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ACVA Lab Workshop Application and Selection Process

Workshop Statement

ACVA Lab is a forward thinking initiative to promote the pioneering work of Australian artists and technologists using virtual world platforms. ACVA Lab advances the development of artistic networks, prototypes and exchange with its central question: ***“What could a virtual art lab be if it was imagined by artists for artists?”***

ACVA Lab provides insights into the future directions of arts practice and a window into a virtual arts lab. The ACVA Lab team believes the future of virtual reality ***is not a singular environment***, but a rich network of digital practice as diverse as that found in the physical realm. In this light ACVA Lab is best considered a context from which a new network of artists will emerge, aided by the ACVA Lab workshop, in virtual world sessions and a collective web presence.

ACVA Lab, supported by Australia Council for the Arts, has a broad mandate to connect established and emerging artists from around Australia through this initiative, and also an open invitation for curators, educators, and the next generation of artists to be involved in shaping the future of virtual art.

Workshop Summary

The three-day ACVA Lab workshop – **hosted in Melbourne** – brings together leading and emerging Australian artists working in the domain of virtual arts. The workshop is part of an ongoing project that continues through 2010 with a secondary series of online workshops and exhibitions.

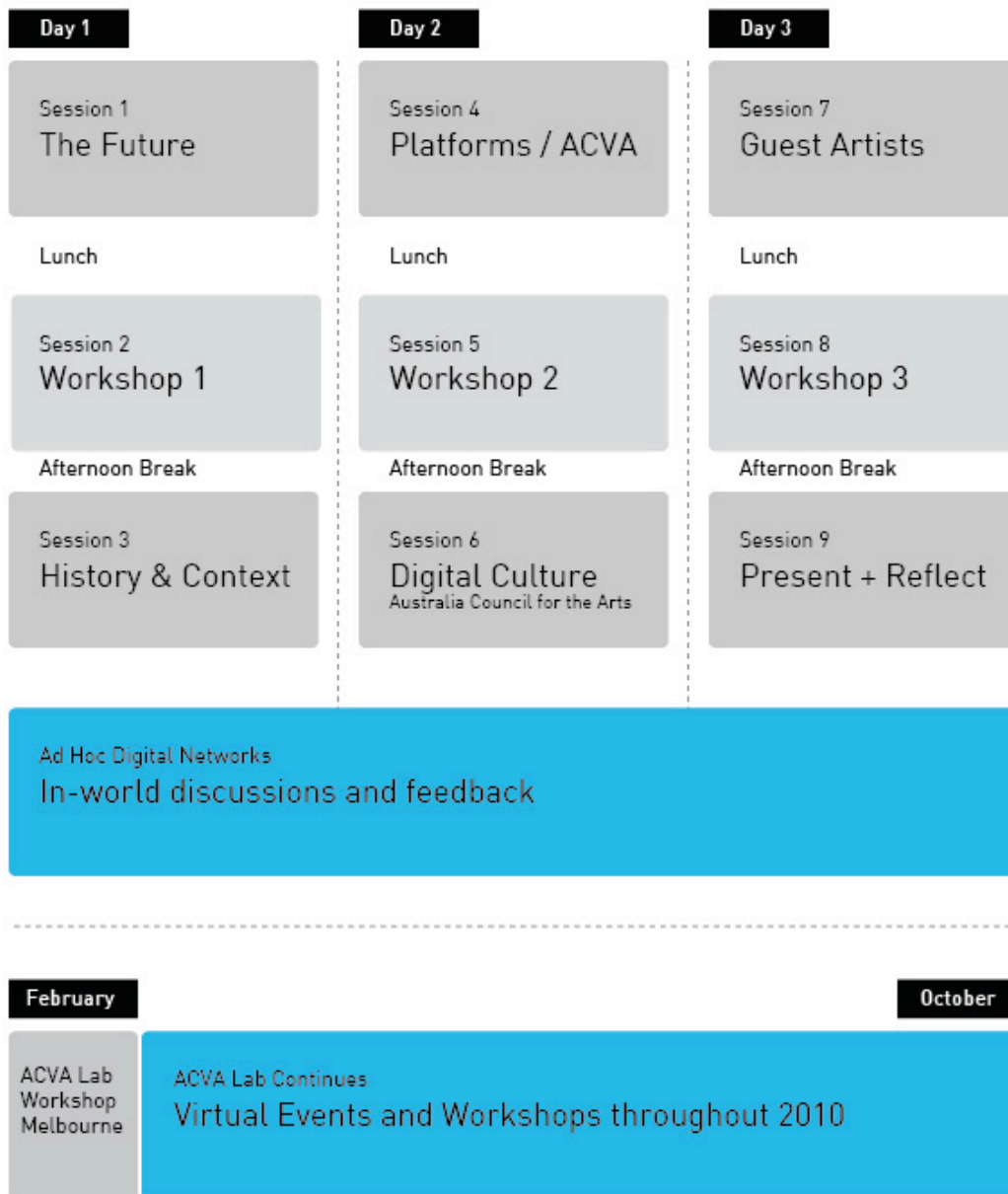
Participants will be exposed to:

- Guest provocateurs
- Intensive short presentations of context, theory and platforms
- Networking with similar artists
- Advice on securing grants
- A springboard for projects 2010 and beyond

Dates:

1. Call-out EOI for workshop – 4th December 2009
2. Submissions closed for review – 8th January 2010
3. Participants announced – 15th January 2010
4. Physical Lab – 18-20th February 2010

Workshop Timetable



Submission requirements

The submission process for the ACVA Lab workshop can be found via our website:

http://www.acva.net.au/acva_lab

Requirements are as below:

- Outline what experience and ideas you'll bring to the ACVA Lab workshop (Max 250 words)
- Outline what you would like to take away from attending the ACVA Lab workshop (Max 250 words)
- Provide a single URL that illustrates your work or practice. This can be a website, images, video, text, interactive media, virtual environments, Flickr page, YouTube video, anything as long as it gives an insight into the nature of your work.

Any questions by potential applicants to ACVA in regards to the application process will become part of a FAQ section on webpage link above. Please refer to this webpage for any updates and information regarding the application process.

An incomplete submission will not be considered for judging.

Judging Criteria

Submissions will be judged on the following criteria and ranked by an external panel of judges:

- Experience in or relevance to virtual arts (networked, mixed or augmented reality, etc)
- Track record of outcomes relative to experience
- Ideas and interests that will add to the workshop dynamic
- Ability to communicate and participate within a group.

Workshop Numbers

The ACVA Lab workshop has up to 10 places available.

Interstate & Regional Travel Support

Successful **interstate applicants** will receive up to \$500 in travel support to attend ACVA Lab.

Successful **regional Victorian applicants** will also receive support for travel costs depending on distance.