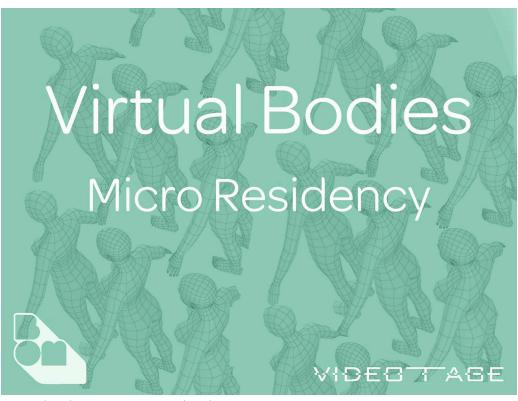




OPPORTUNITIES > Virtual game art residency call for artists

DEADLINE 15 JUL 2022

Virtual game art residency call for artists



BOM (UK) and Videotage (HK) are calling for applications from artists based in the UK and Hong Kong (who are working in or inspired by game art) for a five-day virtual residency as part of the 2022 Peer 2 Peer Festival.

The digital platform applicants use to experiment or make work in is up to each individual, although they should be within the realm of video or digital game art. These can include building in Sandbox games, animations, live games, interactive and text-based games.

The theme of the residency is "Virtual Bodies", and could touch on dis/ability, gender, communication, AI, bio art, body politics and more.

Both new or developing projects will be considered, but the residency should be a remarkable contribution to the whole or part of the project development.

The selected artists, one from the UK and one from Hong Kong, will work closely with BOM Curator Louise Latter and Videotage Curator Angel Leung, who will guide them through an intensive week in which experimentation and development of ideas is prioritised, rather than focusing on a final artistic output.

Artists must be available 5–9 September 2022. The selected artists must also document their creative process for social media and the presentation of the project will be made during the Peer 2 Peer Festival in September/October 2022.

The participating artists will receive a fee of 1,500 GBP.

Application guidelines

Deadline: 15 July 2022

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