

OPEN CALL

Performative Publishing: Critical Ways of Making Public

Graduate Research Assistants

Research-Creation, Publishing

Timeline: October 2026 – September 2027

Positions: 2 MA Positions (120 hours)

Are you interested in performance, choreography, publishing, artistic research, archives, documentation, or experimental ways of sharing knowledge?

“Performative Publishing: Critical Ways of Making Public” is a two-year research-creation project housed in LePARC (Milieux Institute) and led by Prof. Lilia Mestre that interrogates the relationship between performance and publication, asking the fundamental questions: What is performative publishing? And what accessible, ethical, and sustainable infrastructures does it demand?

We are looking for two Master’s (MA) students to join a community of artist-researchers exploring how publishing can become more than a way of communicating research that has already happened. Instead, we ask: Can publishing itself become a creative and collaborative practice? Can the materials generated through artistic processes—scores, rehearsal footage, notes, scripts, images, conversations, experiments, and other traces—become ways of producing and sharing new knowledge? How can publishing be extended or reimaged to better serve the ‘live arts’?

What will you do?

We are looking for Master’s students with an interest or background in areas like graphic design, web design, and publication design to prototype two collaborative projects alongside an artist-researcher. You don’t need to be an expert, what matters most is a practical curiosity for digital design and publication and an eagerness to experiment hands-on. Rather than design being treated as a separate technical service, these pairings are built as reciprocal, creative partnerships where you will work closely with performance practices to co-create novel publishing formats. Together, these two prototypes will contribute to the greater project to speculate on new ways of documenting, publishing, and sharing the live arts.



Project 1: KiT! Keep in Touch! Critical Embodiments for Possible Futures

(Project Lead: Prof. Lília Mestre)

A choreographic research-creation project exploring how to rekindle curiosity and sensory engagement with the ordinary through relationships between bodies, everyday materials, and their stories—engaging frameworks like new materialism, situated knowledges, autotheory, and ecologies of attention. The student collaborator will prototype a creative recollection of the choreographic process leading up to and including performances at La Chapelle Scènes Contemporaines (December 2026). Working with rehearsal sessions at LePARC as well as existing video, voice recordings, and studio notes, the designer will help translate these embodied traces into an experimental publication format, which could take the form of an interactive webpage, video game, projection mapping, or custom digital platform.

Project 2: Subaudio Network (Project Lead: Kristian North, PhD INDI/Music)

An artistic research project that questions corporate streaming platforms and algorithmic data capture by developing an autonomous space to host, document, and share music/sound art. The project interrogates how music-as-event is often reduced to music-as-content, focusing especially on electroacoustic, atmospheric, and multichannel formats whose experiential depth is lost in mass commercial distribution. The student collaborator will help conceptualize and prototype ethical alternatives for documenting and publishing compositions, including anarchival approaches to materials such as process notes, diagrams, and scores. The envisaged final form is an interactive website hosted on a private, localized physical server.

****These proposed outcomes are starting points rather than fixed destinations. The heart of performative publishing is open-ended experimentation, and we warmly welcome the final forms shifting and taking unexpected shapes in direct collaboration with the chosen MA artist-researchers.**



Profile & Desired Skills

While the project remains a space for experimentation and collaborative growth, candidates should have practical familiarity with relevant digital design workflows and tools to take an active role in realizing project outputs.

We will be engaging with questions such as:

- How can digital platforms, web interfaces, and graphic layouts embody performative or experimental approaches to publishing?
- How can we reimagine publishing, documenting, and distributing live arts across print and digital media?
- How can an artistic process become an archival and publication form?
- What alternative, sustainable, or open-source digital infrastructures can support ethical authorship and distribution?
- How can documentation and graphic/web design operate as critical artistic practices in themselves?

Students from design, computation arts, intermedia arts, or related disciplines are encouraged to apply.

What you will gain

This position offers an opportunity to:

- Deepen your research-creation portfolio through funded, hands-on project leadership;
- Apply and expand your graphic and web design practices within a recognized interdisciplinary research context;
- Participate in the conception, visual identity, and execution of public academic and artistic events;
- Work directly with artists, publishers, researchers, cultural organizations, and institutional archives;
- Experiment with emergent, non-standard forms of publication and knowledge dissemination.

Commitment

Hours: 120 hours total per student (October 2026 – September 2027).

Schedule: Bi-monthly research meetings (1st and 3rd Tuesdays, 17h00–18h00) with the research team, independent and collaborative work hours.



To Apply

Please submit your application containing:

- **Letter of Intent / Statement (max. 300 words):** Outline why you are interested in the project, which of the MA focus projects aligns best with your interests, and details regarding your specific experience with graphic design, web design, or digital publishing tools.
- **CV / Resume:** Highlighting relevant academic studies, technical proficiencies, and artistic/design background.
- **Portfolio or Work Samples (PDF or link):** A small selection of relevant work demonstrating graphic design, web design, or digital creation experience.
- **Academic Details:** Program of study, year, student ID, and contact details.

Deadline: October 11th 2026

Send applications to: lilia.mestre@concordia.ca