

# INTERACTIVOS? '10 BH: High End Low Tech

International call for projects

## GENERAL INFORMATION

### Aim of the call

The purpose of this call is to select a maximum of 8 (eight) projects to be developed in a two-week workshop from November 21st to December 8th 2010 at [Marginalia+Lab's laboratory](#) in Belo Horizonte, Brazil.

The event follows the model developed in 2006 by the Spanish lab Medialab-Prado, which collaborates with this issue. Its local execution results from an association between Marginalia+Lab and the project Ocupar Espaços.

The selected projects will be developed with the support of an international team of tutors, as well as a group of technical assistants and collaborators.

This call is aimed at artists, designers, musicians, technicians, engineers, architects, programmers, educators and any other person or group interested in the proposed theme.

There are 2 (two) ways to participate in the workshop:

- 1 As the *Proponent* of a project – coordinator of the development team;
- 2 As a *Collaborator* to any of the selected projects;

This call is aimed at those interested in participating in the first way (1).

Collaborators may apply in another call to be opened after the disclosure of the selected projects, from October 20th to November 20th, through the webpage <http://interactivos.marginalialab.com>

### Orientation to the projects

Projects should be guided by the proposed theme, *High End Low Tech*, in the development of installations, objects, performances, platforms or any other format.

It is expected that the projects creatively use accessible technologies in open and shared methodologies.

The approach to the theme is free; however, reading the conceptual approach and the references pointed out by the [tutors and invited researchers](#) is recommended, as well as getting to know the general platform of [Interactivos?](#)

Projects may have artistic or functional outcomes, and must always focus on a cultural approach to technologies.

## **SUBMISSIONS**

The call will be open for applications from September 1st to September 30th 2010 at 11:59 PM, local Brazilian time (GMT-3). Applications must be submitted exclusively through the [online form](#).

Individuals or groups may submit projects, with no restriction as to the number of proposals submitted. Group applications must be submitted by an individual representative.

## **DEADLINES**

International call for projects: **September 1st to September 30th 2010**

International call for collaborators: **October 20th to November 20th 2010**

## **Under aged authors**

Under no circumstances may minors under 18 years old be individual proponents or the individual representative of a group application, nor may they be the individual beneficiaries of the support offered.

Their participation as members of the proponent team will be allowed only if expressly authorized by their legal guardian.

## **SELECTION**

### **Selection Committee**

The tutors, the organizing team and the invited researchers will compose the Committee. Information about the composition of these groups may be obtained in the sections [Tutors](#) and [Credits](#) on the [event's webpage](#).

### **Evaluation criteria**

The submitted projects will be judged according to the following criteria:

- Project quality;
- Suitability to the general purpose of the Interactivos? platform and to the objectives of this call for projects;
- Suitable approach of the proposed theme;
- Technical and logistical feasibility;
- Clarity in the exposition of the project;
- Interdisciplinarity;
- Willingness to collaborate with others in the project development;
- Use of tools and licenses adequate to the objectives of the project and of the workshop;

Projects of any country may be selected. However, the selection process will try to guarantee the participation of local and national projects, as a way to potentiate the local significance of its organization.

## **Disclosure of Results**

The list of the selected projects is expected to be disclosed on October 20th 2010, with a publication on the event's webpage: <http://interactivos.marginalialab.com>. The selected projects will receive an email notification at the address informed on the submission process.

## **BENEFITS OFFERED TO SELECTED PROJECTS**

### **Travel, lodging and maintenance support**

According to the need, selected artists who do not live in the metropolitan area of Belo Horizonte will receive transport, lodging and maintenance support for the author or for 1 (one) member of the group, in the case of collective authorship.

Transport will only be offered in economy class.

Lodging will be offered at a local hostel, in shared bedrooms with 3 (three) to 6 (six) people per room.

### **Development infrastructure**

Basic equipment and material necessary for the development of the selected projects will be provided within the technical, logistical and spatial limits of Marginalia+Lab and of the Interactivos? '10 BH event.

Technical resources for their documentation will also be provided.

The use of all the structure offered is restricted to the period of the event and will be regulated by the rules established by the organizing team, to be detailed to the selected projects' teams.

Every need of the project must be described in detail by the authors upon submission. Projects with technical and spatial needs clearly specified will be judged positively.

### **Technical and conceptual assistance**

During the workshop, the selected projects will have the technical and conceptual assistance of international tutors, technical assistants and invited collaborators and researchers.

### **Diffusion of the developed projects**

The projects will participate in an exhibition, with a small printed catalog and wide dissemination. Every time projects are mentioned, their authors and collaborators will be credited accordingly.

## **Important notes**

All the other measures that may be needed for traveling and entering the country (such as visas, vaccines, health insurance, among others) are responsibilities of the traveler.

The participation in the event is free and does not entitle the authors and/or members of their group to any kind of payment or reward.

## **SELECTED AUTHORS' OBLIGATIONS**

### **Participation and development of the projects**

The selected individuals or group of authors agree to attend the seminar and workshop from November 21st to December 8th 2010 in Belo Horizonte, Brazil.

They also agree to finish and document their projects – as far as possible – and to prepare an expository presentation with the outcomes in order to integrate the event's exhibition at the end of the workshop.

### **Unpredicted or unapproved needs**

The selected individuals or group of authors agree to pay for whatever expenses resulting from demands not previously requested and/or not approved by the organizing team.

### **Credits**

Authors will hold the rights and authorship of the projects developed, but in any occasions in which they are exhibited – in festivals or exhibitions or at any time that images of these projects are published on catalogs or web pages –, their relation with the event Interactivos? '10 BH – High End Low Tech and the names of the participating collaborators must be mentioned.

### **Use of Image**

The authors also agree upon submission to authorize the use of images of themselves and their projects – produced during the period of the workshop – free of charge, for purposes of institutional and cultural publicity by the organizers, sponsors and supporters of the event and their eventual cultural incentive programs, in any kind of media.

## **ABOUT THE WORKSHOP**

### **Methodology**

The workshop intends to be a collective platform for research, production and learning, offering support to the development of the projects. The proposals will be conducted in interdisciplinary groups formed by the author(s) and interested collaborators with technical and conceptual support from the team of tutors and assistants.

During the workshop, many activities will be planned, such as talks, presentations, seminars or mini-workshops on specific themes.

The working days will be adapted to the projects' specific needs, according to the activities organized for the seminar and with Marginalia+Lab and Interactivos? '10 BH's rules for every matter, including safety measures and working hours.

Since one of the main objectives of the Interactivos? platform is to encourage the development, distribution of, and free access to new approaches and new technology tools, participants will be stimulated to prepare a good documentation of the developed projects, both during and after the workshop, and to publish the results and source code in licenses that enable access and distribution of the knowledge produced during the workshop.

### **Working and exhibition spaces**

The projects will be developed at the Marginalia+Lab space, in a relatively broad space, located in an old building in a traditional neighborhood of Belo Horizonte. The space is composed of many closed rooms, but all well ventilated, and has the capacity to support up to 50 people working simultaneously.

The exhibition of the projects will take place in one of the city's cultural spaces a place, yet to be confirmed. Thus, it is important to consider, while conceiving the project, the need to transport the finished piece or to set it up at the exhibition space in the last two days of the workshop.

### **Language**

The workshop and related activities will have Portuguese, English and Spanish as working languages.

Participation does not depend on the mastering of all three languages, but translation will not be provided in all activities. Due to the event's limitations, translation, when offered, will prioritize Portuguese and English, considering the language spoken in the location in which the event takes place and the most spoken language in a broader international context.

### **Final presentation of the projects**

The finished projects will be presented to the public by its development team on the opening day of the exhibition – the last day of the workshop.

The exhibition will remain on display at a cultural space in Belo Horizonte for a period of one week after the end of the workshop.

In addition to that, the projects and/or related documentation will be published on Marginalia+Lab and Interactivos? '10 BH's web pages.

**Subscription constitutes awareness and acceptance by the author or representative of the group of every aspect of these rules.**

**The final decision and decisions about situations not expressly mentioned in this call are the responsibility of the organizing team, without appeal.**

Belo Horizonte, September 1st, 2010

**vivo ARTE.MOV** presents

# INTERACTIVOS? '10 BH

[interactivos.marginalialab.com](http://interactivos.marginalialab.com)

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