

## **FACT Digital Regional Residency 2026 FAQ**

### **1. Who can apply?**

We welcome early-career, less-established artists in the North-West of England and North Wales.

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

### **2. Who is considered 'early career'?**

We consider 'early career' as having at least 2 years of experience in developing your artistic practice (if applicable, beyond leaving formal education).

You may be getting started in your career, have taken a break from your art practice, or be starting to shift your art practice in a more digital direction and need some support.

### **3. Can those in full-time education apply?**

We will not accept applications from current full-time students, including those within postgraduate study. However we will consider part-time postgrad candidates.

### **4. Do I need to know how to use Unreal Engine, or have examples of works using the software to apply?**

No experience in Unreal Engine is required. But including some detail on how you plan to use it will make your application clearer and stronger.

### **5. What costs are covered for participants?**

Successful artists will receive £4,500, which includes:

1. Artist fee of £2,500
2. Accessibility fee of £500
3. Production budget of £1000
4. Presentation fee of £500

### **6. What support is available?**

Each artist will receive curatorial and technical support throughout the residency, and 4 months FULL membership at Studio/Lab. Studio/Lab Membership gives you a digital production space and access to our creative technical resources.

### **7. Why is there emphasis on Unreal Engine? Can I make work using other software?**

The skills development programme embedded into the residency is led by the award-winning games development studio, Lucid Games. You can of course make elements of your work using other software and experiment with workflows to integrate 3D models, interactive sound etc. into Unreal. However, the expectation is that the cohort will explore Unreal Engine as a creative tool to make artworks.

**8. What level of involvement are we looking for and how might I manage this residency alongside work/life balance?**

The schedule will be finalised once we have confirmed all three candidates. However throughout the four months you can expect:

- Online bi-weekly 1-2-1 mentor sessions (1 hour)
- In-person monthly skills development workshops at Studio/Lab (2-3 hours)
- 2 or 3 online and in-person curatorial crits (2 hours max.)
- Flexible access to Studio/Lab 5 days a week (Tues-Sat, 9am-9pm)

We can set the regular 1-2-1 sessions for a time that works for you. Around this, your personal working time is yours and we will always work to make the sessions as accessible as possible to you.

**9. Am I expected to teach myself everything throughout this residency?**

No. We have a programme of structured support to help you develop your skills and confidence. You can also receive ad-hoc support from the two Studio/Lab Producers. Mali will help you with technology, software and streamlining your work, and Josiah can help you with professional development, timelines and identifying extra support or access needs.

We will always do what we can to support you in your artistic development, but we will never make work for you. We expect a level of commitment from artists in residence to be working on and developing your projects consistently throughout the residency.

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

We expect to speak online with shortlisted candidates mid April. The residency period runs from 18 May to 9 September 2026.

**11. What can I expect from this residency?**

Over 18 weeks, you will receive a comprehensive, structured development programme including:

- FULL Studio/Lab membership (5 days a week)
- Monthly Unreal Engine skills developing workshops led by Lucid Games
- Bi-weekly 1-2-1 sessions with the Studio/Lab team and a representative from your chosen residency partner
- Group and individual curatorial crits to support conceptual development
- A workshop and continued assistance on embedding accessibility in digital artworks

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

Yes, at the end of the residency artists are expected to create a single screen-based work to be presented at FACT.

**13. Can I showcase my work in the galleries in FACT at the end of the programme?**

No. For this residency we are showcasing a single screen-based work at the exhibition wall on the first floor and on FACT's website.

#### **14. How do I make an application?**

Please complete and submit your application by 23:59pm (GMT) on Monday 30 March 2026. You can find the application form [here](#).

#### **15. What access support is in place to help me make the application?**

You can find alternative formats for the Open Call text including:

- BSL videos outlining the Open Call and introducing the residency partners
- Audio Description version
- Black text on white background
- Black text on colour background
- Large print

We are also holding an online information sharing session on **Friday, 13 March 2026, from 17:30 – 18:30** to offer support and guidance with the application process and to give you a chance to ask any questions. Link [here](#) to sign up.

If you have access needs or barriers in completing this application, please contact [studiolab@fact.co.uk](mailto:studiolab@fact.co.uk).

#### **16. Who will assess my application?**

Your application will be assessed by at least three members of staff from FACT Liverpool, and the shortlisted applicants will have an interview with the selected residency partner.

#### **17. When will I hear about the outcome of my application?**

Successful applicants will be informed by Friday 24 April 2026. They will have to confirm participation by Wednesday 6 May 2026. All applicants will hear back with a feedback by Friday 8 May 2026.

#### **18. Do you have any examples of past submissions?**

You can learn more about the artists we worked with during our last edition of the Digital Artist Residency programme [here](#).

#### **19. Would the assessors treat audio submissions in the application differently to written text?**

Not at all! We advise the answers to be clear, making sure it answers the question. We welcome audio answers as much as written; we'd love to hear your creative voice and passion when you talk about your ideas.

#### **20. Can I be in part-time education?**

We will only consider part-time *postgraduate* candidates.

#### **21. Does the project need to be 'screen-based'? If so, what do you mean by screen-based?**

Yes, the project you are applying for must be a single screen-based project. At the end of the residency we will exhibit an individual screen-based version of your work on the FACT website and the Studio/Lab wall on FACT's first floor.

**22. I cannot attend the in-person sessions due to my disability. Am I still eligible?**

Yes, you are eligible. We will tailor the sessions for the artists' needs, and we can discuss your barriers when we confirm your attendance and schedule the sessions accordingly.