

PROPOSAL APPLICATION

IDEA DESCRIPTION AND IMPLEMENTATION METHODOLOGY

1. Residency idea description: (Maximum words: 1000)

Describe the purpose of the idea, the implementation plan and the implementation methodology with particular emphasis on the construction and presentation methods. Please, also mention the workshops and/or rooms of the Youth Makerspace that might be used during the residency and the additional equipment you may need.

See our space and equipment here: <u>https://makerspace.onek.org.cy/eksoplismos/</u>

2. Expected results, social and technological impact of the activity: (Maximum words: 500)

Describe the expected social and technological impact of your idea – activity with emphasis on the youth. Also note the expected results.

3. Residency Visual Material: (Maximum pages: 3)

Please attach 2-5 photos/sketches/diagrams related to the description of your proposal.

4. Final Presentation of Residency: (Maximum words: 500)

Describe the final presentation of the Residency giving a title to the presentation and the character it will have (e.g. Music Performance, Art Exhibition, Workshop, Event, etc.) as well as its duration.

CURRICULUM VITAE OF INDIVIDUAL OR TEAM MEMBER

1. Description of the individual/team member (Maximum words: 500 per person)

In addition to the description, please attach a short CV for each person/team member who will participate in the Residency. Attach your complete CV at the end of this application.

2. Role of each team member (Maximum words: 500)

To be completed in case of a group residency. Define and explain the role of each member in the team and in the implementation of the idea.

EVALUATION CRITERIA

Type of criterion	Importance (%)	Evaluator Scores (Maximum Score)
Quality of design, implementation, and technological methods of construction		
Completeness and adequacy of the implementation plan		
Clear and understandable description of an activity idea based on the objectives of the program	35	7
Definition of methodology and equipment		
Aim and innovation of the project Innovation Relating the activity to the goals and actions of the Youth Makerspace Larnaka Feasibility	35	7
Impact expected program results		
How to inform and promote results (event)		
Social and technological impact of the results of the activity with emphasis on young people	30	6
Areas of application		
Deliverable		
TOTAL	100	20
FINAL GRADE (%)		
		100