



Digital Crip Camp FAQ

1. Who can apply?

Digital Crip Camp welcomes early-career UK-based producers with an active immersive project in development. You must have at least 3 years of experience of developing your practice.

Applicants must be over the age of 18 and not in full-time education.

To address barriers of access and UK-wide representation, we will prioritise applicants from communities and backgrounds underrepresented in the field, with an emphasis on those outside of London. While we welcome applications from across the UK, we place emphasis on supporting projects based in the North West of England and North Wales.

2. Who is considered 'early career'?

'Early career' is defined as not having written, directed or produced a fiction feature film or immersive media project that has received UK distribution in the last 5 years unless they have self-financed and/or self-distributed the work themselves.

3. How do you define a producer?

'Producer' is defined as the driving force behind the project, who prepares the production schedule, budget, financing plan, and pitch deck. By the end of the programme you will have a deck ready to approach funders and kick start your project.

4. What costs are covered for participants?

- a. A participation rate of £110/day, for 5 full days and 11 half days
- b. In-person sessions: Travel, accommodation, per diems

5. What are the key dates and when do I need to be available?

- Online: 9 March, 10 March, 16 March, 23 March, 30 March, 13 April, 20 April, 27 April, 23 May, 30 May
- Travel days: 10 May, 16 May
- In-person: 11-15 May
- Hybrid (in-person or online): 8 June, 22 June
- Optional online sessions: 6 April, 3 May

6. Do I need technical skills to be part of the programme?



No technical skills are required for this programme. You will work with mentors to develop your project from concept to pitch-ready, including building a pitch-ready deck.

7. Do I need to make a physical artwork by the end of the programme?

No, you will not need to create a physical artwork by the end of the programme. The main aim of the programme is to complete a deck and expand your network with industry professionals.

8. How do I make an application?

Please complete and submit your application by 23:59pm (GMT) on Sunday 22 February 2026. You can find the [application form here](#).

If you have access needs or barriers in completing this application, please contact studiolab@fact.co.uk

9. Who will assess my application?

Your application will be assessed by at least three members of staff from FACT Liverpool, who select the cohort with support from Dada. We will provide feedback for the unsuccessful applications.

10. When will I hear about the outcome of my application?

Successful applicants will be informed by Monday 2 March 2026. They will have to confirm participation by Wednesday 4 March 2026. All applicants will hear back with a feedback by Friday 20 March 2026.

11. What happens if my application is successful?

If you are selected as a participant, we will be in touch with a contractual agreement of your participation and the next steps. Due to the short turnaround time before the first week of the lab (9-10 March 2026), we will ask you for prompt responses. We will confirm everything the programme covers, what we will deliver to you, and what you need to do.

Due to the tight turnaround time, we will assume that your application indicates you are available on the required dates.

Participants will be required to share their experience and findings via evaluation forms during and at the end of the programme. You may also be asked to share your



feedback verbally to benefit and develop future similar programmes by FACT Liverpool.

12. How do you define 'immersive'?

We define immersive projects as screen-based storytelling projects that engage the audience through immersive or extended reality experiences, including, but not limited to, Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), or 360 video, Location Based Experiences (LBE), interactive or web based work. We define each immersive technology based on the [Immersive Arts Fund glossary](#) (scroll down and click "Technology & Tools").

13. Do you have any examples of past submissions?

No, this is the first time we are running this project.

14. What location do you have to live in to be eligible?

This opportunity is open to anyone who is living in Wales, Scotland and England.

15. When using audio in the application, how is it best to present this instead of writing? Would the assessors treat audio applications differently to written applications?

We advise the answers to be clear, making sure it answers the question. We understand that the questions may communicate literally or nuanced depending on the reader, and the assessors will be mindful of the different approaches.

We welcome audio answers as much as written - we'd love to hear your creative voice and passion when you talk about your ideas.

16. Do I need a second additional member to apply?

We strongly encourage a director (or artist) and producer duo to attend the sessions, as this will help each member to focus on their role. For example, the director (or artist) can focus on the creative concept building, and the producer can focus on planning the budget, production pipeline, and funding.

If you require an access worker to attend the sessions, they can be the second member as well.

17. What skills should the second member have? Do they need to be emerging? How much time would they need to be involved?

If the lead applicant is an artist, the second member would need to be a primary member of the project. For example this can be a producer, or an access worker who supports you throughout the project.



Preferably the second member must have more than 3 years of experience working in their field.

We recommend both members to attend all the sessions, but if your schedules do not match you may split your time with the second member depending on the session topics.

If you are unsure, please contact studiolab@fact.co.uk !

18. Can the second person be in a part-time Masters programme?

Due to the BFI funding regulations, unfortunately we cannot pay cohorts who are in full time formal education.

19. I've never been a producer but I have been an artist for more than 3 years. Am I eligible?

Yes, if you have more than three years experience in your artistic practice, you are eligible.

20. Does the project need to be a 'screen-based' immersive projects? If so, what do you mean by screen-based?

Yes, the project you are applying for must be a screen-based immersive project. We define 'screen-based' as projects where screen is the primary part of the experience. Some examples can be: VR, AR, MR, 360 video, and projection mapping. LBE, interactive or web-based projects are also eligible if the experience is primarily on a screen.

21. Are online sessions all day long?

The online sessions are half days (maximum 4 hours each day), with breaks in between.