ARIIS (Artistic Research and Innovation Infrastructure)

<div style="border:1px solid">**Orienteringssak 7218 d)**</div>

Etter å ha levert en skisse (obligatorisk) til Norges Forskningsråds program for Forskningsinfrastruktur, leverte vi en full søknad 10.oktober med følgende consortium:

- UiB (Bergen): Anne-Helen Mydland
- NTNU (Trondheim): Florian Schneider
- KHiO (Oslo): Trond Lossius
- NMH (Oslo): Darla Crispin
- UiT (Tromsø) : Hanne Hammer Stien
- UiA (Kristiansand): Anne Haugland Balsnes
- UiS (Stavanger): Mark William Drews
- HINN (Lillehammer/Hamar): Fredrik Graver
- Kristiania University College (Oslo): Trine Johansen Meza
- HiOF (Fredrikstad/Halden): Serge Patrick von Arx
- AOH (Oslo): Rolf Gerstlauer

Med dette har vi samtlige deltakere I NRKU med I konsortiet.

UiB-prosjektledelse består av følgende:
UiB, Faculty of Fine Art, Music and Design:
- Project leader: Professor Anne-Helen Mydland, Vice Dean of Research
- Project advisor and contact person: Hans Knut Sveen, Ass. Prof. (Vice leader, NARP)
- Project coordinator: Dagfinn Bach, Research Adviser, 25 years experience in online distribution and business models for digital content, including coordination of 2 major EU-projects, 2 RCN projects and managing the development of a global BigData service for the music industries.
UiB, IT Dept:
- Technical coordinator (100%):Csaba Anderlik. 17 years experience in designing national infrastructures and WP manager of European Infrastructure projects
- System Integrator (100% -> 50% -> 25%): IT Dept or SW/HW provider depeding on tender (tbc)
UiB, Faculty of Law: Facilitator of legal solutions (40%): Faculty of Law
- Knut Martin Tande, Associate Professor, Copyright/IPR, Legal Method, Law Theory, Compensation
- Torger Kielland, Associate Professor, Copyright/IPR,
- Erik Monsen, Professor Contract Law
NCEMedia: Business Model Facilitator (50%):
- Eivind Sandstrand, business development at NCE Media in Media City Bergen.

I tillegg har vi to advisory boards:

Advisory board:	Technical Advisory board:
- Employees - Students (PhD and MA) - Bernt Hugenholtz (legal expert) - tbc - Creative Industries representatives (Kreativt Norge, Arts Council of Norway) - Norsk film og kino - tbc - Live Kino AS - BTO (Bergen Technologioverføring) and representing the other 7 TTO´s in Norway - Other	- HINN (TV/Game/VR) - NCEMedia (Knowledge cluster strategies) - NTNU (Art and Tech) - NMH (Music production technologies) - SIGMA2/Uninett (High-speed networks) - Society of Artistic Research (Reserach Catalogue) - Mediability (large media/IT integrations) - Unique Cinema Systems (media distribution)

Samt arbeidsgrupper innenfor følgende disipliner:
- Visual Arts: Fine Art, Material based Art
- Stage Performance Arts: Theatre , Dance, Opera
- Music: Performance, Composition
- Film and Game: Film/TV, Game, VR, Animation
- Architecture and Design: Design, Interior Architecture, Landscape Architecture, Architecture

Dise skal gi innspill til arbeidspakkene WP1, WP2, WP4, WP6 og WP7

Prosjektet er delt inn i 10 arbeidspakker (Workspackages):

Phases								Phase 1						Phase 2								
Work Packages (WPs)	**Y1**				**Y2**				**Y3**				**Y4**				**Y5**					
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4		
WP1: User requirements	█	█																				
WP2: Technical Specifications			█	█																		
WP3: Design and Implementation				█	█	█	█	█	█													
WP4: Testing and piloting					█	█	█	█	█													
WP5: Finetuning													█	█								
WP6: Validation and Verification															█	█	█	█				
WP7: Legal aspects				█	█	█	█	█	█	█	█	█	█	█	█	█						
WP8: Business models				█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█		
WP9: Dissemination and exploitation					█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█		
WP10: Project management	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█		

Budsjett:

Costs	Totals
Payroll expenses and indirect costs	kr 69 933 922
Direct costs for equipment and infrastructure	kr 67 454 188
Other costs	kr 2 902 500
Totals	**kr 140 290 610**

Finansiering:

Financing	Totals
Own funding (National AR Network)	kr 39 280 964
Research Council of Norway	kr 77 712 896
Other funding sources	kr 23 296 750
Totals	**kr 140 290 610**

Etter prosjektperioden skal prosjektet være selvfinansierende gjennom salg av tjenester til andre forskningsrposjekter og til «creative industries». Tabellen viser en foreløpig analyse over mulige inntekter.

Revenue sources:	Y6	Y7	Y8	Y9	Y10
Overhead revenues Research projects	kr 10 500 000	kr 20 750 000	kr 20 750 000	kr 21 000 000	kr 31 000 000
Fees National project (BOA) - 2,5% per grant	kr 500 000	kr 750 000	kr 750 000	kr 1 000 000	kr 1 000 000
Fees International project (BOA) - 5% per grant	kr 10 000 000	kr 20 000 000	kr 20 000 000	kr 20 000 000	kr 30 000 000
Infrastructure as a service IaaS:	kr 13 700 000	kr 18 110 000	kr 22 760 000	kr 27 650 000	kr 32 780 000
Other R&I Projects in UH sector	kr 3 750 000	kr 5 250 000	kr 6 750 000	kr 8 250 000	kr 9 750 000
Public conferences	kr 50 000	kr 100 000	kr 150 000	kr 200 000	kr 250 000
Business conferences	kr 2 700 000	kr 3 960 000	kr 5 460 000	kr 7 200 000	kr 9 180 000
Public performance within music, theatre, opera,	kr 7 200 000	kr 8 800 000	kr 10 400 000	kr 12 000 000	kr 13 600 000
Software licenses or Platform usage (PaaS,SaaS)	kr 0	kr 662 500	kr 1 387 500	kr 2 112 500	kr 2 837 500
Platform as a service (PaaS):					
Unite fee revenues (one time use)	kr 50 000	kr 250 000	kr 450 000	kr 650 000	kr 850 000
Subscription revenues (recurring use)	kr 0	kr 75 000	kr 375 000	kr 675 000	kr 975 000
Software as a Service (SaaS):					
Unite fee revenues (one time use)	kr 50 000	kr 150 000	kr 250 000	kr 350 000	kr 450 000
Subscription revenues (recurring use)	kr 62 500	kr 187 500	kr 312 500	kr 437 500	kr 562 500
Brokerage/distribution fee for recorded content to consumers via OTT services	kr 2 546 550	kr 4 460 200	kr 6 909 250	kr 9 891 900	kr 13 408 150
Master performances (30% ARIIS - 70% Institution/student)	kr 204 750	kr 273 000	kr 341 250	kr 409 500	kr 477 750
PhD performances (30% ARIIS - 70% Institution/student)	kr 91 800	kr 187 200	kr 318 000	kr 482 400	kr 680 400
Edited channels of a and b (50% ARIIS - 50% Channel Operator)	kr 2 250 000	kr 4 000 000	kr 6 250 000	kr 9 000 000	kr 12 250 000
Totals	**kr 26 746 550**	**kr 43 982 700**	**kr 51 806 750**	**kr 60 654 400**	**kr 80 025 650**

Forventet svar og oppstart:

Vi forventer først en informasjon om resultat fra en første screening, antagelig før nyttår, og deretter en endelig beslutning i mai/juni.

Vi vil nå benytte tiden frem mot nyttår til møter for å diskutere alternative finansieringskilder, som f.eks med Sparebankstiftelesen.

Dagfinn Bach (sign.)

Vedlegg: Summary, Objectives og Outcomes/Impact (fra selve søknaden).

Project summary:
ARIIS represents a state-of-the-art infrastructure for Artistic Research (AR) with shared access to tools for the creation, production, rights-clearing, publishing and high-resolution storage of multimedia content. Image/audio resolution and formats will be based on standards supported by the arts disciplines - Theatre, Dance, Opera, Music, Fine arts, Material-based arts, Film, TV, Virtual Reality, Game, Animation, Design, Architecture - and by their respective creative industries.

ARIIS will interconnect otherwise prohibitively expensive hardware/equipment (for more cost-effective usage); it will link creators, performers and venues across Norway in a way that has not been previously possible, creating a national distributed community for AR that allows stakeholders to work together to produce internal and external events as though they were located in the same building.

ARIIS will also allow members of the Norwegian creative industry communities to hire its innovative solutions for production and performances, whether independently or in cooperation with the Norwegian Artistic Research community, providing an incentive for establishing knowledge clusters centred round the future ARIIS nodes.

Uniting all AR institutions, creative industries and individual creators/performers in Norway through ARIIS will contribute to positioning Norway as one of the most forward-looking and united countries within AR and innovation, ensuring enhanced exposure internationally.

Since ARIIS will comprise, in essence, a complete infrastructure with tools and services for creating, producing, storing, rights-clearing, metadata tagging, publishing, distributing/sharing of multimedia content with ultra-high resolution, ARIIS can be "offered for hire" on a shared basis to other research disciplines that require high-resolution multimedia content.

Primary and secondary objectives:
The primary objective is to set up a national infrastructure consisting of a high-speed network&storage, multimedia asset management systems and the necessary components to inter-connect the Norwegian Artistic Research (AR) community. This will provide shared access across Norway to required HW/SW and human resources for on-going AR activities and to results from on-going and completed AR activities.

The main secondary objective is to establish a solution that offers infrastructure, platform and software services to
  a) *other R&D activities in partner institutions and external institutions, thereby offering ARIIS as a generic research infrastructure for research activities that addresses challenges related high resolution multimedia content and rights issues*
  b) *knowledge clusters of the creative industries across Norway for access to HW/SW/networks for production, rights management, publishing and storage, thereby stimulating innovation and growth in the Norwegian creative industries.*

Outcomes and impacts:
ARIIS will unite all AR institutions, staff and students in Norway, and will thereby contribute to more efficient research cooperation and present Norway as among the most forward-looking and united countries within AR, thus gaining it significant exposure internationally.

ARIIS can be widely used by other research environments where data modelling, audio/image high-resolution documentation, IPR and communication are central tasks, and thus contribute to generic solutions for IPR/Copyright/Privacy protection and data management.

ARIIS will have a significant effect on the Norwegian creative industries, which are currently characterized by a high number of free-lance workers who are in a vulnerable position with respect to protecting their artistic intellectual rights and copyrights. ARIIS will provide the required tools and expertise for protecting these rights as well as a "state-of-the-art infrastructure for hire" for creators, producers, publishers, distributors, event organizers.