

**WEST BALKAN CALL for APPLICATIONS for the  
Artist-in-Residence Programme of Q21**

**in the MuseumsQuartier Vienna in cooperation with the Austrian Ministry  
for Europe, Integration and Foreign Affairs**

**June to December 2016: now open until February 15<sup>th</sup> 2016**

With a view to the future enlargement of the European Union, the Austrian Ministry for Europe, Integration and Foreign Affairs wants to offer in co-operation with Q21 / MQ [www.Q21.at](http://www.Q21.at) a one month stipend to artists from Albania, Bosnia-Herzegovina, Kosovo, Macedonia, Montenegro and Serbia.

The residencies are designed for artists working in the field of fine art, media art, photography, sound art, comic art, visual art, street art, film, design and fashion.

Each residency offers to the artist

- a monthly stipend of 1050 EUR to cover expenses
- a studio space to live and work in the MuseumsQuartier in Vienna
- There are no age limits for stipends.
- English language skills are required.

Applications must include the following documents in PDF format only:

- a completely filled-in and signed digital application form with the following information: Your contact details (name, address, e-mail, phone, website)
- a motivation letter specifying current artistic projects and interests. What would you like to focus on during your residency in Q21/MQ (max. 5000 characters)
- Brief informative curriculum vitae (max. 1 page)
- Portfolio (max. 5 MB)

Please send the four documents as PDF, if necessary separately.

Applicants should be prepared for the requirement to use the residency in its full length. Accepted applicants are required to hand in a written report after completion of the residency. Applications are accepted only in English and by e-mail until: **February 15, 2016.**

Selected participants will be notified until the end of March 2016.

Please send your application with subject "MQ AiR 2016" to: [AbtV2@bmeia.gv.at](mailto:AbtV2@bmeia.gv.at), cc to Elisabeth Hajek, [ehajek@mqw.at](mailto:ehajek@mqw.at)