what you want to explore using immersive technologies. Think of this as a summary of your application, it might be something you do after you have completed the other parts.

What question(s) do you want to explore and what will this funding programme help you to do?   300 words

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Describe your proposed activity, outline what you want to do, explore or learn. Include how you want to use immersive technologies and/ or the immersive aspects. Explore funding is for exploratory work and does not require you to make a finished piece of work.

Which immersive technology(ies) you plan to explore?

☐ 360-degree video

☐ Augmented Reality (AR)

☐ Binaural Sound

☐ Extended Reality (XR)

☐ Haptics and sensory feedback

☐ Mixed Reality (MR)

☐ Responsive environments

☐ Spatial Audio

☐ Spatial Computing

☐ Virtual Reality (VR)

☐ …

We suggest selecting up to 2 or 3.

If you answered other, you can provide details here (optional)   5 words

[   ]

Tell us about anyone else involved in your proposed activity, including any collaborators or partners and their   (optional)
roles.

Role	Short description of role - 10 words per person	Name - Where relevant add the names of anyone specific you have in mind	Status Indicated - Availability confirmed (or) Expected (or) Not yet contacted
1			
2			
3			

Here you can provide information about any people or organisations you would like to work with and how they might help your activity. For example, this could be an artist, collaborator, mentor, or organisation you would like to connect with. You don't need to know or have confirmed these yet, but do tell us if you have.

Your Creative Practice

Select the artform(s) that best describes your creative practice.

☐ Architecture

☐ Craft

☐ Creative Writing

☐ Dance

☐ Design

☐ Film

☐ Game Design

☐ Music

☐ Sound

☐ Theatre

☐ …

If you answered other, you can provide details here (optional)   5 words

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Describe your current creative practice, including reference to 1 or 2 past or current projects relevant to your proposed activity.   300 words

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Tell us about you and your work. Include any information that will help us understand or support your proposed activity. For example, this could be a short bio and short descriptions of up to 2 past or current artworks or creative projects.

To support your previous answers you can provide up to 2 x weblinks/ uploads of relevant works.

Explanation: Share existing links or uploads of past or current projects (maximum of 2). Be specific about what you want us to look at (eg web pages, projects, articles, etc), rather than a general website homepage or social media account. Read the guidelines on supporting documents for information on format, size and duration. We don't want you to create anything new for this section and it shouldn't be used as additional word count for any of the other sections or questions.

Up to 2 x weblinks / uploads of relevant works. (optional)

	Link	Note for reviewers - 10 words per link
1		
2		

Creative Practice Upload (optional)

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Guidance on supporting documents

You can upload documents or links to support your application, just make sure they meet the following criteria:
Weblinks
Please link to specific pages, projects, articles, etc, rather than a general website.

Documents can be a maximum of three pages or slides and no more than 5MB We accept the following formats - .pdf/ .doc/ .docx/ .ppt/ .pptx/ .xls/ .xlsx

Image files can be a maximum of 5MB
We accept the following formats - .jpeg/ .jpg / .png/ .gif

Video files can be a maximum of 10MB
We accept the following formats - .mp4/ .mov/ .avi

Audio files can be a maximum of 10MB
We accept the following formats - .mp3/ .wav/ .aac

Note we can only review 10 minutes of audio and video files. If the file you are sharing is longer, please specify the time codes for the 10 minutes you would like us to review.

How do you think this activity will change or support your creative practice?   200 words

Tell us what you hope to learn or develop through this experience, and how it connects to your plans or ambitions as an artist. We want to understand how the funding and proposed activity could positively impact your work.

Timeline & Budget

Start date of project

We expect that Explore activity will run for up to 6 months, February - July 2026 .

End date of project

We expect that Explore activity will run for up to 6 months, February - July 2026 .

Budget

Item	Amount
1	
2	
3	

Provide a simple breakdown of how you plan to use the £5000. Applicants should apply for the full £5000, not partial amounts. The guidelines have information on eligible costs and fair pay. Don't forget to include your own time and the time of any collaborators.

If you need to provide additional information on your budget you can add it here. (optional)   50 words

> [   ]

You can use this space to add anything about your budget that didn't fit in the table above.

Research Questions

Invitation to take part in Immersive Arts research

Thank you for applying to one of the Immersive Arts funding opportunities.

In addition to offering funding, Immersive Arts is a UK-wide research programme. We are working to better understand how artists and audiences connect with immersive technologies, and exploring what else might be needed for this sector to develop in an inclusive, accessible and sustainable way.

We would like to invite you to contribute the information you have just submitted to an ongoing research study conducted by Immersive Arts research partners, the University of the West of England and University of Bristol. Contributing your information to the study in this way will help to ensure that the research is representative and accurate, and that the results are meaningful and useful to the creative community.

If you consent to your submission being used in this way, the research team will have access to an anonymised version of your submission. Your name, and the names of your collaborator(s,) and any company name(s) and project names will have been removed.

Your data will be stored in a secure setting to which only the researchers will have access in accordance with the University's and the Data Protection Act 2018 and General Data Protection Regulation requirements. Further detail is available in the PRIVACY NOTICE.

Participation in the research is entirely voluntary and you can withdraw your consent up to two weeks after giving initial consent. After two weeks your information will be fully anonymised and analysed with other data making it impossible to remove.

You retain full rights to the intellectual property of the ideas included in the submission, and the Immersive Arts research team will never disclose the specifics of your creative practice or project in any research outcomes. The team are looking for trends, similarities and differences across the whole set of anonymised submissions, and will take care not to reference specific ideas, people, organisations or artworks directly or by inference in any published outcomes.
Results of the research will be shared via the Immersive Arts website, immersivearts.uk and via academic and industry events and publications e.g. peer-reviewed journals and conferences.

For further information, or to withdraw consent, please contact lead researcher, Verity McIntosh verity.mcintosh@uwe.ac.uk

The project has been reviewed and approved by University of the West of England University Research Ethics Committee. Any comments, questions or complaints about the ethical conduct of this study can be addressed to the Research Ethics Committee at the University of the West of England at: Researchethics@uwe.ac.uk

IMPORTANT: Your decision to consent or not consent does not in any way influence the assessment of the application you have just submitted. Assessors reviewing your application will not receive information regarding whether or not you have consented to your information being shared with the research team.

Thank you very much.

Research consent

◯ I give my consent for my anonymised submission to be shared with the Immersive Arts research team.

◯ I do not give my consent for my anonymised submission to be shared with the Immersive Arts research team.