



**CULTURE**

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## REQUIRED APPLICATION MATERIALS

GAME DESIGNERS AND GAME DESIGN TEAMS RESPONDING TO THE RAPIDRIDE B LINE MOBILE GAME PROJECT REQUEST FOR CONCEPTS MUST SUBMIT THE FOLLOWING MATERIALS ONLINE.

VISIT [WWW.4CULTURE.ORG/PUBLICART/CALLS](http://WWW.4CULTURE.ORG/PUBLICART/CALLS) AND FOLLOW THE APPLICATION-SPECIFIC LINK.

**PROFILE** -The Profile, or applicant contact information fields, must be completed in full.

**RESUME** - Upload your (two-page maximum) resume as a Microsoft Word (.doc) or Text (.txt) file. Teams may submit two pages per artist in one document. Keep the formatting simple.

Below are some suggested items to include in your resume:

- *Contact Information:* At the top of each page, include your name, address, phone number and email address.
- *Education:* List all academic degrees earned. Also include periods of study at schools or universities attended without completing a degree.
- *Professional Experience:* List relevant skills and projects including experience with games, interactive media, and art.
- *Honors, Awards & Grants:* List honors and awards, grants or other recognition of merit.
- *Bibliography:* List books, magazines, newspapers, and catalogues that reference your work.

**STATEMENT OF INTEREST** - Write a statement (500 words or less) describing your interest in this project, how your past experience is appropriate for this project, and a brief overview of the proposed concept. If submitting as a team, include a description of relevant past collaborative work experience (among applicant team members or otherwise) and a description of how the team anticipates working together on this project.

**CONCEPT DOCUMENT** – Upload a (three-page maximum) concept document as a PDF file. Your proposal must include: (1) a description of your conceptual approach for this project including preliminary ideas for formal quality, type of play and game content; (2) a description of how your conceptual approach addresses the project's calls for (a) innovation and artistry, and (b) play experience on a bus and in relation to a route; (3) a description of how you will approach making the game accessible to as broad a segment of the mobile device user population as possible; (4) an estimated development cycle timeline; and (4) a rough breakdown of how you envision the project dollars being allocated.

**WORK SAMPLES** - No more than a total of 12 work samples will be accepted. You are encouraged to submit samples of past work that best illustrate your qualifications for this project.

**AUDIO/VIDEO FILES** – You may submit up to 4 audio and/or video files that illustrate previously designed game elements, simulated play, and/or artwork. Each applicant's audio/video work will be reviewed by the panel for a cumulative total of 3-5 minutes. If applying as a team, a maximum of 4 audio/video files totaling 5 minutes or less may be submitted, inclusive of all team members.

Video and audio files must be uploaded via [Vimeo](#) and [SoundCloud](#) respectively, and be publically accessible (no private password settings). Work samples cannot be submitted through other media sharing sites. Once you have uploaded your audio and/or video selections, indicate the URLs (eg. <http://www.vimeo.com/2992575>) on the corresponding Work Sample Upload page of the application.

You will be required to list the title, date of completion, medium/media format, and duration. You are encouraged to include a brief description (75 words or less) of each work sample, including a description of the role you or your design team member contributed to its creation. The narrative may also include information about project location, budget, and project partners. Once uploaded, the system will automatically label the files with your last name, first initial, and a sequence number.

Work samples must be edited to conform to the 5-minute maximum time limit, or include a notation in the Narrative field of the Work Sample Upload page of the application that indicates start and stop time for each piece. All digital samples must be compatible with iTunes (audio file types include .wav, .aiff, and .mp3; video file types include .mp4, .mov and .m4v) and should be tested by you prior to submission.

**DIGITAL IMAGES** – You may submit up to 8 digital images (no composites). If applying as a team, a maximum of 8 images may be submitted, inclusive of all team members.

Upload JPG files only (GIFs, TIFFs and other formats will not be accepted). Images must be under 2MB, 1920 pixels on the longest side and at least 72 dpi.

You will be required to list the title of the image, date of completion, medium, and dimensions. You are encouraged to include a brief description (75 words or less) of each work sample, including a description of the role the designer or relevant design team member contributed to its creation. The narrative may also include information about project location, budget, and project partners. Once uploaded, the system will automatically label the files with your last name, first initial, and a sequence number.

**All work sample descriptive text can be reviewed, edited or deleted by clicking on the file name in the left hand progress navigation. Work samples can be reordered if needed when the application preview step is reached.**

**APPLICATION PREVIEW** – Select the Application Preview link to save the entire application as a draft or submit it for consideration. By selecting "Save as Draft" you can continue to access and edit content through the "My Applications" tab until the deadline for submissions. Once you select "Save & Submit" you will no longer be able to make changes. All applications must be submitted to be considered.

#### **DEADLINE**

**APPLICATIONS MUST BE SUBMITTED BY 5:00 P.M., MONDAY, MAY 9, 2011.**

\*Don't wait until the last minute to apply! We strongly urge you to submit your application early to lessen the traffic load on the online site.

#### **QUESTIONS?**

Please contact:

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