

## +playengines+

### **+playengines+ MelbourneDAC exhibition**

Melbourne Digital Arts and Culture Conference 2003 is inviting artists working in the areas of computer games, interactive film and streaming media to submit projects for +playengines+ a juried exhibition exploring innovative creative work in the fields of computer games, interactive hypermedia, interactive fiction and nonfiction, and streaming media arts.

Artistic works selected for inclusion in the conference exhibition will be presented to an international audience of peers, critics, producers, academics, local industry partners and the broader public. +playengines+ will be staged in Melbourne, Australia in May 2003.

### **+playengines+ competition**

MelbourneDAC in partnership with the Australian Centre for the Moving Image (ACMI) are also offering the +playengines+ competition. Works included in the MelbourneDAC +playengines+ exhibition will be judged by an international jury of peers and winners nominated in each of the three categories will have the opportunity to be acquired by ACMI's Public Programs Permanent Collection.

ACMI is a world's first purpose-build complex dedicated to the moving image in *all its forms* – film, television, games, video, digital and emerging media. ACMI has state-of-the-art facilities for the exhibition, promotion and preservation of Australian and international screen art. Across four levels, the Centre houses the world's largest screen gallery, it operates Australia's largest public lending collection of moving image titles and it will be actively involved in the development of the screen culture industry. <http://www.acmi.net.au>

+playengines+  
**ENTRY FORM**

Closing date entry postmarked no later than 25 October 2002  
 Please fill in the following information and submit any required content to

MelbourneDAC streaming wor(l)ds  
 RMIT School of Applied Communication  
 GPO Box 2476V  
 Melbourne 3001  
**AUSTRALIA**

family name	
first name	
project members (family name first name)	
postal address	
international telephone	+
international fax	+
email	
personal url	http://

**ENTRY CATEGORY** (tick or cross one only per work)

computer games	interactive film/video	
streaming media	hypermedia	

**PRACTICE** (tick or cross all that apply)

independent artist	independent production team	
researcher	student	
other (please specify)		

**ENTRY LEVEL** (tick or cross all that apply)

online game	browser game	
interactive film/video	streaming fiction	
streaming nonfiction	streaming other	
text game	interactive graphic narrative – fiction	
interactive graphic narrative – nonfiction	interactive graphic narrative – other	
interactive text narrative – fiction	interactive text narrative – nonfiction	
interactive text narrative - other	Flash fiction	
Flash nonfiction	Interactive fiction	
other (please specify)		

#### ADDITIONAL INFO

medium	
url for project	
brief project synopsis and/or rationale of work	
brief bio of artist/production team	
technical requirements of work	
have you provided specific and specialised technical resources needed to view/use the work?	YES NO
If your work is selected for the DAC exhibition do you want your work to be considered for the DAC competition?	YES NO

#### ENTRY

is open to independent artists, students, researchers, producers and/or small teams: computer game artists/ real timers / 3D on-line gamers / interactive film/art creators, Flash artists, word players, interactive fiction creators. Streaming media and visual effects people are particularly encouraged.

#### GAME RULES

projects must be produced between 2001 and 2002  
projects must be relevant to the entry levels and the context of the exhibition  
a new media curatorial team will preview all received projects for short-listing  
the competition is juried by an independent international panel of specialists  
only short-listed works will be considered for inclusion in the exhibition  
works selected for the exhibition are entered in the competition only if you have nominated this on the entry form  
winning works in each category will have the opportunity to be acquired by the ACMI Public Programs Collection under a non-exclusive licence  
project synopsis, rationale and bio must be submitted  
URLs must be accessible from the closing date for submissions  
incomplete entry forms will not be considered  
material that is sexually, racially or otherwise discriminatory under Australian law will be disqualified  
works in languages other than English must be accompanied by an English translation and, where appropriate, may need to include subtitles  
the jury reserves the right to not award any prizes in any category  
decisions of the jury are final and no further correspondence will be entertained  
if you are submitting a hard copy and wish it to be returned, you must forward a stamped, self-addressed envelope (international mail coupons may apply)

#### PLEASE NOTE

At present the +playengines+ competition is unable to offer artists fees for exhibition or for acquisition of winning works. This may change pending sponsorship confirmations. However, we strongly encourage artists to take advantage of the opportunity offered by the competition to be included in the permanent ACMI Public Programs Collection and to be associated with one of the world's most exciting centres for the moving image and new media.

Date:	signature
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