

Gamescape

Call to Game Developers & Designers: ARTSCAPE 2012 Exhibit
Application Deadline: **Friday, April 20, 2012**



Gamescape, a visual arts exhibition showcasing video games, is currently open for submissions. With the return of video games to Artscape in Baltimore City, we aim to have developers & designers to submit games that they have created.

This exhibition will include classic arcade machines, video game demos, and panels on game development and design. It will open on July 19, 2012 and run through the duration of Artscape: Friday, July 20 through 22, 2012.

Developers are encouraged to submit games for any platform, as long as they are able to **provide the equipment necessary to demo the game** themselves. Submissions will be reviewed by an independent panel of jurors.

Storytelling, good drawing skills, animation, 3D modeling and the art of conceiving ideas are important to the gaming field. While video games are a blend of art and technology, it's the art that is at the forefront. With it, game developers tell stories that illicit such emotions as joy, satisfaction, and horror; creating an experience that can be both entertaining and enlightening.

Gamescape is a program of the Baltimore Office of Promotion & The Arts (BOPA). Artscape is produced by the Baltimore Office of Promotion & The Arts, Inc. on behalf of the Baltimore Festival of the Arts, Inc. Artscape is America's largest free public arts festival featuring 150+ artists, fashion designers, and craftspeople.

Curator: Benjamin Walsh

Ben Walsh, video game producer and designer, a leader in the Baltimore technology and game development communities. As the visionary leader and co-founder of Innovate Baltimore, a community for creative technology entrepreneurs, professionals, and enthusiasts in the region, Ben connects creatives with technologists in order to inspire collaboration. He is also the CEO and Founder of Pure Bang Games, a local independent game studio focused on creating social games for Facebook and mobile.



ARTSCAPE is produced by the Baltimore Office of Promotion & the Arts, Inc. on behalf of the Baltimore Festival of the Arts, Inc. ARTSCAPE is America's largest free arts festival, attracting 350,000+ attendees over three days. ARTSCAPE features 150+ fine artists, fashion designers and craftspeople; visual art exhibits on and off-site, including exhibitions, outdoor sculpture, art cars, photography and the Janet & Walter Sondheim Prize; incredible live concerts on outdoor stages; a full schedule of performing arts including dance, opera, theater, film, experimental music and the Baltimore Symphony Orchestra; family events such as hands-on projects, demonstrations, competitions, children's entertainers and street theater; and a delicious, international menu of food and beverages that is available throughout the festival site. ARTSCAPE's total economic impact on Baltimore City is \$25.97 million. ARTSCAPE is produced by the Baltimore Office of Promotion & The Arts, Inc. on behalf of the Baltimore Festival of the Arts, Inc., Mayor Stephanie Rawlings-Blake



ARTIST ELIGIBILITY

Any game developer or designer is eligible to apply. If applying as a team, the team should be declared in the Interest Statement, specifying a team leader to receive notifications. Applicants must be 18 years of age or older. Current Baltimore Office of Promotion and The Arts employees are not eligible to apply.



SUBMISSION REQUIREMENTS

- **Signed Application Form:** interested individuals must submit a signed copy of the form that follows this Call to Game Developers & Designers. If applying as a collaborative development/design team, each member of the team must sign the application.
- **Interest Statement:** briefly describe your experience, approach, and design concept for this project.
- **Working Game Demo/Images:** Developer should submit a working demo of the game they would like to be considered for inclusion in this exhibition. In the absence of a working demo, screenshots and a brief description will be allowed. Images should be uploaded onto a CD, be in jpeg format, be no larger than 2MB in size per image, and numbered accordingly to the submitted annotated image list. **Selected participants will need to provide for their own technology needs such as hardware, internet access, cables, etc**
- **Annotated Image List:** in the absence of a working Game Demo images submitted must be accompanied by a numbered image list with descriptions related to each image submitted.



TO APPLY

Applications must be mailed and addressed as follows:

Baltimore Office of Promotion & The Arts
ATTN: Marisol Lopez
10 E. Baltimore Street, 10th Floor
Baltimore, MD 21202



TIMELINE

Application Deadline: Friday, April 20, 2012
Developer/Designer Notification: May 2012
Installation: July 16 – July 19, 2012
Exhibition duration: July 19, 2012 – July 22, 2012
Opening Reception: July 19, 2012, 6pm
Artscape: July 20– 22, 2012



FOR FURTHER QUESTIONS OR CONCERNS PLEASE CONTACT:

Marisol Lopez

Public Art Administrator, Baltimore Office of Promotion and The Arts
Phone: (443) 263-4338 | Email: MLopez@PROMOTIONandARTS.com

GameScape

APPLICATION FORM

Call to Game Developers & Designers: ARTSCAPE 2012 Exhibit

Application Deadline: April 20, 2012



Name _____

Address _____

City, State, Zip _____

Phone _____ Fax _____

Email _____ Cell _____

Website _____

I, _____, acknowledge receipt of this prospectus
(please sign here)

and will abide by the rules and regulations and agree to the terms and conditions set forth herein.



LEGAL COPY

Exhibition is open to artists or artist groups over the age of 18.

Decisions of exhibition jurors are final.

BOPA reserves the right to reproduce images of selected artwork for printed or internet publicity, catalogue, map or marketing purposes.

Each approved applicant will be required to read and sign an Artists' contract outlining all the terms and conditions by which they will participate in this project. As with the application, failure to comply with the terms and conditions of the contract may result in termination of the applicant's participation in the project at the sole discretion of BOPA/BFAI.