

CODAworx Emerging Artist Award

Announced at CODASummit

Deadline to apply: June 30, 2023

Summary:

The CODAworx Emerging Artist Program recognizes three creative professionals who are new in their careers and on a path to make a contribution to the commissioned art industry. The artist may have a new approach to creating artwork, utilizing new technologies, making use of new materials, or expanding the boundaries of traditional technologies. The artist's work should embody a spirit of experimentalism and demonstrate the potential to help shape the future of the creative revolution!

Sponsored by EPSON, a long-time supporter of CODAworx and the creative community. Winners will also be acknowledged live at **CODASummit: Art, Technology, and Place** in San Jose, California.

Criteria:

Eligible artists should have less than five years in the commissioned art industry, specifically working with arts and technology. Artists should expect to demonstrate experience with creating or collaborating on commissions, with images of examples. Applications will be evaluated based on quality and sophistication of the work, innovation, and overall commitment.

Winners receive:

\$750 award and free registration to **CODASummit: Art, Technology and Place** in Denver, CO.

Premier Juror:



Katrina Stevens

Katrina Stevens is the President and CEO of The Tech, where she is dedicated to creating inspiring and impactful learning experiences for young people around the world. She is the first educator and first woman to lead The Tech.

Before joining The Tech, Stevens was the Director of Learning Science at the Chan Zuckerberg Initiative, where she oversaw a \$200 million portfolio of 67 grants to improve learning, especially for young people who face the most serious obstacles to success.

Stevens was appointed by the Obama Administration to serve as the Deputy Director and Senior Adviser in the U.S. Department of Education's Office of Educational Technology. There, she led the Future Ready Schools movement to help district leaders implement best practices in digital learning, oversaw education innovation clusters, rapid cycle evaluations, developer outreach, and the National Education Technology Plan.

EPSON Representative



Gavin Downey, Group Product Manager– Large Venue Projection, Epson America

Gavin Downey is responsible for large venue projector product management at Epson, the global market share leader in projection. He works with a team of dedicated industry experts and is particularly interested in the role public art plays in pushing technical and cultural boundaries while redefining what's possible with visual display systems. Prior to Epson, Gavin's career included commercial sales in the structured cabling industry, product marketing for a nascent mobile computing category at Dell

Computer, and product innovation and development at Belkin International. Gavin is a graduate of The Ohio State University, lives in Los Angeles, California with his family, and enjoys going to galleries, mountain biking, photography, camping, and seeing live music.

CODAworx Representative



Suzanne Ball, Art Commissions and Business Development

Suzanne Ball creates business connections between artists, industry creatives, art commissioners, and corporate supporters who have a special interest in technology-based experiential art. Suzanne draws her experience from four years with CODAworx and CODASummit mining resources for this emerging field. She also has been an art consultant and art salesperson for art galleries, art fairs, and performers involved in new media, in New York City, Miami, and Italy. Suzanne has

a BFA from the School of Visual Arts in Media Arts.

Application:

To apply for this opportunity, sign up for a free CODAworx account: www.codaworx.com/register.

- Click on the person icon in the upper right corner. Register for a new account with your email, name and profession.

If you already have a CODAworx account, log in here: www.codaworx.com/login.

- You must be logged into your account in order to complete the online application.

Submit your application online through CODAworx at:

<https://www.codaworx.com/commision-view-details/?key=MjE0MTlw&rfp=1>.

Compatible browsers: Chrome, Safari, or Firefox.

A complete application consists of the following:**Your Information**

- Name
- Phone and Email
- Company (if applicable)

Your Location

- City
- State / Province / Region
- Zip / Postal Code
- Country

Resume

- Upload a professional resume for yourself.
- Accepted formats: PDF, doc, docx

Letter of Interest

- Upload a letter of interest with your answers to the following questions:
 1. Your area of interest as it relates to the CODASummit conference.
 2. Who, or what, are your main influences and inspirations (professional, personal, or otherwise)?
 3. How do you think this award will be helpful to your career?
 4. Please provide contact information (Name, Phone, Email) for one professional reference as it relates to your project(s).

Images of Your Work

- Upload 5 images of your work encompassing 1-3 projects relating to your practice in art + technology. Enter text into the caption fields as they are applicable to your project.
- Please include a 50 word description of each project under caption field Medium.
- Accepted formats: JPG, PNG