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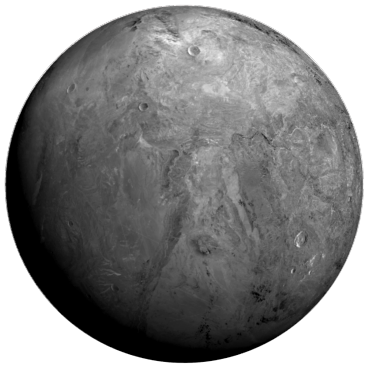
ALDEA

Center for Contemporary Art,
Design & Technology

Erasmus+ Traineeship 2027

Intern — art, design and technology

Placements from January 2027 · aldea.art/interns



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ABOUT ALDEA

Aldea is a centre for contemporary art, design and technology on the Bergen waterfront: a gallery, 17 artist studios, residencies, public courses, and professional wood, metal and digital fabrication workshops.

We meet people with the skills they have, build and share experience with them, and what you do here depends on what is happening in the building. There is a lot going on.

Every component of the cultural industry is under one roof: gallery, studios, residency, workshops, courses, software, and the running of the organisation itself.

Aldea is an ongoing experiment. We adopt new tools early and integrate them into our own ecosystem, with real clients and real production, so the value is real rather than an abstracted concept. Our conceptual aspirations are grounded in reality: we pay for our mistakes in real time, and that keeps the theory honest.

It is not only about making things. We take big risks to acquire new knowledge, and that lets us move through the new paradigms, theoretically and conceptually, across disciplines.



Opening night on the quay — C. Sundts gate 55, Bergen

THE INTERNSHIP

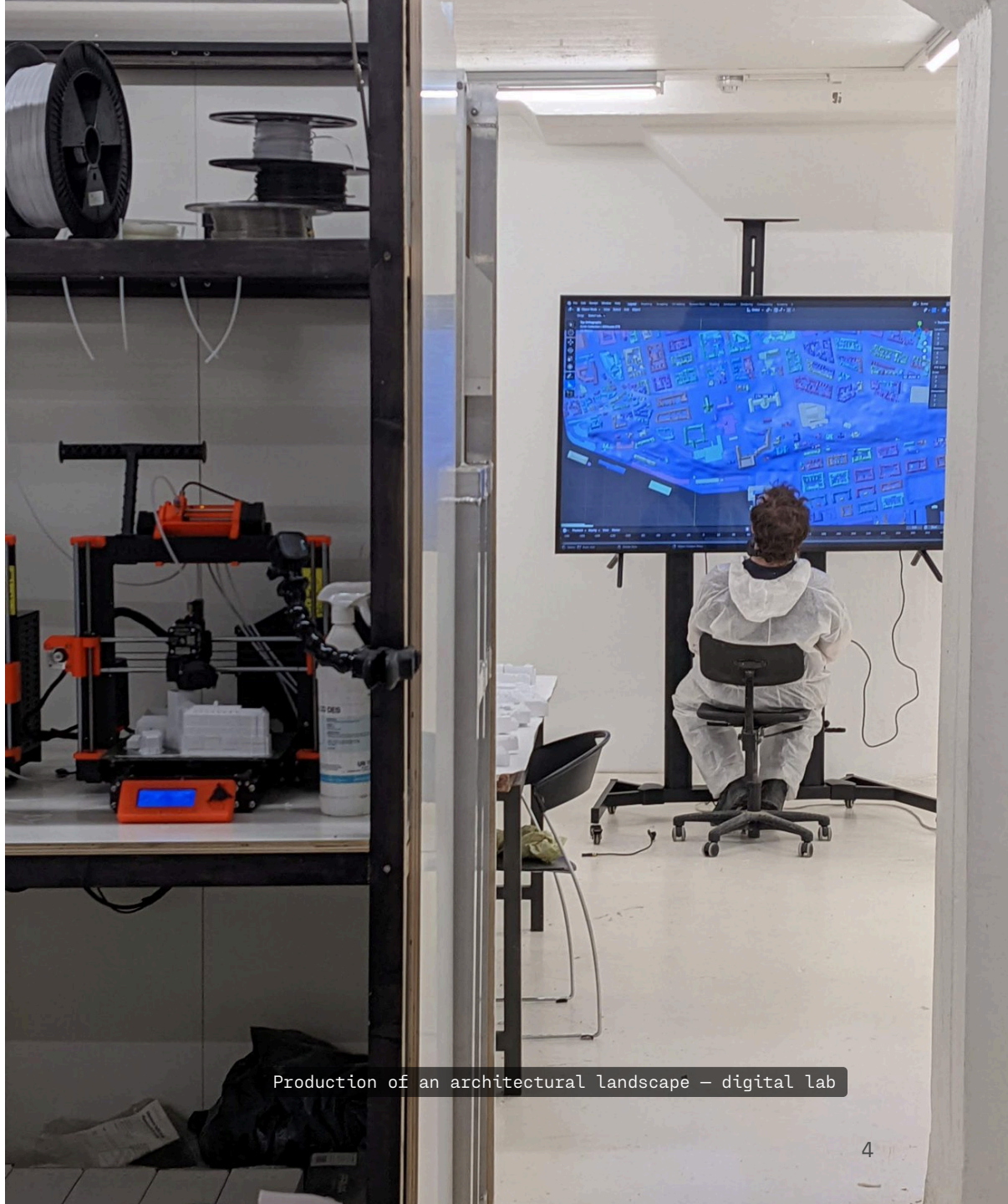
One internship, designed around how you meet us. The programme is designed around each applicant, and what a trainee does depends on what is happening while they are here.

We accept a broad range of applicants: artists, designers, architects, engineers, software developers, makers, curators and producers, writers. It is less about which discipline you come from and more about whether you are interested in, and can contribute to, an innovative cultural community.

What is going on:

- **Gallery** — promotion, art installation and art production for the exhibitions
- **Studios** — working with the artists, designers and architects in the studios
- **Software** — small applications for projects, such as running the motors on a kinetic work, and other software-integrated projects
- **Workshops** — building or designing for clients (artists, architects, designers, engineers, inventors), or building the workshops themselves
- **Courses** — training, or learning, with the public courses we run
- **Infrastructure** — developing the profile of the organisation, its workflows and its strategies, with the director

The tools are emerging and the landscape changes fast, so interns become nodes of exploration: nodes in the hivemind of our multidisciplinary community.



Production of an architectural landscape — digital lab



Welding — metal workshop

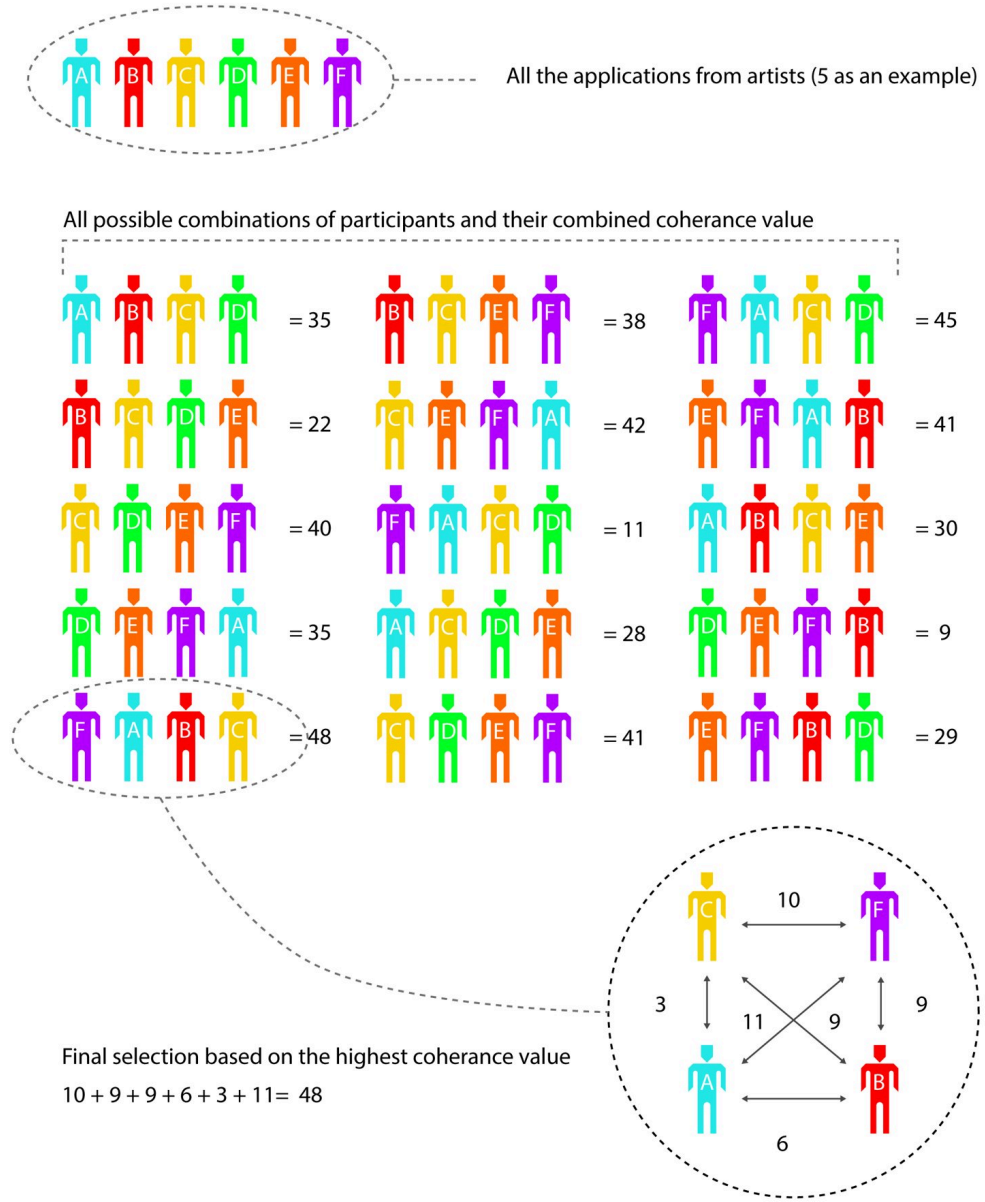
THE SOFTWARE LAYER

Much of Aldea is built on a large digital ecosystem: several interlinked software applications, many of them experimental or one of a kind. They exist not only to support the cultural sector but to amplify and change the ways artists and cultural practitioners connect and produce new things.

We consider this software layer a creative initiative in itself, one that restructures the fabric of the cultural field. The developers who build it, and the people who use it, are in a position to shift how that field works.

Curatron is the clearest example. Artists apply to an exhibition and then vote on each other's applications, so the show is selected by the applicants themselves rather than by a curator or a jury. Thousands of artists have used it.

We work with AI tools daily, and onboard interns into our AI workflows and tooling as part of the placement.



WHAT YOU WALK OUT WITH

- **Broad working knowledge** across art production, fabrication, software, curation and cultural management
- **Co-credit** on installations, software and built work you contribute to
- **A signed reference letter** and introductions to our network of artists, galleries and fabrication partners
- **Off-hours access to the workshops** for your own projects
- **Working with AI** — onboarding into the AI workflows and tooling we use every day



Workshop talk — metal workshop


Wood workshop

PRACTICAL INFORMATION

PERIOD & LENGTH

Six months or a full year, full time, on site in Bergen. **We strongly prefer a full year.** Start from **11 January 2027**, rolling through 2027; individual dates agreed with each trainee.

FUNDING

This internship is **unpaid by Aldea**. We do not have the resources to pay interns directly. It is designed for students and recent graduates with **Erasmus+ funding** (or equivalent) through their home university, and we sign the educational agreements that requires. Please make sure your funding route is in place before applying. What the grant covers is a question for your Erasmus+ coordinator.

HOUSING

We do not provide accommodation, but we will help you find it. Bergen's housing market is tight; once your placement is confirmed we connect you to our network of landlords, studios and sublet contacts, and past interns are happy to share advice.

LANGUAGES

All internal communication is in English. Norwegian is welcome but not required.

LOCATION

C. Sundts gate 55, Nordnes, Bergen — a building that also houses BEK (Bergen Senter for Elektronisk Kunst) and Kunstnerverksteder Cs55: one of the densest contemporary-art production sites in Western Norway.

FOR INTERNATIONAL OFFICES

ALDEA AS, org.nr 918504176. We sign the Erasmus+ Learning Agreement for Traineeships and the other educational agreements the sending institution requires, and provide documentation confirming the placement. Non-EU/EEA nationals: a Norwegian residence permit is the trainee's own responsibility.



Smoke Inside — gallery, 2018

HOW TO APPLY

Send the following to **cameron.mac@aldea.art**, subject Intern 2027 – your name:

1. **CV**
2. **Portfolio link** (or attached PDF) — show finished work, not just process shots
3. **A short answer (max 200 words):** what you bring, what you want to learn here, and why Aldea specifically
4. **Confirmation** that you have access to Erasmus+ (or equivalent) funding through your university, and your available start window

Deadline: apply by **15 November 2026** to be considered for the first cohort (January–March 2027 starts). After that we review applications on a rolling basis for later starts.

We read every application. If yours is thoughtful, you'll hear back. We close out applicants who don't address the funding question or who copy-paste generic letters.

Full page: **aldea.art/interns**



Video sculpture install — gallery

ALDEA

Contact

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