



OVERVIEW

We are delighted to launch an open call for **Digital Crip Camp**, a new 14-week paid programme supporting early-career producers in developing screen-based immersive narrative projects centred on accessibility. This new programme will support the development of 10 projects, with up to 20 participants (maximum 2 per project), advancing proposed concepts to pitching level.

Digital Crip Camp emerged from conversations among FACT Liverpool, disability arts charity DaDa, and creative practitioners working in FACT's Studio/Lab community. The name honours the historical Crip Camp, a pivotal site of disability activism and culture reclaiming the term "crip" as a site of creative resistance and community. The programme embeds accessibility at the earliest stage of immersive production, presenting techniques adopted within immersive projects and addressing critical questions:

- What does access mean in immersive production?
- Can we design immersive experiences with access at their heart?
- What does storytelling mean when accessibility is taken as the starting point?

Accessibility barriers persist within immersive production, determining not only who gets to create new work but ultimately who can experience the work being presented. Producers with disabilities are underrepresented among commissioned projects, whilst those intent on delivering accessible projects often lack the knowledge to make immersive works accessible.

Deadline: 23:59 on Sunday 22 February 2026

[Watch BSL](#)

ELIGIBILITY

We are seeking applications from early-career producers and creative leads who are:

- Outside formal education, but within the first 3–5 years of producing work
- Projects that are led by or predominantly led by D/deaf, disabled, or neurodivergent creatives/producers
- Developing screen-based immersive projects rooted in immersive technologies (VR, XR, spatial audio, interactive narratives, etc)
- Have a clear, new, early-stage concept they want to develop to a pitching level
- A maximum of two participants per project, and at least one of them identifying as D/deaf, disabled or neurodivergent.

While we welcome applications from across the UK, we place emphasis on supporting projects based in the North West of England and North Wales.

SUPPORT

Over 14 weeks, you will receive a comprehensive development programme including:

Mentorship

You will receive dedicated mentorship and guidance from:

- Lesley Taker is a freelance Liverpool-based arts producer, curator, writer and digital arts specialist. She is particularly interested in how technology is changing contemporary art practice and discourse, and in artworks that address fluid identities, shifting truths, or unstable narratives.
- Myra Appanah is Co-Director of BRiGHTBLACK, a neurodiverse-led arts company known for immersive, interactive theatre and VR/game experiences.
- FACT Studio/Lab team, including Lynn Song (Immersive and Studio/Lab Lead), Josiah Worth (Studio/Lab Producer for

Artist Development), and Mali Draper (Studio/Lab Producer for Technology)

Mentors will guide you through project development, business strategy, accessibility embedding, audience identification, marketing planning, and pitch preparation.

Financial Support

Fee: £110 per day for 10.5 days (5 days in Liverpool, 11 half days online)

You will be paid for your attendance and engagement throughout the programme. Payment covers your time and ensures that the opportunity does not utilise Access to Work funding entitlements or impact benefit eligibility. FACT will consult individually with all participants regarding payments to ensure they do not negatively affect their circumstances. When visiting FACT, if needed FACT will cover all travel and accommodation expenses.

Deliverables

At the end of the programme, you will have developed:

- Pitch Deck: a completed traditional format presentation for approaching funders and partners created by you with a designer and your mentor. This pitch will also have at least 1 level of integrated access such as (audio describe, BSL video, or captioning for example).
- Project Budget & Funding Plans: realistic budgets and funding strategies for your project.
- Marketing & Audience Development Plan: identifying target audiences and distribution strategies.
- Project Access Rider: a detailed assessment of accessibility in your project and actions taken to embed it.

- Action Plan: Five key actions to progress your project beyond Digital Crip Camp
- Tailored Contacts: a list of industry connections and mentor introductions
- Proof of Concept Pitch: presenting your project at Digital Crip Camp's closing day to potential commissioning partners.

Programme Split:

Weeks 1–10: Weekly online sessions (cohorts divided into AM and PM sessions)

Week 11–12: One-week residential at FACT in Liverpool (11-15 May 2026)

Week 13–14: Post-residential online sessions and evaluation

Accessibility & Support

Access Measures Include:

- Cohort divisions by learning styles and access needs (e.g. BSL interpretation cohorts are grouped together)
- Flexible session timing: morning and afternoon sessions allow you to manage energy-limiting conditions
- Bookable 1-to-1 mentor sessions scheduled around your individual requirements
- Access support worker budgeted for each project
- Pre-programme Access Rider to outline your bespoke access needs
- Benefit entitlement consultation to ensure payments do not impact benefit eligibility
- Welsh-language support available
- Flexible participation options, including rest weeks and optional additional mentoring built into the schedule

Disability and Deaf arts organisation DaDa will act as accessibility consultants throughout the programme to ensure accessibility is embedded across all aspects of delivery.

“FACT is a place where disabled artists flourish amidst the bustling digital arts world, blending the international landscape and local networks with DaDa’s input. Digital Crip Camp is a blend of co- creation with creative visionary partners. I know disabled artists would welcome the new Digital Crip Camp, to push their practice to new levels, FACT are undoubtedly the perfect hub for dreams to come true.” - Zoe Partington (Former CEO, DaDa)

HOW TO APPLY

Application Checklist:

- A brief overview of your creative practice (100 words)
- Short written proposal of the narrative within your immersive project and why you wish to take part now (max 250 words)
- Your approach to embedded access as a creative and functional element (100 words)
- Portfolio (PDF, website, or social media link) demonstrating your creative work or link to your website
- Access rider (if available) with details of any specific access needs or support required if you are invited to interview
- Project information, including technologies you plan to use, and accessibility challenges your project faces.

If you prefer, you may submit your application in an alternative format:

- Audio or video proposal (max 3 minutes) instead of written text
- Alternative portfolio format that best represents your practice

Application Deadline: **23:59 on Sunday 22 February 2026**

[Application Form](#)

TIMELINE

Open Call: Monday 2 - Sunday 22 February 2026

Deadline: 23:59 on Sunday 22 February 2026

Selection Process: Early March 2026

Selection Process Outcome: Tuesday 3 March 2026

Digital Crip Camp: March - June 2026 (14 Weeks)

CONTACT

For more information, please read over the FAQs.

If you have any questions not answered in the FAQs, please contact FACT Studio/Lab team at [Studio lab](#)

If you would like to hear more about the opportunity, we will be hosting two online sessions to chat with the team.

Thursday 12 February 2026, 12:00-13:00 (BSL interpreted) - [Book here](#)

Thursday 12 February 2026, 17:30-18:30 - [Book here](#)

FUNDERS

Digital Crip Camp is developed by FACT Liverpool, supported by the BFI Creative Challenge Fund, awarding National Lottery Funding.

Additional support and consultation provided by:

[DaDa \(Disability and Deaf Arts\) – Accessibility consultants](#)

[TIALT \(There is an alternative\) – Programme evaluation](#)

