

UA Biosphere 2 Artist Residency Competition

Part of our E-STEAM Program (Expression of Science Technology, Engineering, Art & Math) – Connecting Art and Science

Who: Student visual artists, writers, musicians, and more*

When: 1-2 weeks (5-14 days), May - October for 2018 (based on availability)

Where: UA Biosphere 2 - Oracle, Arizona

The arts are a valuable medium for engaging with the public and students about science. One of our education and outreach goals at Biosphere 2 is to facilitate access and interest in Earth systems science; generating awareness, activity, and engagement with the public, teachers, and students.

The E-STEAM Program complements other Biosphere 2 education and outreach activities. Utilizing the various ecosystems within Biosphere 2, our research and educational programs address societal grand challenges related to Earth, Water, Energy and Food. We are particularly interested in artists who find sources of inspiration in the science embedded in these themes and whose work can be responsive and complementary to the kind of research and data generated at Biosphere 2. By bringing in student or early career artists who have an interest in arts-based science communication, we hope to better engage visitors, teachers and K-12 student groups and stimulate critical thinking and appreciation of science as a creative, problem-solving endeavor. Please note that we are not interested in submissions focusing on the closed mission era of the early 1990's.

Student artists seeking to explore and nurture the vibrant intersection between art and science are invited to competitively apply for **two annual slots**, lasting between one and two weeks, for dates to be agreed upon mutually. Selected artists receive a \$500 stipend that can be put towards their housing costs at the Biosphere 2 casita village (see housing description below), or toward relevant supplies. Standard sleeping room rate is \$100 per night. Please note that it is not required that artists stay on site if they have other accommodations or live locally.

Artists are expected to communicate with the broad spectrum of Biosphere 2 visitors, for example through an open studio, public lectures, or working with K-12 workshops or curriculum elements. Artists are also invited to exhibit their work in Biosphere 2 and/or on the Biosphere 2 campus grounds. This could be in the form of an exhibition of a single or multiple works, a performance, or an educational display.

The E-STEAM Program participant will be considered a UA Designated Campus Colleague under the category of University Internships. Interns will work under the supervision of Dr. Kevin Bonine, Director of Education and Outreach. University Interns are eligible to have a NetID and University email account and may use these to access University systems, services, and specialized University training. DCCs may perform

security- or safety-sensitive or export control duties, and interact with non-enrolled minors. If collaboration with student groups and minors is foreseen as part of an artist's project, youth safety training, and a fee-based background check will be required. Leading up to, and when you arrive at The University of Arizona, you will meet with Dr. Bonine and members of his team to discuss your duties and what will be expected of you.

The Biosphere 2 student village is comprised of 28 rustic Santa Fe-style houses holding 106 double-capacity sleeping rooms. Complete with en-suite kitchens, living areas, and high-speed internet access, the 3-5 bedroom casitas are all in easy walking distance from the rest of the Biosphere 2 facilities. Visual artists will also have access to a small space that can be used as a studio, and an exhibit area (details to be aligned with proposed creative work). Residents are responsible for food, transportation/travel, and any miscellaneous or material expenses related to their stay and work. Artists must already have the skills necessary to complete their projects or be able to obtain them independently, as there is no technical assistance available.

Submission materials required:

1. Curriculum vitae, resume, and/or artist statement
2. Project proposal - Describe your interest in working at Biosphere and what kind of engagement with broad audiences you could imagine achieving.
3. Examples of Work - We require that applicants provide examples of their previous work via website or selected works. Visual artists should provide documentation of 3-5 recent projects that includes a short description (no longer than one paragraph) of each.

We will begin reviewing applications for the **E-STEAM Program** on FEBRUARY 15, 2018, and applicants must apply via our online application form (link below). There is no deadline for submissions and notifications to applicants will occur as applications are received and reviewed. Due to the nature of a rolling application process, spots can fill up quickly so early submissions are encouraged.

[**Biosphere 2 Artist Residency Competition - 2018 Application**](#)

***Student/Emerging Artist**

Open to anyone age 18 and over. Designed for university level artists or artists in the early stages of their career. Typical early-career residents might include those who completed B.F.A. or M.F.A. programs within the past ten years. Most will not have had the opportunity to have a significant exhibition in a gallery or museum or have a piece yet placed in major collections. Previously, we have worked with visual artists, musicians and writers, but in the spirit of interdisciplinary collaboration we invite anyone who believes they would be a good fit for this program to apply, regardless of how they label their practice.