

FALL ARCADE 2020 Screenshot Edition

MICA Game Lab will be hosting an exhibition of student work titled FALL ARCADE 2020 - SCRENSHOT Edition.

Submissions are open from **MONDAY NOV 9th 2020 to FRIDAY NOV 20th 2020**.
The exhibition will open on DEC 10th 2020 with a closing reception on Friday JAN 21st 2021 at 8PM.

THEME

"SCRENSHOT" is an exhibition of work in interactive media and games which centers the **artists' creative process**. The title refers to the act of taking a snapshot of a work-in-progress – one of myriad ways of documenting the process of creating games and interactive media. This process is the central theme of the exhibition.

We invite submissions which unabashedly expose the raw artistry behind each work. The materials should illustrate **the story of failures and triumphs** which is left to tell after the work is complete.

This exhibition comes at a time when we as artists – especially those of us who come with marginalized identities – are called to raise our voices for our work to be recognized, and to value each-other's labor. Labor implies process. **Technical process:** the moment-to-moment artistry of each discipline. **Design process:** intention, conceptualization, decisions made and learned from. **Emotional process:** we are transformed by the work as we create it. We are also in the unique position of discovering our medium as we work with it.

And each of us has our own way of "working with it." Valid ways. Unexpected ways.

Share with us your epiphanies. We all have something to learn, and something to teach. **We are hoping to spark an honest and frank conversation about how we go about making games and interactive art.**



RAGHAV BASHYAL FALL ARCADE 2020 CURATOR

Raghav Bashyal (they/them) is a game designer, developer, writer, artist, and instructor. Studying and working with games and interactive media has taken them on a process of self-discovery from Los Angeles to Denmark to Kathmandu. They help students from all over the world tap into their playfulness, channel their spirit of experimentation, and discover the magic of working with interactive and immersive media. They are dedicated to evolving their practice to include a diverse range of methods, disciplines, and voices.

FORMAT

The exhibition will be in a virtual space accessible via web browser.

Selected works will be arranged in a **three dimensional rendering of the GameLab**, which will be open for exploration like in a videogame.

Each work will be presented alongside documentation of the artist's creative process.

The exhibition will focus not only on the product of their process but also its byproducts – images, videos, ephemeral glimpses of the mysterious metamorphoses which occur when the artist works the raw materials they gather from physical, digital, and interior realms.



Thus, we are asking you to **submit your game as well as any other media which captures your creative process**.

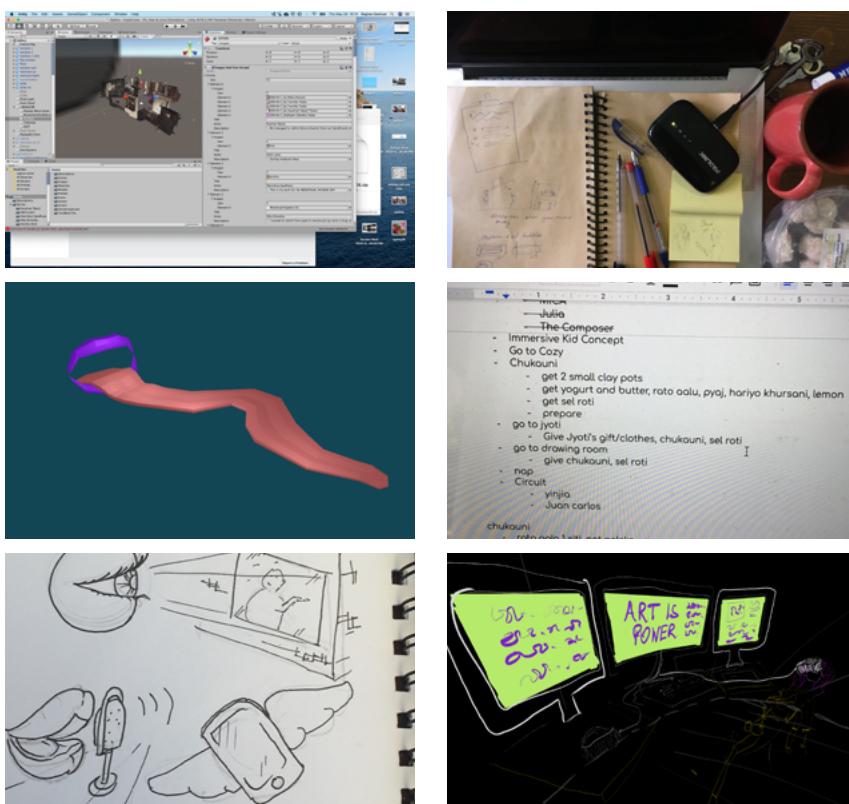
You could submit anything, so long as it's digital. Doodles. Sketches. Voice memos. Ideas on a napkin. Filenames. 3D models. Code. 2D assets. Design documents. Slack messages. Recordings.

Screenshots of pretty much anything which shows your process.

All such media, including trailers/videos of your work, will be arranged in a 3D Unity scene. You can feel free to send anything that you would want to include in that ensemble.

Text must be in .txt format. // **Images** may be .jpg or .png.

Videos in .mp4 and audio in .mp3. // **3D models** in .fbx or .obj. // **Code** in C#.



LET LOOSE!!

We want a raw look at your process.

- aim for diversity in the media you submitted (screenshots, sketches, video, audio, code, etc.)
- everything is allowed!
- ugly is ok!
- submit your failures
- show us your experiments
- let us see the code
- doodles!
- how do you think? how do you work?
- schedules
- lists
- notes
- email with your team, chats, slack-messages - remember to ask permission first :)
- initial concept vs. final look

SELECTION CRITERIA

The ideal submission would give us an inside look at the artist's process. The submitted documentation would show us what happened on screen, in the physical world, and inside the artist's inner universe. **Selected works will add a distinct perspective to the theme of "process," and will represent a diversity of disciplines, media, and voices.**

Even if the final product is not finished or polished, you can present your process in a rich and meaningful way. Take advantage of the format – submit materials which tell your story, and offer us a unique glimpse “behind the scenes” of your work.

It might take some courage to speak openly about your creative motivations, attempts, and failures; we encourage you to take that risk.

We want to hear your voice, raw and clear. In your writing (or video/audio), we will be looking for introspection and insight into your creative process. It can be rough, just speak frankly.

APPLY NOW

MORE QUESTIONS?

If you have other questions about the selection process or the call please write us at gamelab@mica.edu or reach out on the MICA Game Lab slack channel, one question you have can be a questions others have!



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Following is the Application Form PDF print so you can see the different sections of it

Fall Arcade 2020 - Screenshot edition

Thank you for your interest in FALL ARCADE 2020- SCREENSHOT edition.
FALL ARCADE is an exhibition of student work hosted by MICA Game Lab

Submissions are open from MONDAY NOV 9th 2020 to FRIDAY NOV 20th 2020.

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* Required

1. Artist name *

2. Artist bio and statement *

3. Social Media handle/other link (personal website/portfolio) *

Game details and media

4. Game Title (max 200characters) *

5. Description of the game (in a tweet) *

6. Game Platform *

Mark only one oval.

- Analog game
- PC/webgame
- Mobile/AR
- Other

Give us some insight into your process. It could be:

- written (max 500 words)
- audio
- video (either of you speaking or an animatic/slideshow) of you answering the following prompts

Process
notes

You can choose to submit any combination of the above. For text, you can answer the questions in this form or submit a separate essay. If you want to tell your story in a different way (a comic, a collage) we are open to that.

The prompts below are meant to help you start your introspective process. You don't have to answer every question. Feel free to go deeper.

7. What was your motivation for creating this piece?

8. What was the most challenging part about creating this piece? Is that something you often struggle with?

9. What were you experimenting with? As a designer, programmer, artist, producer – whichever role(s) you took – what new thing were you trying out? What did you learn?

10. Reflect on the current moment in the country, in the world, and inside of you immediate surroundings – neighborhood, family, friend circles. Tell us about a situation which impacted your process – emotionally, mentally, or creatively.

11. Which tool did you use the most for the project? How did you learn to use it?

12. Tell us about a trick or technique you use that few people might know about.

13. Tell us about the wildest thing you've tried – a surprise, a discovery, an unexpected creation that came out of an accident or random incident.

14. OPTIONAL - Upload your audio, video, or other presentation of your process

Files submitted:

Screenshots and other documentation

Include media documentation of your process – anything you can find. Everything is valuable, everything is part of the process – even files you might have deleted. Include as much media as you can.

IMPORTANT - MEDIA REQUIREMENT:

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3D models in .fbx or .obj.
Code in C#.

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15. Process-related media: work in progress screenshots / sketches / written documentation (eg: game design doc) / individual assets: 3d models / screen recordings of old builds / playtest photos & videos / techniques: for example a photoshop trick, a cool Unity effect, a tutorial, an article

Files submitted:

16. Game related media (ANALOG/physical/tabletop/board): pictures / video of game in action / poster / instructions/ rules

Files submitted:

17. Game related media (PC/Web Games): downloadable / link / trailer / clips / screenshots / poster

Files submitted:

18. Game related media (Mobile/other digital): link if published / trailer / clips /screenshots / poster

Files submitted:

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