PLAYlab 2027 Call for Submissions

Who is *PLAYlab* for?
PLAYlab is an artist development platform at Esplanade – Theatres on the Bay for individuals or collectives interested in **creating artistic work for Young Audiences,** specifically children aged twelve and under.

We are excited about discovering new ways to interact and engage with young audiences through the performing arts and hope to enable artists who seek to nurture their professional practice in creating works for young audiences. If you have a new idea that you would like to test and/or develop, we encourage you to apply for this platform.

PLAYlab is looking for ideas across different art forms including but not limited to dance/physical movement, visual arts, music and theatre that can be developed into interactive experiences.

What kind of support will I receive?
PLAYlab supports the development of new ideas through artistic **guidance, funding** and **opportunities to present your work**.

Up to five selected individuals or teams will receive an honorarium to develop and **present a 15-minute experience of their idea**. They will also receive guidance from *PLAYlab* Artistic Associate Ellison Tan Yuyang, as well as some venue support for ideation and preparation.

The ideas will then be presented at an idea-presentation showcase as part of *March On*, Esplanade's festival for young audiences. This will provide artists with an opportunity to receive feedback on their work directly from the audience. Selected ideas may also have the potential to be further developed for presentation as part of Esplanade's various festivals or series.

For an idea of what your project could look like, here are some **previous ideas that were incubated under *PLAYlab*.**

- ***Masala Chai* (PLAYlab 2025)**
- ***Do You See What I See* (PLAYlab 2025)**
- ***a-e-i-o, shh!* (PLAYlab 2026)**
- ***Let's Work(out)* (PLAYlab 2026)**

An online sharing and Q&A session about *PLAYlab* will be held on **20 Nov 2026, Fri, 2pm**. If you would like to attend the session, please register ***here*** by **19 Nov 2026, Thu, 12pm.**

What should I include in my submission?

Please submit **a concise write-up (max 600 words)** on the idea you would like to test or develop, along with any supporting documentation (e.g. excerpts from a script or a short video of a scene).

You are encouraged to respond to the following questions based on the ***PLAYlab*** **Selection Criteria (Annex 1).**

1. **Artistic innovation and clarity of purpose (50%):**
   - What makes your idea worth exploring or developing? How is it creative, fun and new in relation to existing offerings within the arts for young audiences' landscape in Singapore? How does it relate to or challenge existing themes or practices in creating works for young audiences? Why is this important?

2. **Suitability for local young audiences (25%):**
   - What age group of audiences would you like to develop this idea for? What are some developmental milestones for your identified age group? How will this be considered and addressed in the idea you would like to test or develop?
   - Sensitivity and awareness of target audience's needs as demonstrated through selection and treatment of themes

3. **Capability development and long-term plans to develop the work (25%):**
   - How will being selected for *PLAYlab* help to develop your/your team's current skills and professional practice?
   - What are your plans to develop your idea beyond *PLAYlab*? Please share the vision you have for the idea beyond the showcase, including specific plans to further develop the work, if any.

Additional considerations for your proposal:

- Does your work contribute to creating a safe and accessible space that is inclusive to a diverse range of children?
- Is your idea-presentation feasible within the budget and timeline provided?

Please note the following guidelines:

- To create a meaningful and enriching experience for all involved, priority will be given to applicants based in Singapore.
- We welcome applications for non-verbal or multilingual works, including those primarily in languages other than English. For multilingual works, participants may be required to provide English translations of their work to receive guidance and mentorship from Artistic Associate Ellison Tan.
- When submitting your application, please indicate if this project is part of a larger study under the auspices of an academic institution or will be receiving additional funding outside of this platform.
- As *PLAYlab* is intended to support the development of artistic works, projects focused on curriculum development will not be considered.

If you wish to apply, we invite you to submit your ideas for exploration **here.** Applications close **6 Dec 2026, Sun, 11.59pm**.

Proposals will be selected based on the criteria laid out in Annex 1.

Annex 1: *PLAYlab* Selection Criteria

Assessment Criteria	Strong Evidence	Some Evidence	Little Evidence	No Evidence
Artistic innovation and clarity of purpose **(50%)**	The proposal demonstrates a compelling artistic idea that is creative, fun and original in relation to what is offered within the Singapore arts for young audiences' landscape. The concept to be tested is articulated with clarity and purpose. There is strong potential for the work to relate to or challenge existing themes and practices of creating works for young audiences in Singapore.	The proposal presents a well-developed artistic idea that is creative, fun and somewhat original in relation to what is offered within the Singapore arts for young audiences' landscape. The concept to be tested is mostly clear. There is a reasonable attempt to relate to or challenge current practices or themes of creating works for young audiences in Singapore.	The proposal reflects some artistic merit, though the concept would benefit from further development or clarity. There is some ambiguity regarding the concept being tested. The work largely aligns with existing themes and practices of creating works for young audiences in Singapore, with limited innovation.	The proposal lacks clear artistic direction or value. The concept to be tested is vague or not well defined. There is minimal understanding of current practices, with little to no evidence of innovative thinking or critical engagement with the field.
Suitability for local young audiences **(25%)**	The proposal demonstrates a strong understanding of the target age group by employing themes, approaches and language that are highly suitable and relevant to their developmental stage.	The proposal demonstrates some consideration of the target age range by employing themes, approaches and language that are generally suitable.	The proposal demonstrates a superficial understanding of the target age range. Factors such as developmental milestones, themes, language and approaches need to be further considered and addressed.	The proposal demonstrates a lack of understanding of the target age group. Topics and issues are inappropriate, and developmental milestones have not been considered.
Capability development and long-term plans to develop the work **(25%)**	The proposal presents a strong opportunity for artists to deepen and expand their current skills and artistic practice. There is a clearly articulated and thoughtful plan for the long-term development of the work, including meaningful strategies to grow the work beyond *PLAYlab*.	The proposal offers an opportunity for artists to further develop their skills and practice. There is some evidence of long-term plans to continue the development of the work beyond *PLAYlab*.	The proposal shows limited potential for artistic or professional growth. Plans to develop the work beyond *PLAYlab* are minimal or underdeveloped.	The proposal does not demonstrate how artists will benefit from the project. There are no plans to develop the work beyond *PLAYlab*.