

EnsadLab

The Art and Design Research Laboratory of the
École nationale supérieure des Arts Décoratifs
31 rue d'Ulm, 75240, Paris Cedex 05, France, UE
www.ensadlab.fr

CALL FOR APPLICATIONS STUDENT RESEARCHERS EnsadLab 2016 / 2017 ENSAD, PSL RESEARCH UNIVERSITY

EnsadLab, the art and design research laboratory
of the École nationale supérieure des Arts Décoratifs,
is recruiting 24 student researchers to begin their course
at the start of the 2016-2017 academic year.

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Overview

EnsadLab, the art and design research laboratory of the École nationale supérieure des Arts Décoratifs, is open to applicants who hold a master's degree from any institution of higher education, experienced artists and theorists seeking a doctorate through practice-based research.

The program trains candidates in the skills needed to explore new methodologies and test novel hypotheses, learning to work with scientists and proposing solutions to contemporary problems — in other words, inventing new forms (relational, technological, aesthetic, social).

PROGRAM

Founded in 2007, the **EnsadLab** name – recognized by research communities in science, art, and design – guarantees the integrity of this approach to practice-based research.

EnsadLab will count eight thematic research groups during the 2016-2017 academic year, each led by EnsAD professors, researchers, and designers. Approximately 30 recognized artists, designers, and experts will intervene throughout the year. The **EnsadLab** student researchers will develop their practical research in the context of collaborative projects developed within each of those groups, and will learn the organizational aspects of research through concrete participation: seeking partnerships, responding to tenders, developing joint projects.

Recruitment of 24 student researchers

EnsadLab is recruiting, for October 2016, 24 student researchers seeking to obtain a doctoral degree in design. Two types of applicants are anticipated: those seeking to enter a doctoral program in 2017, and those already enrolled in a doctoral program.

PRE-DOCTORAL RECRUITMENT ("BEFORE" PROGRAM)

Applicants are selected for one year, a period allowing them to develop a thesis project, seek scientific and artistic partners, and find funding for their future PhD. At the end of the year, an *ad hoc* jury decides whether the student researcher can continue with the thesis, for a maximum period of three years.

RECRUITMENT OF CURRENT DOCTORAL STUDENTS

A second profile is also possible: doctoral students already pursuing a degree or beginning a doctoral program in October 2016. These students will benefit a double research environment between their primary faculty and **EnsadLab**. Registration is valid for a maximum period of three years and requires prior approval from the student's thesis advisor.

APPLICANT COMMITMENTS

Successful applicants become members of the laboratory and join a research group. They develop their doctoral project in the context of the group activity. They commit to an investment corresponding to three days per week minimum of participation in **EnsadLab** activities:

- Weekly lab doctoral seminar
- Research group activities
- Participation in workshops, seminars, and conferences

PROFILES

Each of the eight research groups is recruiting 2 to 4 student researchers for October 2016. Candidates are encouraged to review the profiles sought by certain groups (below).

Admission requirements

Applicants must be fluent in French, or, failing that, possess notions of French and be fluent in English.

Applicants must hold a degree validating five years of higher education:

- French Diplôme national de Master 2;
- French or foreign degree at the master's level or equivalent;

Artist and designer applicants must submit a portfolio demonstrating real practice.

Applicants may only participate in one competitive examination per session. They may not apply more than three times, all sections combined.

There is no age limit.

ELIGIBILITY

The two stages of eligibility are as follows:

- a pre-selection based on examination of online application files by an internal ENSAD jury;
- a presentation and interview, in June 2016, of short-listed candidates

The jury is sovereign and its decisions are final.

FINAL ADMISSION

A plenary jury composed of **EnsadLab** management and faculty will reach a decision about the admission of candidates after consulting their applications. The final results will be announced on the **EnsadLab** website in July 2016, following the plenary jury meeting. Once admitted, students must enroll at the l'École nationale supérieure des Arts Décoratifs to pursue the program.

HOW TO APPLY

The application form must be completed online.

It will be available here: <http://concours.ensad.fr> until **May 31th 2016 at noon**.

The application is only final once the fully completed application form and all supporting documents submitted electronically have been approved by the School.

All applicants having submitted a valid application will receive an email from the School, and their personal space is then updated.

The application fee for the 2016 session is 52 euros. It shall be paid online via a secure procedure. Cash and money orders will not be accepted. If payment is made via bank transfer, fees shall be borne by the applicant or the application will not be accepted.

After approval of the application and online payment, online preregistration will generate an email to the applicant and their personal space will be updated.

The enrollment fee will be retained by the School if the applicant withdraws.

Once completed, the form must be printed, signed, and attached to the complete paper file.

The complete physical application must be postmarked no later than **June 3rd 2016**

by registered letter with acknowledgement of receipt to:

École nationale supérieure des Arts Décoratifs
Direction de la Recherche
31, rue d'Ulm 75240 Paris Cedex 05, France, UE

Incomplete, oversized, and late applications, as well as those sent at the cost of the school, will be automatically rejected. Incomplete applications or those sent in several parts will not be considered.

APPLICATION FILE

After applying online, the **EnsadLab** applicant must send, via registered letter with acknowledgement of receipt, a complete file comprising the following documents (in English or French):

- a **copy of the required diploma** (master's or equivalent). Applicants holding foreign degrees and residing outside France must provide a copy of the diploma certified true to the original and translated by a sworn translator. They must also provide proof of the level of the degree, via a document to be requested from the degree-granting institution;
- a **curriculum vitae** in French or in English, specifying institutions where the candidate has studied or trained, professors with whom they have worked, prizes or other awards, honors, academic competitions, etc.;
- a **letter of motivation** in French or English presenting the candidate's interest in entering the doctoral or pre-doctoral program. Candidates should indicate, in order of preference, the two research groups they would like to join;
- for artists and designers, a **portfolio** (art, design) in the form of an A4 format, unbound, un-stapled paper file tracing the evolution and recent developments in the candidate's work. Digital works that might accompany the portfolio will only be accepted via USB or URL;
- a **photocopy of the national identity card**, passport, or residency permit;
- a **self-addressed stamped envelope** for the return of the portfolio.

FUNDING

Admission does not guarantee access to a stipend or doctoral contract.
Two separate application processes may be pursued to obtain funding:

— **SACRe Doctorate** (PSL Research University): it is possible to apply to this program at the same time as **EnsadLab** (link: <http://www.ensadlab.fr/appel-a-candidature-sacre-2016/>);

— **Research stipend** (EnsAD): reserved for admitted students, applications are open in the autumn;

— **Artiste intervenant en milieu scolaire** training (artist working in schools - AIMS, with support from the Fondations Edmond de Rothschild): reserved for graduates of the five major national art schools in Paris. Applications can be submitted until May 31, 2016. See specific terms with each of the relevant schools. For EnsAD, contact Laure Vignalou: +33 1 42 34 98 03 / laure.vignalou@ensad.fr;

— Other possible funding: in relation to specific research partnerships (ANR, businesses, PSL, etc.), doctoral students may receive occasional compensation for certain projects. These decisions are made throughout the academic year and are not systematic. The pre-doctoral year was specifically created to help students find funding for their thesis projects.

Contact / information:
catherine.renoux@ensad.fr

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DISPLAYS

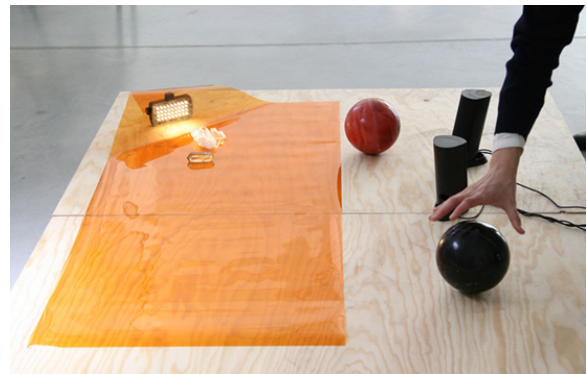
The **Displays** research group examines and experiments with forms of exposure in a post-digital context characterized by a restructuring of culture and practices by digital technology and the internet. Our research focuses on how the way we think about and experience exhibitions

is modified under these conditions: the roles of actors, objects, spaces, and the networks they invest. Our approach is one of research via exhibition: the exhibition is treated as one moment

in the process rather than its product, and as an experimental situation involving many actors (artists, public, curators, museologists, critics, technicians), in the perspective of a critical approach to their interactions. A first workshop/symposium, Version, will take place in September 2016, bringing together many actors: artists, curators, students, researchers, critics, technicians.

Candidate profile:

Displays welcomes students holding a DNSEP (master's level art degree) or a master's degree in curating or museology (exhibiting contemporary art, exhibition-museology, science and technology of the exhibition, etc.), engaged in personal research on exhibiting. They will have solid knowledge of the impact of digital cultures and cultural industries in the field. They will want to test what an exhibition makes possible: the spaces it opens for sensitive encounters and the liberating relationships it can establish through its venues, objects, networks, and actors. This research will unfold through a series of discussions, experimentations, workshops, and publications.



Ce qui manqué / What's Missing, workshop
© Thierry Fournier et Laura Gozlan 2014

ECO-DESIGN, GRAPHIC DESIGN, AND VISUAL ENVIRONMENT

This group aims to develop a graphics research space based on awareness of the environment. It can host projects dedicated to eco-design or to the visual environment. These themes being broadly defined, the group remains open to all proposals bearing such intentions and concerns. The projects can originate in art or design – or other fields – or be multidisciplinary. They may relate to questions of content and message, the material dimension, a reconsideration of established codes and practices, etc. The approach can be pragmatic, poetic, prospective, historic, philosophical, technical, functional, critical, utopian...

Candidate profile:

Graphic designers, designers, artists, typographers, engineers (other backgrounds are possible) wishing to begin or continue a project included in this research axis. While the field

of possibilities is very broad, candidates must take a genuine personal interest in the environmental dimension.

The application must demonstrate the candidate's engagements in these perspectives through a clear expression of their motivations as well as through the proposal of one (or several) research projects – which can, at this stage, take the form of preliminary intentions or a draft project or projects.

FORMS OF MOVEMENT

Understanding and manipulating movement in its physical, perceptive, or imaginary dimensions are issues that have long interested both scientists and artists. So, depending on different requirements, needs, or aspirations, different kinds of knowledge or know-how have emerged through efforts to describe, understand, appropriate or transform movement. With each discipline using its own language and methods to explore this territory, a unique perspective has been created. Students, and even professionals, can feel overwhelmed by such diversity.

The challenge of this research project is therefore twofold: Is it possible to propose a tool – at first for teaching purposes – that makes a comprehensive vision of these various approaches possible, to orient oneself within that territory, and to understand the connections and passages? But also, what new regions, what unexplored frontiers will then appear?

Candidate profile:

Candidates must hold a master's degree, or a degree recognized as master's level, in any discipline. They must be interested in the question of movement and propose an original approach. The latter should lead them to integrate a multidisciplinary group and engage in practice-based research and therefore encourage expression through movement or any modalities of movement, perceptible or imperceptible, visible or invisible.

—

coordinated by Nicolas Nemitz
and Serge Verny

www.ensadlab.fr/formes-du-mouvement-2/

GAME ORIENTED DESIGN AND ART

This research group focuses on the creative potential of play in our contemporary societies. Taking inspiration from the emerging interactions among play, design, and art, **GoDIArt** is an experimental laboratory where is it possible to confront new concepts in conjunction with researchers and to invent new game percepts.

Candidate profiles:

Candidates should be motivated by a taste for research and practice. Candidates' skills can be in programming, electronics, 2D/3D graphics, etc., and must be combined with the desire to learn new things as much on the technical as the theoretical level.



© Manuel Braun

coordinated by Antonin Fourneau
and Sophie Daste
www.ensadlab.fr/game-oriented-artdesign/

COMPLEX MATERIALS IN SYMBIOSIS WITH HUMANS AND THE ENVIRONMENT

The challenge of the coming years will not only be to understand how the virtual is effecting society, but to foresee how the world will evolve, in its complex materiality, transforming the symbiotic relationships between humans and their environment. In an increasingly complex context (digital, ecological, socio-economic), how can we position those relationships once again at the heart of research projects through design, practice, and pedagogy? This group focuses on four main areas: **Inhabited Spaces**, **Health**, **Learning**, and **Mobility**. It is therefore a question of understanding how the use of complex materials makes it possible to innovate in order to rethink our society not as a techno-centered future but as a humanist time-to-come in symbiosis with the environment.

The group implements the “Cahiers d'Anticipation et de l'Imaginaire” (Notebooks of Anticipation and Imagination) starting from visions developed in the research work of the team of student researchers, professors, and researchers.

Activity is organized in weekly discussion groups (themes, uses, contexts, materials, perception, representation, methodology) and in half-yearly workshops in connection with the PSL community on complex materials and symbiosis.

Candidate profile:

Designer (product, space, clothing, textile, materials, interaction), architect, engineer (materials, chemical, optical, mechatronics), artist, anthropologist, sociologist...

REFLECTIVE INTERACTION

Reflective Interaction is an **EnsadLab** research and creation group dedicated to experimenting with, designing, and studying interactive dispositifs in art and design. Three new student researchers can be integrated into this research group in October 2016.

Candidates should

be young designers very committed to their practice and seeking to strengthen it through a prospective and collective approach. Attentive to instrumental inventiveness, these student researchers will have to demonstrate strong commitment and original thinking about contemporary techniques. Highly informed in their own artistic field, they will be open to exchanges and collaborations with other disciplines, in both the exact sciences and the social sciences.

Three different profiles are sought, in relation to three research axes:

1- Mobility/Large Group Interaction (embedded media permitting interactivity in mobile and collective situations)

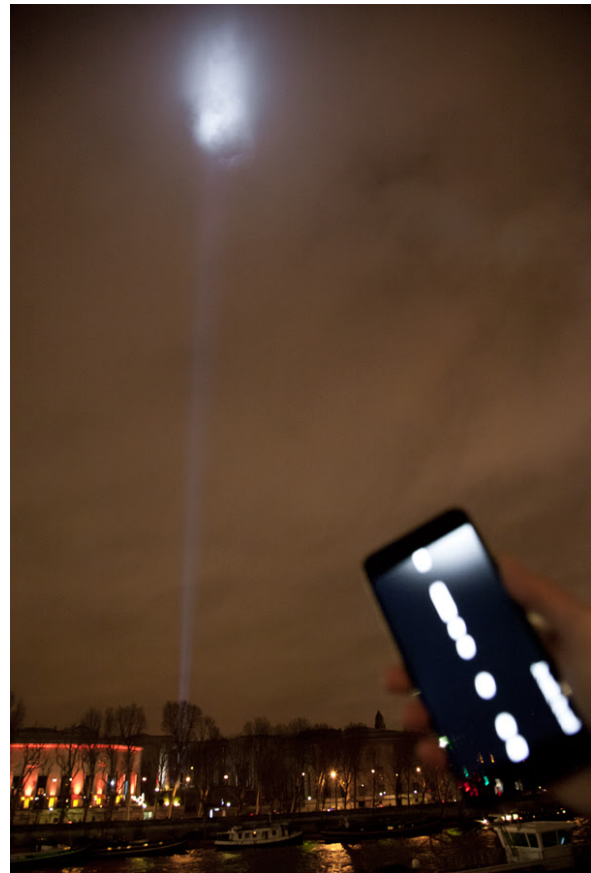
Student researcher in interaction design/graphic design with an interest in the visualization of data and, if possible, experience in developing web software tools (HTML5, JavaScript, Node.js...).

2- Physical Media: Responsive Matter (dispositifs implementing active and reactive materials)

Student researcher in art and/or design (products-spaces) with a particular interest in new materials and a focus on the practices and methods of rapid prototyping (especially 3D printing). Very open to experimentation with other disciplines, specifically physics, chemistry, and/or biology, and capable of ingenious material innovations, the candidate should also be interested in electronic and computer technologies. Knowledge of chemical physics, or a double degree (arts-sciences) would be a plus.

3- Behavioral Objects (objects demonstrating behaviors developed from modular robotics)

Student researcher in art and/or design (product), with core competencies in electronics and computer science, an interest in mechanics and robotics, and an openness to the cognitive sciences.



Overexposure (version 2), un projet Orange / EnsadLab Paris, Palais de Tokyo, Février 2016.

An Orange/EnsadLab Paris project, Palais de Tokyo, February 2016.

A work conceived and created under the direction of Samuel Bianchini (EnsadLab), in collaboration with Dominique Cunin (EnsadLab), Catherine Ramus (Orange Labs), and Marc Brice (Orange Labs), in the context of a research partnership with Orange, and Roland Cahen for the sound design. The research and development for this work is conducted in connection with the research project Cosima ("Collaborative Situated Media"), coordinated by the Ircam and supported by the ANR, and participates in the development of Mobilizing.js, a programming environment for mobile screens developed for artists and designers by EnsadLab. This version of *Overexposure* received support from idscènes and the Ircam, as part of the Cosima project.

—
coordinated by Samuel Bianchini
<http://diip.ensadlab.fr/>

SOFT MATTERS

At the crossroads of textile design and product design, materials and architecture, **Soft Matters** explores how new (as well as contemporary and ancient) materials and technologies contribute to the development of a more resilient culture. Soft Matters places the conceptualization and the materialization of artifacts at the center of the research process, via collaborative projects at the intersection of science, designs, and engineering.

Candidate profile:

Soft Matters is looking for curious, imaginative and audacious designers who have the potential to shift existing design boundaries. Holding a Master of Design (or equivalent degree) within the following disciplines: architecture, textile, product or fashion design, they will demonstrate a strong sensitivity for materials and processes, associated with a sense of innovation. Open to all scientific approaches (from hard science to social sciences or humanities), they will show a good critical sense as well as strong preoccupations for ecological challenges.

Soft Matters will give priority to applicants willing to develop a design-led doctoral thesis reflecting on the group's research topics, notably: biodesign, smart textiles, as well as new shaping of precious and semi-precious materials for the fashion, luxury and high-end French industries



Ice-fern, 2009, détail, sculpture de fenêtre par Aurélie Mossé, Mette Ramsgaard Thomsen, Karin Bech.

—
coordinated by Aurélie Mossé
et Jean-François Basserau
www.ensadlab.fr/soft-matters-2/

SPATIAL MEDIA

This **EnsadLab** research group is dedicated to the research and development of artistic practices in digital spaces. Its goal is to design new forms of sensitive interactions in digital spaces, in shared virtual environments; to understand the perceptive and cognitive processes involved during the sharing of actions, emotions, or information among several co-present users; and to study the aesthetic and sociological implications of these new forms of spatial mediations. Research is currently being pursued around three themes:

- embodiment, immersion
- the spatialization of information, *Ars memoriae*, serendipity
- co-presence, sharing, empathy

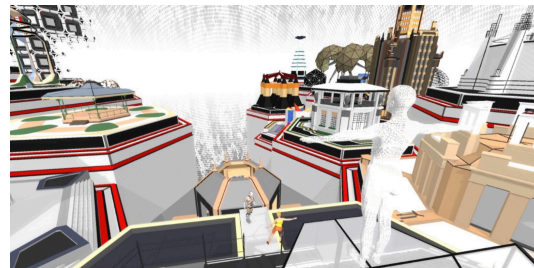
The projects conducted by the Spatial Media group unite multidisciplinary teams in the fields of the arts and creation, digital humanities, cognitive and social sciences, digital technologies, and communication.

Candidate profile:

Artists, designers, engineers (other backgrounds possible) seeking to pursue research within the themes pursued by this group.

Special attention will be given to projects focusing on photogrammetry and the capture of digital spaces as well as on the spatialized visualization of biometric data.

Candidates must demonstrate an innovative creative approach, a critical understanding of technological tools, as well as in-depth theoretical analysis of their artistic practice.



Le jeu de la mise en terre

Play in three acts

Thomas Morisset, Compagnie du Quart de Siècle

Image : Donatien Aubert.

—

coordinated by François Garnier

<http://spatialmedia.ensadlab.fr/>

www.ensadlab.fr