

Partner Search *Creative Europe*

Sub-programme

- Culture
- MEDIA
- Cross-Sectoral

Proposed Project Role

- Coordinator
- Member/Partner
- 3rd Party

Action

Action Title FLYCODE

Deadline Next creative Europe call (February 2026)

Cultural operator(s)

Name

Royal Conservatoire Antwerp (RCA) & Lambda Sonic (Toplap Antwerp)

Short description

Dago Sondervan runs the Live Electronics Master programme in the Royal Conservatoire Antwerp. This Conservatoire is the only Flemish School of Arts offering higher education in Dance, Drama, and Music, integrated with Arts & Education master's programmes and grounded in artistic research.

Our programmes prepare students to become professional artists, artist-teachers, and arts researchers with a strong individual vision and a distinct artistic, pedagogic, and critical voice. We focus on personal artistic development, professional expertise, and engagement with broader society.

Teaching, research, and artistic practice are both specialised and interdisciplinary. A team of renowned, passionate teachers provides tailored coaching to support each student's growth in artistic excellence, creativity, and reflection.

Located on the Kunstcampus deSingel and closely linked with the Royal Academy of Fine Arts Antwerp, the Conservatoire offers a rich environment for interdisciplinary collaboration.

Our close ties to local and international arts institutions ensure that our programmes remain dynamic and responsive to artistic, societal, and professional developments. The Conservatoire is firmly embedded in a vibrant network at the local, metropolitan, national, and global levels.

Contact details

Charlotte Saelemakers (RCA) & Dago Sondervan (Lambda sonic)

Project

Field(s)

- *Culture*: Dance, Literature, **Music**, Heritage, **Interdisciplinary**...
- *MEDIA*: Feature film, Documentary, TV-series, Games, AR, VR, Film Festival, Education. Distribution, VOD, Pre-, Post- or Production...
- *Cross Sectoral*: AI, TV Journalism writing, Investigative Journalism ...

FLYCODE – Project Summary

FLYCODE is a transnational cooperation project that brings together artists, educators, technologists, and researchers across Europe to explore and expand the creative practice of live coding. Live coding is a real-time programming technique used in music, visual art, and performance, merging computational thinking with artistic expression. The project aims to support collaborative, interdisciplinary artistic creation and research, embed these innovative practices into (higher) arts education, and enhance the visibility of live coding within the broader cultural and educational sectors.

Building on the legacy of the On the Fly initiative, FLYCODE responds to several emerging needs at the intersection of arts, technology, and society:

- The promotion of interdisciplinary artistic collaboration between live coders, musicians, visual artists, designers, and other creative disciplines
- The creation of sustainable networks and digital tools to support live coding practices across Europe
- The engagement of younger audiences with digital creativity and participatory learning methods
- The integration of creative coding into formal and informal learning frameworks
- The strengthening of the European presence in international live coding discourse and performance
- The exploration and responsible integration of AI into live coding workflows, performance systems, and artistic experimentation—expanding the boundaries of human-machine creativity and co-authorship

Description

FLYCODE recognizes the growing relevance of artificial intelligence (AI) in contemporary digital arts. As part of its forward-thinking approach, the project will explore how AI tools (e.g., generative models, intelligent improvisation agents, machine listening systems) can be integrated meaningfully and ethically into live coding practices. This includes artistic residencies and hackathons focused on developing AI-enhanced live coding systems, as well as workshops and discussions on human-computer collaboration, authorship, and creative agency.

The project will span multiple countries and operate through a series of coordinated work packages (WPs), including:

- Transdisciplinary collaboration and co-creation through residencies and artistic workshops (WP2)
- Public engagement and youth outreach, promoting digital literacy through coding and creativity (WP3)
- Artistic research and development including hackathons and expert exchanges focused on new tools and methods, including AI applications (WP4)

Communication and dissemination, ensuring broad access to project outputs and sustaining community-building across Europe and beyond

(WP5)

A key milestone will be the International Conference on Live Coding (ICLC) in March 2027, hosted at deSingel in Antwerp. This flagship event will bring together international practitioners to showcase new works, discuss research, and share innovative practices—particularly in AI-assisted live coding and other emerging intersections.

Potential Roles for Consortium Partners

FLYCODE invites participation from both academic institutions and cultural organizations with interest or experience in digital arts, arts education, coding, music, performances or interdisciplinary research.

Cultural Partners

Art centers, digital media labs, creative hubs, festivals, and performing arts venues can contribute in roles such as:

- Artistic Programming and Residencies
- Host live coding residencies for local or international artists
- Facilitate interdisciplinary collaboration and experimentation through co-creation workshops
- Performance and Event Production
- Organize concerts, exhibitions, or Algoraves (live coding performances) that reach diverse audiences
- Collaborate in the production of the International Conference on Live Coding (ICLC)
- Public Engagement and Outreach
- Design and deliver live coding introduction sessions and performances for the general public
- Develop targeted audience development strategies, especially for underrepresented or digitally excluded groups
- Content Creation and Communication
- Lead or contribute to the creation of media assets (videos, interviews, blogs, social content)
- Disseminate project results through local and international networks, newsletters, and public events
- Infrastructural and Technical Support
- Offer access to equipment, studios, or exhibition space for workshops, performances, or hackathons
- Support local dissemination of open-source tools developed in the project

Academic Partners

Universities, conservatoires, research labs, and education-focused organizations can take on roles such as:

- Curriculum Development and Pedagogical Innovation
- Co-create and implement educational modules or micro-courses on live coding in arts, design, and computer science departments
- Develop toolkits for integrating live coding into classroom and studio-based learning
- Hosting and Supervising Artistic Research
- Support residency programs where artist-researchers explore new methods in live coding

- Provide mentoring, evaluation, and access to academic resources for research fellows
- Transdisciplinary Knowledge Exchange
- Participate in hackathons and co-creation labs alongside artists and technologists
- Facilitate workshops that foster the intersection of scientific inquiry and artistic exploration
- Research, Evaluation, and Dissemination
- Contribute to publications, policy papers, and documentation of best practices
- Lead or support data collection, impact analysis, and external evaluation processes
- Youth and Community Engagement
- Collaborate with schools and youth organizations to deliver outreach and training
- Offer institutional spaces and networks for broader community involvement

Shared Responsibilities Across All Partners

Regardless of their type, all partners in the consortium are expected to:

- Actively participate in transnational meetings, co-creation events, and internal communication
- Contribute to dissemination and exploitation efforts both locally and Europe-wide
- Collaborate in ensuring the quality and sustainability of outcomes
- Promote gender balance, inclusion, and diversity within project activities
- Uphold the values of open-source, collaboration, and digital democratization

Potential Roles for Associated Partners

- Arts Councils / Municipal Cultural Offices – for policy alignment and community access
- Youth or Creative Tech NGOs – for workshop co-facilitation and outreach, help reach underrepresented audiences
- Music, Media & Technology Festivals – for live performances or showcases
- Venues
 - Facilitate residency accommodations
 - Offer technical support, rehearsal spaces, or equipment
 - Provide venues for performances, workshops, screenings, or hackathons
- Libraries / Maker Spaces / Fab Labs – for hosting workshops and events
- Higher Education Institutions
 - integrating outputs into teaching or curricula
 - collaborate in artistic or academic research
 - provide mentorship or peer review for resident artists and researchers
- Digital Culture Magazines or Media Outlets – for documenting and broadcasting activities
- Local and International Networking / Live Coding organizations
 - Act as bridging organizations that connect FLY CODE to national/regional cultural scenes, tech ecosystems, or

- academic networks
- Facilitate partnerships with public authorities, funders, or media outlets
- Organize or co-host local satellites of international events like the ICLC 2027
- Help reach underrepresented audiences, such as rural communities or minority groups

This list is not exhaustive.

Partners searched

Countries	Greece (regions Athens/Corfu), Baltics (regions that host Ukrainian refugees), Ireland (region Limerick), Paris, Germany (region Karlsruhe)
Profile	See above e.g. Cultural Centre, Cultural/Audiovisual Company, Expertise Centre, Media Group, Research Centre, Toplap, Medialab, festival, New media lab, Performing arts venues, ...

Other

...