



Zero Sum: Experiments in Game Theory

A Juried Fine Arts Exhibit

May 27, 2009 – July 17, 2009

55 E Main Street, Suite 105
Chattanooga, TN 37408
<http://createhere.org>



CALL FOR ENTRIES

Zero Sum: Experiments in Game Theory

A Juried Fine Arts Exhibit

May 27, 2009 - July 17, 2009

As children, we learn to strategize through games, collecting over RISK and Super Mario Brothers; shouting over Dungeons and Dragons, or across the Hungry Hippos board. We learn social interactivity through game playing, and we find ways to express and rationalize our emotional impulses through these square-offs.

Later in life, the role of games becomes more subtle, as game theory and its many derivations come to play in our lives. Military strategy, political science, even social networking sites have a basis in game theory. We connect and disconnect through games; we build and we break.

Simply put, we play games every day.

Zero Sum is an exhibit that examines the role of games in contemporary culture and the impact they have on our social experience, psyche, morality and approach to critical thinking. From Twister in the family room to animated flash games on the web, Zero Sum finds a space to explore why we play games, and what our games say about us.

CreateHere hosts Zero Sum, a multi-disciplinary show, juried by a three-member panel of Chattanooga creative experts. CreateHere is a non-profit working for arts, economic and cultural development in Chattanooga, Tennessee. Our multi-purpose gallery space exhibits shows that invite viewers to consider new approaches to art, and new ways of seeing the world.

Zero Sum takes its name from game theory, where the term describes any situation in which a player's gains and losses balance perfectly with those of their competitor, and the result is zero. There's no collective gain, and no collective loss. In this exhibit, that spirit of equality drives us to accept diverse submissions, to celebrate the blank slate looking forward, together with the memories of our favorite pastimes.

CALENDAR

April 24 Postmark Deadline For Entries

May 4 Notifications For Accepted Work

May 18-20 Accepted Work Delivered to CreateHere

May 27 Exhibit Opens

May 30 Grand Opening of Exhibit

July 17 Exhibit closes

ENTRY CATEGORIES

- Writing that explores the psychology or history of games, through experiential essays, poetry or fiction;
- Self-made games, including electronic, arcade, PC, or video games, 3-D or 2-D;
- Manufactured games accompanied with explanatory prose;
- Paintings;
- Photography;
- Video;
- Sound;
- Installation;
- Interactive media.

Visual art submissions: A maximum of three entries can be submitted for consideration. Please include no more than three high quality digital images for each piece of artwork. Submissions must be accompanied by a list that includes the artist's name, media, title of work, size, and price of work.

Writing Submissions: All writing submissions will be accepted and displayed in the gallery. Submissions must be labeled with author's name.

Submissions can be made by visiting the Zero Sum "submit" page.

Once a piece is selected for Zero Sum, the artist is responsible for shipping and handling. If sending an installation piece, the artist must include complete instructions and specifications for proper installation.

For the duration of Zero Sum, CreateHere will provide insurance up to \$1500 per piece at no cost to the artist.

Zero Sum is a juried arts show. Submissions will be judged by a panel of independent jurors.

JURORS

George Bairaktaris Partner, Tubatomic, LLC

George Bairaktaris specializes in business development and strategy at Tubatomic, an interactive creative agency that focuses on innovational ideas. His background studies in technology and psychology play a key role in the success of Tubatomic. He also served as a partner in the cre824 group, which organized a 24-hour International Webdesign Festival featuring a series of seminars presented by cutting-edge interactive designers. His other interests include the psychology of art, specifically in relation to the work of Lev Vygotsky, the study of form versus function, and the concept of new media as art rather than communication.

Heather Palmer, PhD

Heather Palmer specializes in Ancient and Modern Rhetorical History and Theory, gender studies, and critical theory, specifically in popular culture. Her most recent work has been published in Pedagogy and Modern Language Studies. She teaches classes on rhetorics of postmodernism, embodiment, queer theory, and propaganda. Currently, she is working on a project about the function of parrhesia, or free speech, in the history of women's rhetorics from the Delphic Oracles to the Second Sophistic. Her other interests include the arts of improvisation as a model for global ethical communication, and she has been invited to speak on this topic at several high profile music festivals, most recently the "Big Ears" festival, featuring Phillip Glass.

Mark Wood, MFA

Mark Wood received his Master of Fine Art Degree from Yale University in 1987. He has previously been an instructor at Western Carolina University and the University of Tennessee and is currently an associate professor of art at Chattanooga State Technical Community College. His current body of work is a topographical investigation of Southeast Tennessee, in which he examines the connection between symbol and narrative in an attempt to connect the viewer with interior and exterior worlds.