

Centre
for Quantum
and Society

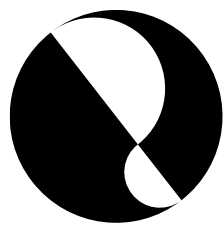
Accelerating positive impact of
quantum technologies

Open Call for impact proposals

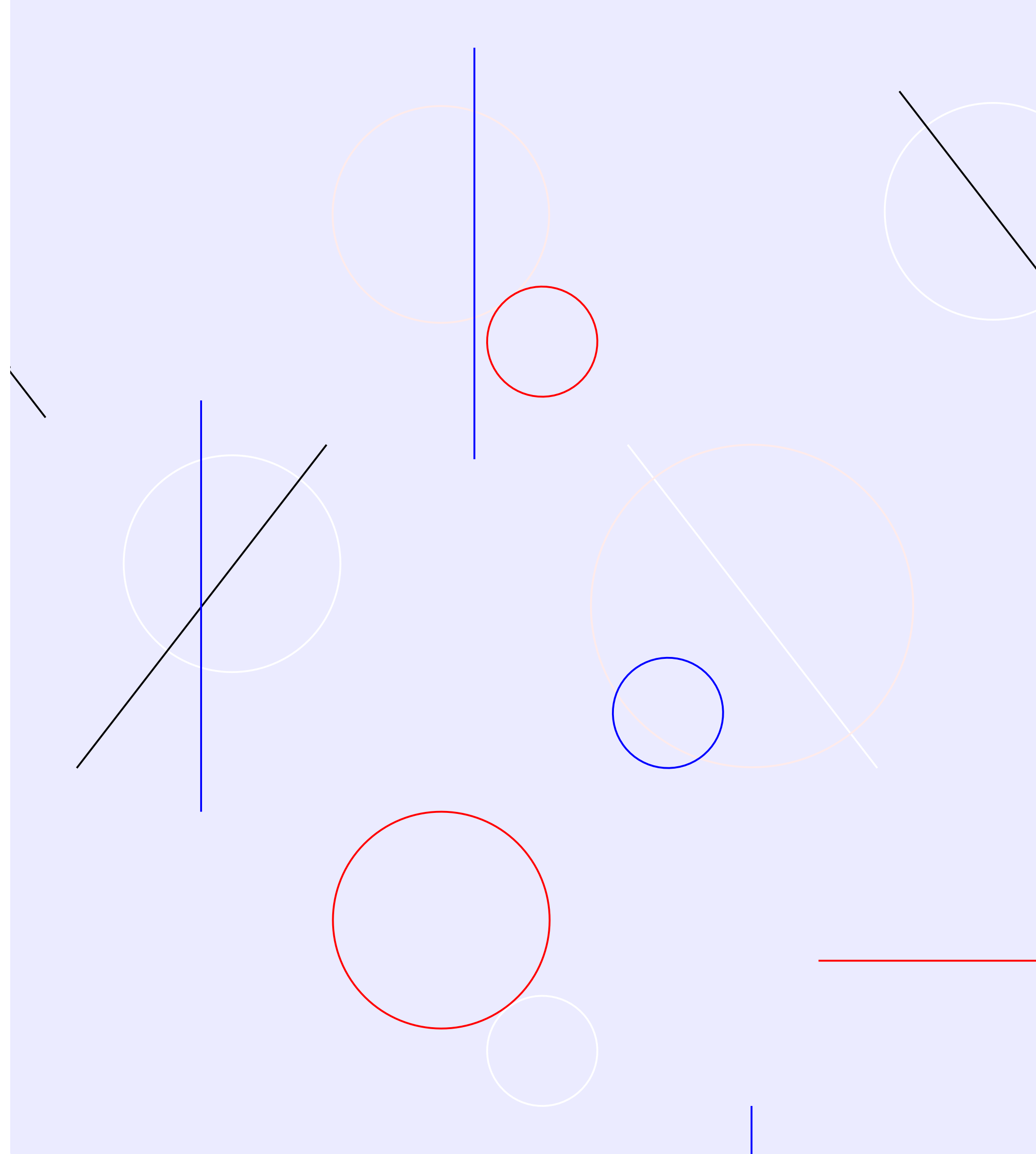
Victor Land

Coordinator Quantum & Society

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Quantum
Delta NL



Why this call?

Within the **Quantum Delta NL** program, quantum technologies and applications are developed that will impact society in many ways. **Quantum & Society** wants to ensure this impact is positive by performing cutting edge research, boosting awareness and creating tools. The **Centre for Quantum & Society** is the place where we bring everyone together to generate knowledge, boost interaction and exchange experiences.

With this call, we want to offer you assistance and funding to develop your idea for accelerating the positive impact of quantum technologies in society. We also invite you to become an active member of our co-creation community.

What do we want to fund?

We want to help you raise awareness about societal aspects of quantum technologies and applications, but also want to further the development of existing (ideas for) tools, demo's, games, art installations, or other interactive and co-creation activities.

Therefore, we identify two categories for which proposals can be submitted:

Boost Awareness and **Tangible Creations**.

Boost Awareness

Town Hall Meetings

Workshops

Debate sessions

Public lectures

Exhibitions

Campaigns

Tangible Creations

Quantum Demo's

Quantum Games

Hackathons

Competitions

Showcases

Art installations



Description

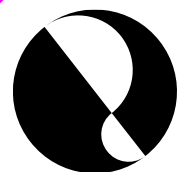
Boost Awareness

These are activities specifically aiming to **increase the awareness** within a larger target group about quantum technologies, in particular **what the ethical, legal and societal consequences of their use might be.**

Examples

Maybe you have researched the implications of a quantum internet and you want to organize a public debate with different experts? We can provide funding to cover the organizational aspects, but can also provide expertise, and offer access to our network to reach out to other experts.

Or maybe you have thought of a nice way to use art to illustrate the impact quantum computing might have on the energy transition, and you want to organize an exhibition somewhere? Let us help you cover some of the costs, and maybe we can connect you to other players in the field.



Description

Tangible Creations

These are activities aiming to **develop tools, demo's, games and other ways for a larger audience to experience and interact with quantum technologies and their impact on society**, or to introduce a larger audience to concepts relevant to quantum technologies. The activities can also be about involving a larger target group in creating such tools (co-creation).

Examples

Maybe you have developed a concept for a cool demo of how a qubit works, but really need help in finding ways to make people interact with it? Or maybe you need to build it and make it scalable? We can help provide funding and advice, but only when your proposal comes with a clear implementation plan and involves activities to determine the impact your tools and demo's have on your target audience(s). **We do not fund the development of technology by itself!**

Maybe you have once played quantum chess, but have an idea for a much better game. Let us provide help and funding for its development, as well as its implementation, and impact verification.



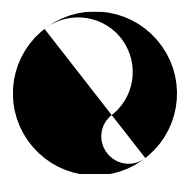
What can we (not) fund?

We can fund:

- Costs of renting rooms, or (digital) equipment, or other physical infrastructure required for organizing an event
- Costs of developing equipment (materials cost)
- Cost for disseminating results (e.g. publication costs for brochures, web-development, video-editing, etc.)
- Costs associated with digital/online tools required for generating content and/or interaction with audience
- Cost for hiring an external expert (depending on circumstances and with certain limitations: assessed case-by-case)
- Costs for services by a third party: assessed case-by-case
- Cost for accommodating/reimbursing speakers (travel, stay, etc.), or possibly moderator
- Other costs well described in your proposal and approved by us.

We can NOT fund:

- Direct compensation for work hours (so if you work somewhere and want to put X hours in this project and ask to get those X hours reimbursed, we cannot do that)
- Direct (lump-sum) investments in a company (but companies can be part of the project and we might be able to pay for services provided by a company)
- New positions (e.g. research positions)
- Any expenses that cannot be related to activities in the prescribed project plan (e.g. a new BBQ)
- Any other cost we consider inappropriate: assessed case-by-case.



Budget

How much funding is available? (Budgets mentioned are including VAT and overhead!)

The total available budget for this call: € 185.000

The budget per category:

Boosting Awareness: € 60.000

Tangible Creations: € 125.000

We expect proposals with budget sizes of roughly € 5.000 - € 30.000 (*Boosting Awareness*), € 25.000 - € 75.000 (*Tangible Creations*). Larger budgets (but not larger than the budget per category) can be considered, but need excellent justification.

We intend to fund at least one proposal in each category.



Who can apply?

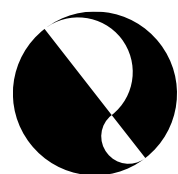
Project leaders who submit a proposal must be working at/be affiliated with:

- Governmental and non-governmental organizations
- Science Centres and Museums
- Societal organizations
- Dutch Universities and Universities of Applied Sciences
- Dutch research organizations/institutes (NWO, Rathenau, KNAW)

Co-applicants

Other parties can collaborate in the project. These can be from the same categories as the applicant/project leader. Companies can also collaborate. Any partner that contributes significantly to the project activities and towards deliverables should be included as co-applicant on the project proposal. Their role and responsibilities should be clearly described in the proposal.

The project leader (main applicant) will be the contact person for the CQS.



Co-funding

Co-funding (in-cash and/or in-kind) is no requirement in this call.

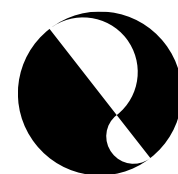
We do expect that (co-) applicants put in sufficient time in the project – in line with their described roles and responsibilities. In the budget, we do ask for a quantitative description of any (in-kind) contribution to the project, in terms of roles and amount of hours spent.

In case (co-)applicants provide a cash contribution to the project (e.g. by investing in equipment, or by providing services for a clearly defined tariff), these should be included in the proposal budget, in order to provide a clear picture of the total project budget.

IPR

QDNL provides the funds for this call (through the CQS).

Guido Paola (guido.paola@quantumdelta.nl) can be contacted for more information.



Timeline

Deadline: November 17!

When can you apply, when will you know the result and when can you start?

Call opens: Monday September 18, 2023

Call closes: Friday November 17 (23.59hr), 2023

Funding Decision: Between January 8 and January 12, 2024

Start of project: from January 22, 2024

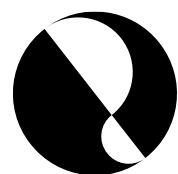
Submit your proposal using the provided template to cqs@quantumdelta.nl

Duration of projects

We expect projects to take from 3 months to 12 months.

At the end of the project, there is/are (a) clear deliverable(s) (as described in the proposal).

Also, all projects will be evaluated to determine their impact.



Contacts

Who can you reach and who is available for expertise?

Contact for this call: Victor Land, Coordinator Quantum & Society, victor.land@quantumdelta.nl

Contact about IPR: Guido Paola, Quantum Delta NL, guido.paola@quantumdelta.nl

Expert on Responsible Research and Innovation, Tool Development:

Deborah Nas, TU Delft, d.n.nas@tudelft.nl

Expert on Science Communication & Society:

Julia Cramer, Leiden University, cramer@physics.leidenuniv.nl

Expert on Ethics and Design for Values:

Pieter Vermaas, TU Delft, p.e.vermaas@tudelft.nl

Expert on Governance & Law:

Joris van Hoboken, UvA, j.v.j.vanhoboken@uva.nl

