

## Call for Art Exhibits

The ICIDS 2018 Art Exhibition provides a platform for artists to explore digital media for interactive storytelling from the perspective of a particular curatorial theme: ***Non-Human Narratives***. Note that the curatorial theme is intended to inspire, not constrain, and will be developed further to accommodate the accepted works.

We live in a time where computational processes and non-human agents have disrupted and/or reconfigured the traditional narrative subject. Now AI, data analytics and analysis, and human-robot/human-animal interactions, for example, create new modes of communication. Human/Non-Human elements may also combine with natural, geological, and atmospheric forces (as with climate change) to reveal new cultural stories from radical perspectives beyond pure human understanding and experience.

How might we consider these contemporary *Non-Human Narratives* that challenge, inspire, and reveal radical, non-Anthropocentric perspectives on our current states of being among world-matters? What is before, beyond, or otherwise entangled with the human agents who tell our stories in this complex media ecology, and how might we come to know them through our interactions with them?

This exhibition encourages artists to explore the concepts of *Non-Human Narratives* across disciplines, languages, cultures, technologies, and histories. The curatorial team seeks to inspire proposals with the following open questions:

- How can the influence of AI, text mining, chat-bots, and machine learning techniques, or with live data streams and even web-cams provide new models for considering narrative agency, affect, and content outside pure human control and understanding? What is revealed and reimagined in such configurations?
- How might we come to understand human/non-human impact and influence through interactive storytelling in the Age of the Anthropocene (the proposed current geological epoch determined by human effects on the 'natural' environment)? What are the stories revealed by coming into relation with geological, atmospheric, and oceanic forces, or any other data outside our traditional human control and pure experience?
- How might human-robot and/or human-animal interactions provide the basis for new narrative models to engage us in more-than-human contexts, and *other* modes of communication that challenge human exceptionalism?
- And, how can Non-Human Narratives be used as a centering concept for the exploration of new ways of storytelling that are unique to computational media and processes, as well as to reinvigorate more traditional modes of storytelling using emergent digital media and new perspectives on subjectivity?

## The International Conference on Interactive Digital Storytelling

The International Conference on Interactive Digital Storytelling (ICIDS) is the premier venue for researchers, practitioners and theorists to present recent results, share novel techniques and insights, and exchange ideas about this new storytelling medium. Interactive digital storytelling is an exciting area in which narrative, computer science and art converge to create new expressive forms. The combination of narrative and computation has considerable untapped potential, ranging from artistic projects to interactive documentaries, from assistive technologies and intelligent agents to serious games, education and entertainment.

The conference has a long-standing tradition of bringing together theoretical and practical approaches in an interdisciplinary dialogue. Since 2010, ICIDS has hosted an international art exhibition open to the general public. This year, the exhibition will be held in connection with the ICIDS 2018 conference in Dublin, Ireland at Trinity College where the exhibition will be hosted by the [Science Gallery](#) on the Trinity College campus. The art exhibition will be held in conjunction with the academic conference, which runs from 5-8 of December. A printed catalogue of descriptions and artist's statements is given to exhibitors and conference attendees at the opening of the exhibition. In 2017 there was an expanded proceedings catalogue, published by Carnegie Mellon ETC Press in an ISBN-numbered, high-quality catalog, that included detailed description and reflections on practice by the artists, and a similar format for the 2018 issue is currently in discussion. The ICIDS 2018 participants will receive the catalog during registration. Additionally, post-exhibition, a more comprehensive peer-edited anthology focused on the exhibition theme *Non-Human Narratives* will be developed that includes other reflections from the artists on their works, along with contributions from a curated group of interdisciplinary scholars working in related fields.

### **Submissions**

The ICIDS Art Exhibition welcomes proposals for interactive digital storytelling artworks that explore the curatorial theme, *Non-Human Narratives*, and that engage with the challenge of combining computational digital media and storytelling.

Artworks can include, but are not limited to:

- screen-based computational works;
- web-based works,
- interactive installations;
- augmented, virtual, and mixed reality,
- mobile and location-based works;
- computer games;
- interactive documentaries;
- transmedia works;

and any other artistic works that involve some combination of computational and/or rule-based system and interactive storytelling.

**NOTE:** Given the constraints of the gallery space, wall projections, or other projections not intended for LCD screens, may not be suitable. Contact the curators about such elements if you have questions.

Artworks must be completed by the time of exhibition, and not at the concept stage. Works-in progress or technology demonstrations are more appropriate for the academic conference demonstration track, and should be submitted there.

Submitted works will be reviewed by a jury, and selected works will be exhibited in the exhibition space, and included in the online exhibition catalogue.

### **Art Exhibition Chairs and Curators**

Dr. Lissa Holloway-Attaway

Associate Professor

Department of Games/School of Informatics

University of Skövde, Sweden

Néill O'Dwyer, Ph.D.,  
Irish Research Council Government of Ireland Postdoctoral Fellow,  
School of Creative Arts,  
Trinity College Dublin

### **Jury Members**

Dr. Carolyn Guertin  
Assistant Professor (Adjunct)  
Faculty of Information, Media and Technoculture  
Western University, Canada

Dr. Stefano Gualeni  
Associate Professor  
Institute of Digital Games  
University of Malta, Malta

Michelle Westerlaken  
PhD Candidate  
School of Arts and Communication (K3)  
Malmö University, Sweden

Dr. Kelly McErlean  
Programme Director - BA (Hons) in Communications in Creative Media  
School of Informatics and Creative Arts  
Dundalk Institute of Technology

Dr. Paul O'Brien  
Associate Fellow  
The National College of Art and Design  
Dublin, Ireland

Noam Knoller  
University of the Arts, Utrecht

### **Important dates**

- Sept 1, 2018 (11:59 pm HST, Hawaii Standard Time) artwork proposal submission deadline.
- Oct 1, 2018: notice of acceptance/rejection. Note that jury members may contact the artists prior to this if there is the need for clarification or discussion of details of the submission.
- October 15, 2018: submission of final materials for exhibition catalogue

Upon acceptance, the curators will contact the artists to discuss details of the artwork and to discuss installation requirements. Submissions should provide details of equipment needed and specify what equipment will be provided by the artists. ICIDS is not able to provide financial assistance. We will attempt to provide some assistance with equipment and manpower for installation, but artists are encouraged to provide their own equipment and to be present during setup where possible. The curators will be happy to provide a reference letter to aid artists in applying for funding.

### **Criteria for Selection**

We are looking for novel, thought-provoking, evocative, sensory-rich interactive art experiences created by a diverse and broad group of creative practitioners. The selection will be based on the criteria listed below in order of priority:

- **Creativity:** original or innovative use of interactive media, articulating the relationships between interactivity and storytelling
- **Strength of the concept:** depth, coherence and originality
- **Relevance to the theme:** demonstrates the ability to shed light on, elaborate, or personalise the exhibition theme: “Non-Human Narratives”

### **Link to Submission Form:**

<https://bit.ly/2KUaQYH>

**NOTE:** Should you have questions, please email the curators at:

[icids2018artex@gmail.com](mailto:icids2018artex@gmail.com)