

MAKER IN RESIDENCE

@ Valletta Design Cluster

*Creativity is inventing, experimenting,
growing, taking risks, breaking rules,
making mistakes and having fun.*

Mary Lou Cook



ABOUT

The Maker in Residence (MIR) is a residency programme for Designers and Makers at the Valletta Design Cluster, a community hub for cultural and creative practice in Malta. The residency offers designers time and space away from their usual routine to reflect, research, and consider new ways of developing their practice or product

Share your results with like-minded individuals, professionals and the public through a final event/ talk/ workshop/exhibition at the end of the residency.

Participate in events, training, talks and workshops organised for members and non-members on a wide variety of topics.

Connect with a community of creative individuals and organisations who are members at the VDC

EXPECTATIONS

The Makers will be expected to:

- Dedicate at least 20 hours per week to their residency project
- Give a public presentation or a hands-on workshop about your work at the end of the residency
- Be open to meet and possibly collaborate with VDC staff and members
- Provide a 500-word report on their work and your experience at the end of the residency with at least 3 good quality photos.



AREAS OF FOCUS 2025

FOOD & TECHNOLOGY

Exploring the intersection of food production, consumption, and technology, this theme encourages makers to develop innovative solutions to food. This could include projects related to food production, food waste reduction, sustainable agriculture, or food accessibility.

EPHEMERAL ARCHITECTURE

Exploring the concept of temporary or transitory structures, this theme encourages makers to research and explore installations that respond to specific sites or events. It could involve using unconventional materials or rapid prototyping techniques.

DIGITAL NATURE

This theme invites makers to investigate the relationship between humans, technology, and the natural world. It could involve creating bio-inspired digital systems, exploring the concept of artificial ecosystems, or developing projects that blur the lines between the organic and the synthetic.

BENEFITS

The Residency provides:

- Accommodation in a private bedroom in a shared residency facility.
- A dedicated studio space within VDC
- Access to the **VDC Makerspace and Foodspace** which includes a variety of tools and equipment
- Opportunities to connect with other makers, designers and creative professionals.
- Maker retains full ownership of their work and Intellectual Property

It does not provide:

- Financial support towards visa, flights, per diem, insurance or materials



ELIGIBILITY

The Maker-In-Residence Programme is designed to support and encourage creative exploration and experimentation.

The program is open to makers from all creative disciplines: Designers, Craftspeople, Visual artists, Technologists, Fashion designers, Innovators and more ...

Applicants must:

- Be 18 years of age or older at time of applying
- Have a strong portfolio of work
- Be able to communicate effectively in English



THE MAKERSPACE

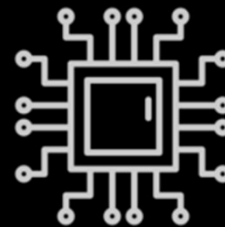


VINYL CUTTING



CNC MACHINERY

CNC Router, CNC Mill,
CNC Mini-Lathe, Laser
Cutter (100W)



ELECTRONICS

Oscilloscopes, Soldering
stations, Multimeters



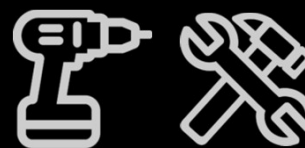
SEWING

Texi 1501 TS 15-needle Embroidery,
Pfaff Creative Ambition 640, Singer
Heavy Duty Sewing Machines and
Overlockers



3D PRINTING

Crealty CR-10 Smart Pro,
Delta WASP 2040, Creality
Halot-Lite

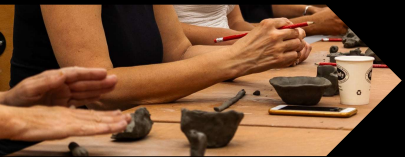


HAND AND POWER TOOLS



MOULDING

Vacuum Forming





RESIDENCY APPLICATION

APPLICATION

A Residency may last between 15 and 45 days and it may take place any time between January and December 2025.

Fill in the online [Application Form](#) and upload a file sharing link with your

- Portfolio
- Copy of ID Card

Applications close on the 15th November 2024

SELECTION

A selection panel will review all applications and select finalists for interviews. Finalists will be notified within fifteen days of submission deadline.

Applications will be scored according to set criteria: creativity and innovation; impact of the project on the maker community and the broader public; feasibility.

Results will be communicated once interviews are completed.