Call for Submissions
Chilean Artists and Institutions at the
Ars Electronica Festival 2024

Based on the successful cooperation in the previous years, the Ministerio de las Culturas, las Artes y el Patrimonio and the Ministerio de Relaciones Exteriores de Chile and Ars Electronica are collaborating again to issue an open call to participate in this year's Ars Electronica Festival. Submissions are open for artists, scientists, designers, researchers, and social activists based in Chile or with a Chilean background, that work at the crossroads of art, science, technology, media, and sound arts.

The Ars Electronica Festival 2024
September 4-8, 2024

The Ars Electronica Festival – an international Festival for **Art, Technology and Society** – was initiated in 1979 and focuses on electronic art and media theory. For more than four decades now, this world-renowned event has provided an annual setting for **artistic and scientific encounters** with social and cultural phenomena that are the upshot of technological change. In Ars Electronica's inimitable fashion, elaborations in the form of symposia, exhibits, performances, and interventions will proliferate beyond the confines of conference halls and exhibition spaces and take them out into the public sphere and throughout the cityscape. Each year, the festival has been dedicated to a new theme gathering projects around this topic in order to broaden and intensify discourses about pressing topics of our times.

Open Call
April 29 – May 29, 2024

The competition is open to **Chilean artists** living in Chile or abroad as well as to **academic institutions** physically based in Chile, to propose innovative **projects at the nexus of art, science, and technology**. The wide range of disciplines that can be considered include interactive art, digital music and sound art, computer animation, film and visual effects, digital communities and social media, hybrid art, bio art, and digital design. The selected projects will be presented during the Ars Electronica Festival 2024 in Linz, Austria.

The Open Call will award one project each, in the following two categories:

I.   The Open Call will award **one artistic project** from an individual artist or collective by giving them the opportunity to present their work within the Ars Electronica Festival **in Linz** as well as connect to a **global network** of partners via the festival platform.
If you apply as a collective, travel costs and accommodation can only be covered for one member. Therefore, it is important that the artistic project can be presented with **one artist onsite**.

II. The Open Call will award **one academic institution** physically based in Chile and focusing on cultural and new media art, that works at the crossroad of art, science, and technology, to give them the opportunity of connecting to a global network of partners as well as to present their programs, projects, and institution internationally. The winning institution is invited to **bring one, max. two selected works of their students** to be presented within the frame of the **Ars Electronica Campus Exhibition**. The institution is free to choose its own concept and format for presenting its programs as well as the selected artistic projects. The **artist(s)** as well as **one member of the faculty** have to be **onsite in Linz during set-up time and the festival.** Please note that for academic institutions, additional funding from the institutions side is required to realize the program.

You can get an insight into the Festival 2023 and on our website, you can find out more about the program formats, partners and participants.

Application

The following details are requested for the application process (all documents must be in English):
All files have to be sent through email or WeTransfer with a download link in your submission email.

I. For Individual Artists/Artist Groups and Creatives
*   Biography / CV incl. your nationality and the country you are currently based. (max. 1 page)
*   Description of proposed project for the Ars Electronica Festival 2024.
    o   e.g., can be either an already completed work or an ongoing project, (such as visual installations, sound performances, interactive videos, virtual reality, textiles, interactive objects, etc.) or a project at prototype stage (e.g., a prototype and a documentation video, research models and diagrams, photos of experimentation and an ethics form, etc.), the submitted project must be ready to be presented in September 2024. (max. 2 pages)
*   Tech-Rider specifying the technical as well as spatial needs of your proposed project.
*   Freight Details (if needed)
    o   Only limited shipping to Austria can be provided therefore video works, live performance projects but also installations will be accepted. In case shipping is needed, please let us know the freight details (number of boxes, sizes, and weight) as well as the location of the work.
*   Portfolio of additional work samples.

II. For Academic Institutions

- Introduction of the institution (max. 0,5 page)
- Proposed Program: Please explain the proposed program for the Ars Electronica Campus Exhibition including curatorial concept and details on the selected works by your students. (max 2 pages)
- Please provide a letter of intent stating the amount of additional funding from the institution's side that will be used to carry out the presentation in the frame of the festival.
- Please provide a budget including travel and accommodation as well as equipment rent for the required technical equipment as well as material needs. The budget must include which costs will be funded from the grant money or additional funding from the institution's side. Please find below an extensive list of costs and tasks. It is acknowledged that modifications in the budget may occur as the production stage advances. However, the amount allocated through the call cannot be changed.

Costs and tasks for institutions

- Ars Electronica will provide a basic setting for presenting the projects. This includes the venue and facilities free of charge, basic infrastructure (electricity, internet, security and cleaning) as well as an assigned space. **The institutions must however cover all expenses linked to the presentation of projects**, including travel and accommodation, per diems, catering, fees for the protagonists, rental costs for the technical equipment, furniture, setup & takedown or technical support (AE technicians' hours), special infrastructure and architecture needs that go beyond the basic infrastructure, specific maintenance or an additional infotrainer (mediator), insurance, transport. Ars Electronica can assist with sourcing necessary equipment or technical support, but all associated costs will need to be covered through your production budget or own co-financing.
- **Setup and takedown:** It is expected to have a minimum of two people onsite during the setup and takedown. Make sure to arrive in time to **finish the setup by Sept 3rd, 18:00 CEST.**
- **Communication**: the institution is expected to prepare and publish a social media campaign via the institutions channels to communicate the partner's program within the Ars Electronica Festival. In addition, direct outreach to press representatives and other news outlets are expected as well as sharing their participation in the festival via newsletters with the institutions' community. It is required to tag Ars Electronica in the posts and to deliver the implementation of the communication plan after the festival.

Successful applications will be awarded with
- A presentation at the Ars Electronica Festival September 4-8, 2024, in Linz, Austria.
- PR of the project through our channels and a representation in the festival catalogue and website.
- Festival Pass with access to all festival locations and programs in Linz and online.

I. For individual artists/artist groups or creatives
- Support regarding the set-up of the work and required technical equipment.
- Coverage of travel (max 2 extra luggage) & accommodation costs for one artist per project incl. costs for visa.
- Artist Fee of €1000,- (EURO) per awarded project.

II. For academic institutions
- The institution will receive a fixed amount of €4000,- (EURO) as an incentive for their participation as a subsidy to cover presentation costs
- With this amount in addition to the institution's own funding, the following costs must be covered: travel and accommodation for the artist(s) and the faculty member, artist fees, equipment rent and other needs for presenting the proposed projects.

A committee of evaluators comprised of Ars Electronica members will examine the proposals after the closure of the Open Call. The winners will be announced after the jury deliberations in June 2024.
Ars Electronica will be directly in charge of delivering the fee to the winners whose applied project have been selected.

Deadline for submissions
Please submit all documents via email with the subject "Chilean Application | Ars Electronica Festival 2024" to festival@ars.electronica.art by May 29, 2024 – 23:55 CET.

Support
The Ministerio de las Culturas, las Artes y el Patrimonio and the Ministerio de Relaciones Exteriores de Chile are supporting selected projects by Ars Electronica.

Timetable
Applications Open: April 29, 2024
Applications Close: May 29, 2024 – 23:59 CET
Notification of successful applicants: June, 2024
Public Announcement of Winners: June/July, 2024
Ars Electronica Festival: September 4-8, 2024

Payment

Ars Electronica will make payments of funds within 30 days after the festival and after the work having been carried out. A contract concluded between Ars Electronica and the artist/the university will set out the details for this. Please note that financing of any kind required up to this payment must be ensured by the applicants.

Privacy

Ars Electronica Linz GmbH & Co KG respects each person's right to privacy. We do not sell or distribute personal information or samples of work for commercial purposes. Your application will be treated confidentially. Only selected members of the Ars Electronica Festival Team, from the Ministerio de las Culturas, las Artes y el Patrimonio and the Ministerio de Relaciones Exteriores de Chile have access to your application. Processing of the applicant's personal data takes place in accordance with the provisions of the General Data Protection Regulation (EU 2016/679).

Contact

If you have any questions or queries, please contact Elisabeth Mürzl: festival@ars.electronica.art
Contact in the Ministerio de las Culturas, las Artes y el Patrimonio | Gobierno de Chile: Florencia Loewenthal florencia.loewenthal@cultura.gob.cl
Contact in the Ministerio de Relaciones Exteriores de Chile: Daniela Aravena
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The open call is issued by Ars Electronica Linz GmbH & Co KG in collaboration with the Ministerio de las Culturas, las Artes y el Patrimonio and Ministerio de Relaciones Exteriores de Chile.

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