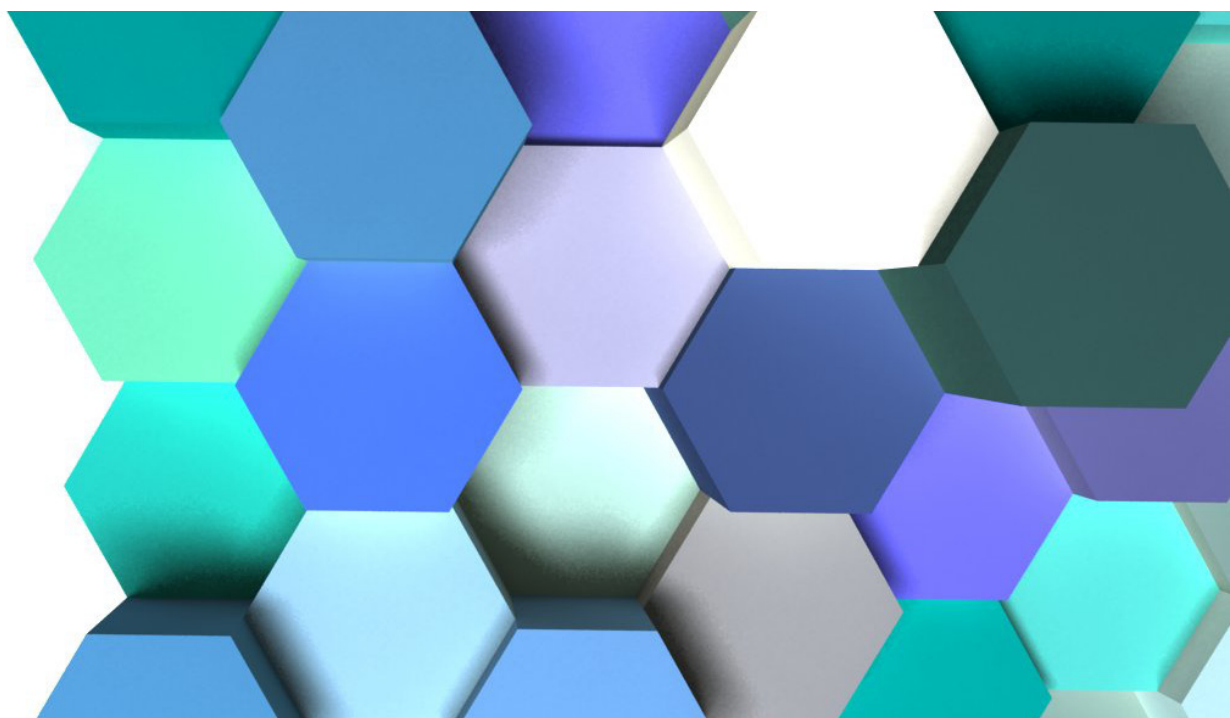


CALL
FOR
ENTRIES

THE BALTIC GOES DIGITAL



The Baltic Goes Digital is an open contest for artworks that utilize web-based, mobile or locative media to create a vision of an imaginary, non-existent Baltic City.

The contest is organized by the Baltic Sea Cultural Centre in Gdansk and the Gdansk City Gallery as part of Art Line. An international art and cultural project partially financed by the European Union /European Regional Development Fund/ and the South Baltic Cross-Border Cooperation Programme.



Part-financed by the European Union (ERDF)

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THEMATIC APPROACH

The theme of the contest involves the creation of an imaginary and utopian version of a “Baltic City”, i.e. a town that not longer exists or does not exist yet. Obviously, the very idea of creating an utopian city is nothing new. History knows many urban planning and architectural designs that aimed to create the perfect municipal tapestry that would be ideal for its residents. What is new is the fact that the starting point of our [The Baltic Goes Digital](#) contest is modern technique that supports unlimited urban visions. Taking advantage of the fact that the internet allows us to get to know the world, we would like to invite artists to compose interactive spaces combining the cultural and urban aspects of cities located on the Baltic Sea. The digitally-generated cities can be both a combination of existing ones, expansions or improvements on them or an utopian vision of a single Baltic city that goes beyond our reality or remains parallel to it.

We invite artists and teams whose projects explore and redefine the public space concept. We ask whether the new digitalized public space offered by the internet can be used to create and communicate art. Can works of art that function in the internet arena or are widely accessible through our mobile phones be treated in the same way as a bronze sculpture in the main square of a city? What new public space opportunities are offered by these new technologies? We invite artists to submit projects that explore these issues and provide interesting answers.

WHO WE ARE

14 art institutions, museums and academies from the South Baltic area joined forces in this collaboration to create a co-operative platform for art and academia in Poland, Sweden, Germany, Russia and Lithuania.

The Art Line website located at www.artline-southbaltic.eu/commission will be offered as an experimental digital exhibition arena for the art works.



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TARGET GROUP

The contest is open to artists and anyone interested in its subject matter /e.g. graphic artists, designers, architects, programmers, etc./ from the Baltic states, i.e. Norway, Sweden, Finland, Estonia, Latvia, Lithuania, Russia, Poland, Germany and Denmark. The teams need to be composed of a maximum of three people. In such a case at least 1 member needs to be an artist.

WINNERS

The authors of the 3 winning projects chosen by an international jury will be invited to cooperate with us and complete their works. Each winning contestant will receive remuneration of **EUR 2000** and a budget of **EUR 1000** to realize the concept. The organizers will also cover the costs of accommodation and travel to Gdansk for the opening of **exhibition** /Fall 2012/.

The works will be presented in a virtual gallery, available on the **Art Line** project website until 2018, and as an exhibition in the **Gdansk Municipal Gallery** /Fall 2012/. The winning artworks will be also presented in partner art institutions or during public events.

DEADLINE

The deadline for submitting applications for the contest is the **16th of July 2012**.

JURY

The winners shall be announced by an international jury composed of 5 experts.



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APPLICATIONS

Valid applications should be emailed to:

balticgoesdigital@nck.org.pl

or by mail to the following address:

Baltic Sea Cultural Centre in Gdansk
Korzenna 33/35
81-851 Gdansk, Poland

Please add the words: The Baltic Goes Digital

GENERAL RULES OF APPLICATION

- /1/ All applications need to be made entirely in English.
- /2/ The contestants /teams/ may submit no more than 2 projects.
- /3/ An application form /available on the website/ needs to be completed.
- /4/ A valid application consists of a completed application form and a project / prototype of the work.
- /5/ The application form requires the following information:
 - a description of the work and a short synopsis of the project /up to 800 characters/
 - details and a technical rider for the presentation of the work
 - realization budget /up to EUR 1000/
 - author BIO/s/
- /6/ All the materials included in the application also need to be supplied in electronic format /CD-ROM/DVD, USB stick/.
- /7/ A copy or the documentation of the work must be submitted in a commonly used format /PDF, JPG, doc, mpeg4, mov, avi, wmv, etc./.
- /8/ The submitted projects /including project descriptions and prototypes/ will not be returned.
- /9/ Failure to comply with these guidelines may cause the proposal not to be taken into consideration.



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RIGHTS

By submitting a project, the contestant confirms that the copyrights to its contents are not limited in any way and do not breach the rights of any third parties. The contestant transfers the right to use the materials for promotional and informational purposes to the organizers. Projects selected for completion can be used for non-commercial presentation as well as documentary and promotional purposes. The Baltic Goes Digital organizers shall not resort to any legal action.

CONTEST REGULATIONS

The Regulations for the contest have been specified in the “The Baltic Goes Digital Contest Guidelines”, which are available at www.artline-southbaltic.eu, www.nck.org.pl, and www.ggm.gda.pl.



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