

A.I viewpoints. Artist commission

Artist call-out: April – June 2026

Open Call for Artists

Knowle West Media Centre and the University of Bristol are looking to commission an artist experienced in making work with or about Artificial Intelligence (A.I). We are looking for an artist to collaborate with KWMC and AI PhD students to co-create a prototype artwork/artist-led workshop that playfully engages people in big topics around A.I and promotes deeper understanding of how A.I really works.

We welcome applications from artists who either have 1.) an existing concept / artwork / interactive workshop that is designed to engage people in conversations about A.I (that you would like to test or adapt in a new context) or 2.) new ideas for artworks not yet made that you'd like to prototype.

Context / background:

This project is a collaboration between [KWMC](#), the [Practice oriented -AI Centre for Doctoral Training](#) at University of Bristol (UoB), and UoB's [Public Engagement team](#).

Knowle West Media Centre (KWMC) are a place-based arts and community tech organisation who have been working in Knowle West, Bristol, for 30 years with artists and the local community. KWMC has a variety of digital fabrication kit and postproduction, music recording and other creative tech facilities. Our mission is to 'Shape fairer futures together, through arts, tech and care', we do this by working with artists, researchers and communities as part of a strong neighbourhood ecology. We believe in the transformative potential that arts and tech practices can bring to imagining and co-creating more equitable futures.

The University of Bristol Practice oriented AI Centre for Doctoral Training has partnered with KWMC to commission an artist as part of their commitment to innovative public engagement.

The project aims to co-develop engaging methods and artwork that creatively open public conversations around A.I, especially focused on ways to engage those most disadvantaged by structural inequities in critical and practical conversations about the pitfalls and potentials of A.I.

Commission:

This commission is an invitation to make new or adapt existing artwork that creatively explores A.I, made in collaboration with KWMC, representatives from the community of Knowle West and a small cohort of critically engaged A.I PhD students (see the appendix for more information about the students' research topics). There is no expectation for the artist to illustrate/incorporate the A.I students individual research areas, the involvement with the students is designed as a two-way learning experience - both for the artist to gain a deeper technical understanding about A.I and for the students to gain experience of collaborating with an artist and seeing the impact of arts-led public engagement.

The work should playfully engage people in open conversations about A.I and ideally promote greater understanding of how AI works. Outcomes should be interactive, fun and accessible. The created artwork could take the format of a game, an interactive experience, a workshop, an in-person or online experience. The main aim is for it to engage a wide range of people in sharing their thoughts / feelings / fears / hopes for AI. Ideally the experience would give the opportunity for people to gain a balanced understanding of A.I and demystify common misconceptions.

Through the artwork you might want to explore questions such as:

- What are people's fears / hopes / perspectives about A.I?
- How is A.I impacting people's lives now?
- How does A.I work and what are hidden prompts?
- What are the many applications that A.I can be used for?
- What are peoples near future imaginings / visions for A.I?
- How might people make more informed choices around A.I?

Who is this for?

We are looking for artists / creatives who have experience of making work about or including A.I. You may creatively use A.I directly in your work or be critically engaging with A.I. Either is fine as long as you are thinking critically around A.I, it's ethics, etc. The selected artist should have experience of working in participatory ways and creating accessible work that can engage a wide range of ages and backgrounds.

We invite you to bring your fresh perspective, skills and knowledge to learn from and work with the A.I PhD students, KWMC and local community.

We are looking for artists who have:

- Practices that critically and playfully engage with artificial intelligence
- A collaborative approach to making.

- A commitment to creating accessible and inclusive work.
- Experience of, or interest in, working with researchers and communities.

We will consider proposals from artists / creatives working in any medium where the above applies. For example, you might be a digital, dance, visual, sound or graphic artist, creative technologist or maker engaging with A.I.

We encourage applications from Bristol or South West based artists, as we only have a small travel budget.

We welcome applications from people of all backgrounds and particularly those that are underrepresented in the creative sector. This includes people who identify as working-class, from global majority backgrounds, transgender, non-binary, D/deaf, visually impaired, disabled or neurodivergent.

We have access budget to support this commission and producers trained in supporting the creation of flexible work plans to meet your needs.

Project timeline

Start of April: Commission begins.

Initial meeting with KWMC producer and UoB public engagement team; getting to know each other and context.

Week commencing 20th April (date TBC)

Session with A.I students to share research areas, initial ideas and agree parameters of the commission, facilitated with KWMC.

May - Artwork development time

Including at least 2x touchpoints with the A.I students and community members to test and refine.

June (date TBC)

Sharing event(s). Inviting people to experience the creative output.

1x ½ day evaluation meeting with KWMC, AI students and Public Engagement team to capture learnings.

Fees and Support

- Artist fee: £3,000 inclusive of VAT (estimated 10-12 days of artist time)
- Additional materials budget available, to be agreed by KWMC producers.
- Additional budget available to fund access needs.

KWMC can offer producer and engagement support, desk space, access to digital tech (including audio recording kit, film cameras, recording studio and more) digital fabrication kit including 3D printer, laser cutter, CNC machine, digital embroidery and more, and community tech infrastructure including LoRaWAN as part of the commission.

We support flexible working practices and KWMC producers will support you throughout to work in a way that works best for you.

How to apply:

Please apply by completing this short online form: tinyurl.com/kwmc-opportunity

If you have any access needs that require you to submit in another format, please get in touch so we can help you find a suitable option. All applications will be assessed according to the same criteria and submitting in a different format will not affect your chances of being selected.

Recruitment timeline:

6th March: Application deadline (9am).

12th March: All applicants informed of invite to interview.

25th March: Interviews at KWMC (or online)

26th March: artist selected.

If you would like any further information or have any questions, please contact chloe.meineck@kwmc.org.uk or call 0117 903 0444 / 07561 036175.

Appendix:

Below is a very brief overview of the themes and questions PhD students are working on:

- 1) How can the technology behind tools such as ChatGPT be combined with vision-language models (systems that link images and text) to study changes within forests?
- 2) How can adversarial policies (a method for stress-testing AI models trained to play competitive games) make safer, more reliable AI models?

- 3) How can we improve the reliability of machine-learning climate models for extreme-weather prediction, with much lower computational cost than traditional models?
- 4) How can AI tailor recommendations so people can genuinely improve their wellbeing, while also being less generic and data-hungry?
- 5) How do reasoning errors arise during the medical diagnostic process, how do they influence clinicians' decisions, and how can early signs of mistakes be detected? This includes designing interactive, real-time decision-support tools that prompt clinicians.
- 6) How we can build AI systems that produce clearer, evidence-based explanations of how different parts of the world influence one another?
- 7) How can pioneering work in Neuromorphic AI (AI inspired by how the human brain works) be adapted to the unique challenges and constraints of robotic dexterity?