**Call-for-Submissions Application**

**Fall 2023 Exhibit at The Georgia Institute of Technology (Georgia Tech or GT)**

**Call-for-Submissions:**

This is an open call for artists and researchers working at the intersection of science and technology that are addressing topics surrounding accessibility and the climate. This exhibit will be hosted at Georgia Tech in Atlanta, GA. Exhibit opens August 2023.

**Exhibit Title:**

Extension of Community: what it means to be sustainable in a digital world

**Why is it important to examine this unique intersection?**

“Art creates a space for contemplation – a space that can allow for a broader, more sensitive perception of all things” (Art in America, March 2020:53). What if we use art to understand and address the climate crisis?

Technological developments have altered natural habitats, weather patterns, bacteria, and how information is transmitted. The wellbeing of the planet depends on our collective efforts, and we must act ethically and sustainably to combat global warming.

This exhibit will address what it means to be sustainable in a digital world, focusing on the material and dematerialized culture humans have created and their effects on Earth.

**Questions your research/artwork (existing or new) could address;**

* How have our technological and digital developments helped and harmed the planet?
* How can we be more digitally sustainable?
* How can technology be harnessed to help heal the planet?
* How have our circadian rhythms adapted to electricity, the 24-hour news cycle, and blue light emitted from our devices?

**Submission deadline:**

* April 7, 2023 11:59 p.m. EST

**Compensation:**

* Compensation of $2,000 will be provided to artists for their time, materials, and efforts, pending review of any conflict of interest.

**What makes a strong proposal?**

* The artistic work invites visitors to:
	+ participate, interact, and converse
	+ leverage digital technologies, science, and engineering
	+ Build community/examine ecosystems of a “sustainable community”
* Collaboration [However, individual submissions are accepted]
* Accessibility

**Eligibility, Time Commitment and Additional Information:**

* Artists and researchers will be expected to produce a thought-provoking, accessible, and high-tech piece of art for the public.
* Artwork must be self-sustaining, without needing supervision, daily technological set up and breakdown, or an attendant to facilitate engagement. Artwork will be on public display in a secure Georgia Tech building with security, but an attendant will not be available for your artwork. Instead, detailed information and QR codes will be installed by artwork.
* This exhibit will take place in the Fall of 2023 (Opening in August 2023)
* This exhibit will have an “artist talk” and reception (September 2023)
* The exhibit will run around eight weeks and display the six selected art pieces in six different Georgia Tech buildings.
* Artists are responsible for installing and striking their artwork (Dates TBC – Assistance for install and strike can be provided by Georgia Tech with advanced notification)
* If you are applying as a team, please list all participants and their expertise (i.e. engineer, artist, chemist, etc).

**How to Apply:**

**Fill out the application form** [**online.**](https://art.c21u.gatech.edu/call-proposals) **Do not forget to include the following in the attachment section:**

* Please submit 3 – 5 relevant examples of your artistic work. Also indicate if one of these samples is the work you wish to propose for this exhibit by labelling it: “Current Proposal”\*

Formats are listed below – any or all can be used:

* + - Images - .jpegs
		- Written - .pdf or word document (no more than 500 words)
		- Videos – link to YouTube or Vimeo (no more than 8 minutes total)
		- Audio - mp3 or .wav file (no more than 8 minutes total)
* Please provide written context to show the relevance of your work for this exhibit, by answering the following questions within the application\*:
	+ - How does your art and research address accessibility and the climate?
		- Is this a collaborative project? If so, please elaborate.
		- How does your art incorporate technology and/or science and what technology or concepts are used?
* Resume\*

\*Please title your files with your “FirstName\_LastName\_T*itleOfDocument”*

**What’s next?**

* A curated group of reviewers within the art, technology, and accessibility fields will review all submissions and select appropriate artists for the exhibition.
* All artists will be notified about their selection status no later than May 2023.
* If you are selected, please expect June 15 as your firm deadline for your bio, art statement, high-res photos of your art and headshot.
* Photos need to be at least 1 megabyte and/or 300 dpi .jpg format
* Please submit all photos with Alt Text to provide more visual description of your work for ADA accessibility.

**Exhibit Timeline:**

* March 6 – April 7, 2023 Open call for submissions
* May TBC, 2023 Artists notified on status
* June 15, 2023 Due date for artist bio and statement
* July 28 – August 4, 2023 Artists fabricate and install their work
* August TBC, 2023 Exhibit open to public
* September 15, 2023 Artist talk and reception
* October 7, 2023 Exhibit closes
* October 10 - 13, 2023 Artist de-installs work

*Other Programming for Exhibit To Be Confirmed*

**About this C21U and Microsoft Accessibility Grant:**

The funds for this exhibit are provided by Microsoft and Georgia Tech's Center for 21st Century Universities (C21U); “The program seeks accessibility-focused research and projects in digital accessibility/assistive technology, diverse student backgrounds, and campus life.”

**Definitions and Information on Accessibility and Disability:**

“To ensure persons with disabilities access, on an equal basis with others, to the physical environment, to transportation, to information and communications, including information and communications technologies and systems, and to other facilities and services open or provided to the public, both in urban and in rural areas.” (<https://www.un.org/development/desa/disabilities/convention-on-the-rights-of-persons-with-disabilities/article-9-accessibility.html>).

“Within this framework, disability is defined as an economic, cultural, and/or social exclusion based on a physical, psychological, sensory, or cognitive difference.” (<http://promiseandpractice.art>).

“The Georgia Institute of Technology is committed to providing both physical accessibility and access to information resources and technologies to individuals with disabilities” (<https://www.gatech.edu/accessibility>).

Microsoft is “helping bridge the disability divide […]. Digital technology can play a critical role in bridging barriers to communication, interaction and information. That’s why today [Microsoft is] announcing the next phase of our accessibility journey, a new technology-led five-year commitment to create and open doors to bigger opportunities for people with disabilities” (<https://blogs.microsoft.com/blog/2021/04/28/doubling-down-on-accessibility-microsofts-next-steps-to-expand-accessibility-in-technology-the-workforce-and-workplace/>). ([Microsoft's Accessibility Commitment](https://youtu.be/aHt9UPDISmE)).

**Helpful Resources:**

* <https://promiseandpractice.art/>
* <https://disabilityvisibilityproject.com/>
* <https://www.gatech.edu/accessibility>
* <https://www.microsoft.com/en-us/trust-center/compliance/accessibility#:~:text=Microsoft%20is%20committed%20to%20ensuring,one%20billion%20people%20with%20disabilities.&text=For%20enterprise%2C%20education%2C%20and%20government,product%20integration%20within%20an%20organization>