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Presidenza del Consiglio dei Ministri
Dipartimento per le politiche di coesione e per il sud

MUNICIPALITY OF BRINDISI

Economic Planning and Development Division

PUBLIC NOTICE

PLAY BRINDISI RESIDENCIES



Art. 1 – Introduction

This Public Notice is part of the initiatives included in the National Program “METRO PLUS and Southern Medium-Sized Cities 2021–2027,” of which the Municipality of Brindisi is a beneficiary.

Specifically, the Play Brindisi Residences are one of the initiatives under the Be Brindisi project, which falls under Priority 5 of the Program—Services for Inclusion and Social Innovation (ESF+)—Project “Be Brindisi”—CUP J89I24000160001. The Be Brindisi project has objectives and principles that complement those of the Play Brindisi project, with which it develops in an integrated and synergistic manner.

Art. 2 – General Objectives of the Play Brindisi Residencies

In recent years, the city of Brindisi has been undergoing a profound and rapid transition from a past marked by heavy industry toward a new urban model in which sustainability,



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innovation, and social engagement coexist. This change is made possible by a significant process of energy and industrial transformation focused on decarbonization, the development of hydrogen and renewable energy sources, the implementation of urban and coastal redevelopment projects, as well as support for social innovation through various initiatives, including the creation of the city's network of Neighborhood Houses (*Case di Quartiere*).

In this context, the projects funded by the METRO PLUS and Southern Medium-Sized Cities 2021–2027 program play a key role in supporting the city and its residents through the urban and social regeneration processes currently underway, with a particular focus on involving younger residents as active participants in shaping the city's future.

It is within this context that the concept of *Play Brindisi* has emerged, an initiative that takes its name from the key areas it aims to address through the format of residential workshops, which are embodied in the three complementary meanings of the term *PLAY*: sports, as a driver of inclusion and social engagement, especially for young people; play, through the creation of recreational and leisure spaces that invite a playful and intergenerational use of urban space; and culture and music, as elements of intellectual stimulation and social cohesion, to be introduced through innovative and experimental formats in the city's public spaces, outside of conventional venues.

The *Play Brindisi Residencies* are an invitation to the citizens to get involved, taking care of their public spaces and working side by side with designers, placemakers, and creative individuals from across Europe. The initiatives of the residencies will give the people of Brindisi the opportunity to strengthen their sense of belonging to the city while simultaneously creating a new narrative that defines the city's identity and potential.

The *Play Brindisi Residencies* will unfold over three cycles, to be held in 2026, 2027, and 2028, respectively. For each cycle, an internationally renowned curatorial team will be tasked with interpreting the key concepts of *Play Brindisi*, developing a concept, designing a program of workshops and training activities, and defining outputs in the fields of urban regeneration, self-built architecture, and participatory art installations.

The residencies will involve the development of tangible and intangible initiatives in the public spaces of the city of Brindisi, aimed at introducing new uses, new possibilities, and new perspectives through which to read, listen to, and interact with public space. The residencies' placemaking activities lie at the intersection of artistic, architectural, and urban regeneration interventions and will involve the active participation of the local community through public events open to citizens.

The general objectives of the Play Brindisi residency format are multifaceted and consist of:

1. implementing innovative urban regeneration practices aimed at improving public spaces through experimental processes, placemaking and tactical urbanism interventions, interactive art installations, and self-built lightweight architecture projects designed to meet the needs and desires of the local community;
2. creating opportunities for exchange and personal and professional growth for residency participants, including through the acquisition of new skills;
3. constructing a new narrative of the city of Brindisi and the opportunities it offers, particularly for young people.

The residency program includes a schedule of activities that feature an exploratory phase focused on the city and the sites under consideration, educational sessions, discussions with experts, group workshops, presentation sessions, and opportunities to engage with and share insights with stakeholders and the local community, as well as recreational activities.

For each edition of the *Play Brindisi Residencies*, the format will be tailored to the specific objectives and the area under consideration and intervention.

Art. 3 - Intended Audience

With the aim of promoting the exchange of knowledge and fostering cross-pollination between different backgrounds and experiences, the residencies are open to two distinct groups of participants:

- a) young creatives, designers, artists, placemakers, architects, social innovators, college students, or graduates, aged 18 to 35, residing in Italy or abroad;
- b) young people aged 18 to 35, residing in Brindisi and its province, who have an interest in the city, art, and collaborative processes.

For each residency, 10 people from profile a) and 10 from profile b) will be selected. Specifically, the plan is to include 5 people from profile a) from Italy and 5 from other countries. This ratio may be reconsidered depending on the number of applications received from different regions.

Art. 4 – Play Brindisi 2026 Residencies

4.1 - Duration and Structure of the Play Brindisi 2026 Residencies

The Play Brindisi 2026 Residencies will take place in three separate sessions:

1. **First session**

Sunday, June 7 – Thursday, June 11 (5 days, 4 nights)

2. **Second session**

Sunday, September 27 – Sunday, October 4 (8 days, 7 nights)

3. **Third session**

Sunday, October 4 – Sunday, October 11 (8 days, 7 nights)

4.2 - Area targeted by the residencies

The area where the design and creation of the artistic and architectural works planned for the residencies will take place, and which will serve as the main venue for the activities of Play Brindisi 2026, is the **Parco del Cillarese** in Brindisi—the city's largest park and the largest urban park in Apulia.

4.3 - Concept

GRRIZ's curatorial concept for the Play Brindisi 2026 Residencies takes shape around a narrative triad—*The Island, The Boat, The Lighthouse*—which interprets the Cillarese Park as a living, layered space that can be transformed through collective action. Each residency constructs a distinct yet interconnected chapter: inhabiting, traversing, protecting. Three verbs that convey three distinct approaches to public space, guiding both the design process and the relational and symbolic dimensions of the activities. The common thread is placemaking as a shared practice: not the production of objects for the city, but the construction of a collective experience that leaves physical, narrative, and communal traces. The park becomes a laboratory, an open construction site, a stage, and a landscape to be reimagined together—by those who have always lived there and those encountering it for the first time.

4.4 - Planned Activities

The *Play Brindisi 2026 Residencies* are divided into three distinct sessions, each with a specific theme and output, but all sharing a recurring structure that alternates between hands-on self-build workshops and artistic production, opportunities to explore and learn about the local area, meetings with guests and local organizations, talks and evening events, and final public openings for the community.

The first session of the Play Brindisi 2026 Residencies, titled *L'Isola*, aims to create, through self-construction, a multifunctional platform in Cillarese Park that can be used by various types of park visitors for distinct activities (cultural, educational, athletic, social, recreational,



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etc.). In addition to supporting a range of new community uses and functions, the platform will serve as a canvas for a collective graphic artwork exploring the playful and intergenerational possibilities offered by public space. The project will conclude with a convivial public event open to the city.

The second session of the Play Brindisi 2026 Residencies, titled *The Boat*, focuses on the theme of exploration: participants will work on creating a shaded structure inspired by nautical imagery, designed as a place for rest, observation, and gathering.

The third session of the Play Brindisi 2026 Residencies, titled *The Lighthouse*, introduces a symbolic and performative dimension through the creation of site-specific installations inspired by imaginary figures and a workshop open to the public.

Further details regarding the outputs of the second and third sessions of the residencies will be shared in the coming weeks. The curatorial team reserves the right to make any changes to what is described in this notice regarding the planned outputs for the second and third sessions of the residencies, should it be deemed appropriate.

4.5 - Curatorial Team

The *Play Brindisi 2026 Residencies* are curated by a multidisciplinary team composed by Luigi Greco, Mattia Paco Rizzi, Mariangela Bruno e Claudia Cellamare. Luigi and Mattia are founding members of GRRIZ, a multidisciplinary studio with offices in Bologna, Lyon, and Turin, active at the intersection of architecture, public space, participatory art, and urban regeneration. GRRIZ develops projects in institutional and public contexts through a network of international professionals and collaborators, with an approach that prioritizes collective processes, material experimentation, and the active involvement of local communities. Mariangela Bruno is an architect who specializes in architectural design and interventions in public space. Claudia Cellamare is a cultural designer with experience in developing participatory programs, artist residencies, and processes of mediation between creatives and local communities.

5. Applications

Each candidate may submit an expression of interest in participating via the online form (<https://forms.gle/Ht39zZjgepJFzoJG6>), which is accessible from the website www.brindisiper.it/playbrindisi

In addition to filling out the required fields, candidates must attach the following documents in PDF format using the same form:

For Profile A (creatives, artists, designers, students, etc. – Italy/abroad):



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Presidenza del Consiglio dei Ministri
Dipartimento per le politiche di coesione e per il sud

- cover letter (maximum one page)
- CV
- portfolio (recommended, optional)

For Profile B (young people from Brindisi and its province):

- cover letter (optional, maximum one page)
- CV (optional)
- portfolio (optional)

Each candidate may indicate one or more preferences regarding the Play Brindisi Residency session they wish to participate in (June 7–11; September 27–October 4; October 4–11). Applications are now open for all three sessions.

Art. 6. Timing

Applications must be submitted by **12:00 PM on Tuesday, May 26**, unless an extension is granted, in which case it will be announced via the social media channels of the *Brindisi Per* program and the Municipality of Brindisi.

Candidates selected for the first session of the *Play Brindisi Residencies* will be contacted by email by Friday, May 29.

Candidates selected for the second and third sessions of the *Play Brindisi Residencies* will be contacted by email in July and August.

If deemed necessary, the Municipality of Brindisi reserves the right to reopen the call for applications in August and/or September in order to accept new applications for the second and third sessions of the residencies.

Art. 7. Meals, Accommodation, and Reimbursements

Participants in the residencies coming from other Italian provinces and from abroad (*Profile A*) will be provided with accommodation at the Brindisi Youth Hostel in shared rooms, as well as breakfast and dinner. Travel expenses to reach the city of Brindisi will be the responsibility of the participants. All participants (*Profiles A and B*) will be provided with meals (lunch and refreshments) for the entire duration of the activities. The local exploration experiences and socio-cultural activities planned for the evening program will be provided for all participants.

In order to facilitate access, continuous participation, and the full involvement of participants in the project activities, a participation allowance for the residency activities will also be provided, amounting to:

- € 200.00 for participation in the first session of the residency;
- € 300.00 for participation in the second session of the residency;
- € 300.00 for participation in the third session of the residency.

The participation compensation:

- is intended to support attendance and active participation in project activities;
- is contingent upon participation in at least 75% of the activities outlined in the program for each session of the residency;
- will be paid upon completion of the activities, in accordance with procedures that will be communicated to the selected participants at a later date.

The compensation will be granted in accordance with the provisions of the National Program “METRO PLUS and Southern Medium-Sized Cities 2021–2027” and the related Guidelines regarding eligible expenses and monitoring.

Art. 8. Selection Criteria and Procedures

Applications will be evaluated by a committee consisting of one member selected from among the experts identified by the Municipality of Brindisi for the PN Metro Plus team, one member of the curatorial team for the *Play Brindisi 2026 Residencies*, and one member of the logistical support team for the implementation of the residencies.

Given the different nature of the applicants, the evaluation will be based on distinct criteria for the two profiles.

PROFILE A (*creatives, artists, designers, students, etc. – Italy/abroad*)

A1. Motivation and interest in the project (max 30 points)*

- Clarity and quality of the motivation letter;
- Consistency with the themes of placemaking, urban regeneration, public art, and participation;
- Interest in the opportunity to participate in the program within the Brindisi area.

* assessed based on the analysis of the cover letter.

A2. Profile, Skills, and Experience* (max 35 points)

- educational and professional background;



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Dipartimento per le politiche di coesione e per il sud

- relevant experience in the artistic, design, social, or participatory fields;
- technical and design skills relevant to the residency activities.

* assessed based on the CV.

A3. Ability to work as part of a team* (max 20 points)

- previous experience working in teams;
- openness to interdisciplinary collaboration;
- ability to adapt to new and dynamic environments.

* assessed based on the analysis of the cover letter.

A4. Portfolio Quality (max 15 points)

- quality and originality of the submitted work;
- alignment with the residency's themes;
- design and creative skills

* assessed through portfolio review.

PROFILO B (*young people from Brindisi and its province*)

B1. Motivation and interest in the project* (max 40 points)

- interest in the themes of the Play Brindisi residency;
- curiosity and open-mindedness;
- familiarity with and/or experience of the Cillarese Park.

* assessed based on the analysis of responses to the application form and, if applicable, the cover letter.

B2. Applicant's current situation* (max 30 points)

- Priority will be given to young people who are not currently enrolled in education, training, or employment;
- assessment of alignment with the project's inclusion objectives.

* assessed based on the analysis of responses to the application form.

B3. Ability to participate and work in a team (max 20 points)

- willingness to collaborate;
- interest in group activities;



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Presidenza del Consiglio dei Ministri
Dipartimento per le politiche di coesione e per il sud

- ability to engage others.

* assessed based on the responses in the application form and, if applicable, the cover letter.

B4. Candidate's age* (max 10 points)

- Preference given to younger candidates within the specified age range.

Candidates with the highest scores will be selected until the required number of participants is reached.

In order to ensure the quality and effectiveness of the program, the Commission reserves the right—in the event of tied or nearly tied scores—to ensure an appropriate composition of the participant group, taking into account:

- gender balance;
- diversity of disciplinary backgrounds;
- balance between local, national, and international profiles;
- complementarity of skills;

This criterion will be applied during the final selection phase, in accordance with the total number of participants specified in the call for applications.

Furthermore, priority will be given to rotating participants across the three residency sessions, so as to offer the opportunity to participate in the activities to a greater number of candidates.

Art. 9. Contact information

For further information, please send an email to: info@brindisiper.it