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FEMINISMS + ART + TECHNOLOGY + SOCIETY

### FALL PROGRAMMING + CALL FOR PROPOSALS

Fall is back and we hope you had a good start of September! We're happy to welcome Roxane Halary as our new communications coordinator, she will replace Martine Frossard during her maternity leave.

Here is an overview of our upcoming events, exhibitions and workshops for the fall, focusing around the theme of **Delocalisations**, as well as our call for proposals and residencies. We hope to see you soon !

### FALL 2017



**EXHIBITION**  
**Parade of Champions | Michèle Pearson Clarke**

**Vernissage: Saturday September 16th, 12pm-5pm**  
+ **Launch of number 91 of [esse arts + opinions](#)**  
@Studio XX | Free entrance

Discussion between Michèle Pearson Clarke and Alanna Thain : Saturday September 16th at 3.30pm.  
Exhibition: from September 16th until October 21st 2017. In collaboration with [Vidéographie](#).  
[Facebook event](#)



**INTERVENTION IN THE PUBLIC SPACE**  
**Sanctuary | Yasmeen Leclerc**

**Presentation: Sunday September 24th at 2pm**  
@ La Maison de la Culture du Plateau-Mont-Royal

An intervention of augmented reality in the public space: through 360 videos accessible by phone, the passerby can discover a series of virtual graffiti on the walls of Plateau-Mont-Royal's buildings, while listening to stories shared by refugees.  
[Facebook event](#)



**EDUCATIONAL ACTIVITY**  
**Girls Learning Code**

**Sunday September 17, from 1 until 4pm**  
@ Studio XX

Bring a special girl (between 8 and 13) in your life to this workshop and learn to create a website together from scratch! Girls will learn HTML and CSS basics by hacking pre-existing text, links, images, and videos on various templates, and then use their skills to create their very own fun business website.  
[Facebook event](#)



**WORKSHOP**  
**Introduction to virtual reality with Casa Rara**

**Thursday 24 Oct, 31 Oct, and 7 Nov. 2017 from 6pm until 9pm – Saturday 28 Oct. 4 Nov. and 11 Nov. 1pm-5pm**

**Deadline for registration : 17 oct. 3 weeks (20 hours) \$135 (tax included)**

In this workshop, the participants will get familiarized through the use of Quill, one of the main software used in VR creation. Registration [here](#).



**RESIDENCY**  
**Algorithmic Choreography | Naomi Cook**

**September 11st - October 21st, 2017**  
@ Studio XX

Studio XX is pleased to host Naomi Cook to develop her project Algorithmic Choreography. As part of our 2017-2018 residency program, Naomi will be working at Studio XX from September 11st to October 21st 2017.

### CALL FOR PROPOSALS 2018 / 2019



#### REGULAR PROGRAMMING 2018 / 2019

Invisible labour, both formal and informal, is work that is not seen, valued, paid, or all of the above. Invisible labour is work that is overlooked, ignored, devalued, minimized, or "naturalized" even though it is fundamental for the efficient operation of projects, institutions, households, and entire political entities and organizations. The notion of invisibility can refer to practices and tasks, but also to the workers themselves, who are either completely out of view, or who are physically visible but are nonetheless rendered invisible by employers, consumers, colleagues, friends or family members. Sometimes employees are required to perform invisible work to keep their jobs (i.e. working overtime during rushes), while other times invisible work applies to performing tasks that are not considered work (i.e. caring; emotional labour), or tasks that are socially constructed as something certain people want to perform or are naturally good at performing (i.e. housework for women, farm work or low-wage jobs for racialized people). Significantly, invisible labour is often linked to people and communities who are already marginalized (women, immigrants, racialized subjects, workers assembling technologies in economic developing countries).

Studio XX is looking for creative, critical, funny, ironic, and poetic media arts projects exploring the ways that artists, activists, and cultural workers, adapt, perform, negotiate, or refuse, current forms of invisible labour (emotional, mental or physical). Among other things, we are asking: what forms does invisible labour take? What is the relationship between invisible labour and the art world? What is the role of gender in the visibility/invisibility/hypervisibility of labour? How can artists working with digital technologies counter the unpaid labour that provides content for the internet? Can artists re-imagine projects that undermine capitalism?

#### TOPICS MIGHT INCLUDE

- emotional labour, physical labour, mental labour
- unpaid labour, and/or underpaid labour
- sustainable/viable projects vis-a-vis invisible labour
- practices such as thinking, emailing, drafting, researching, writing, planning for events, crowdsourcing, preparing materials, etc.
- disembodied labour, virtual work and non-human labour
- work associated with everyday life (meeting with people, care taking, housekeeping)
- illegal labour
- freelance and independent labour
- hierarchies (e.g. racial, ethnic, class-related) and invisible labour
- reliance on unpaid internships in art festivals, artists run-centres, and other art institutions
- the geographies of invisible labour (certain neighbourhoods, certain countries)
- outsourcing in the Global South and other marginal areas
- invisibility in the digital economy: startup cultures, content farming, content moderation, sharing economies, Twitter bots
- visibility versus "exposure" discourses in the art world (Nicole Burisch)
- invisibility of labour versus the visibility of architecture and infrastructures
- social expectations and invisible labour
- the idea of "personal days" in complement with "sick days" to recognize and compensate invisible labour

#### WHAT WE ARE LOOKING FOR

Participants may present proposals for Exhibitions, Workshops, or a One-day Event/Activity. Examples of proposals for exhibitions: web art, public interventions, audio and electronic art, interactive pieces, radio art, video art, installation, locative media, game art, augmented or virtual reality, bio art, open source and community-based practices. Examples of a One-day Event/Activity: conversation, roundtable discussion, or performance. We seek propositions inspired by (but not limited to) feminism, critical race studies, disability and queer studies. Submissions will be accepted in either English or French. Studio XX welcomes project proposals from self-identified women, trans, and/or gender fluid artists, activists, collectives, and organizations.

#### WHAT WE OFFER

Studio XX offers artist fees based on [the CQAM grid](#). Selected projects receive artistic and technical support ("to be defined according to each project and available resources). \* Please note this is not a call for projects that require production support. Works submitted must be ready for presentation. Before submitting a project proposal, applicants are strongly encouraged to consult Studio XX's mandate, submission guidelines and gallery plans.

#### SUBMISSIONS GUIDELINES

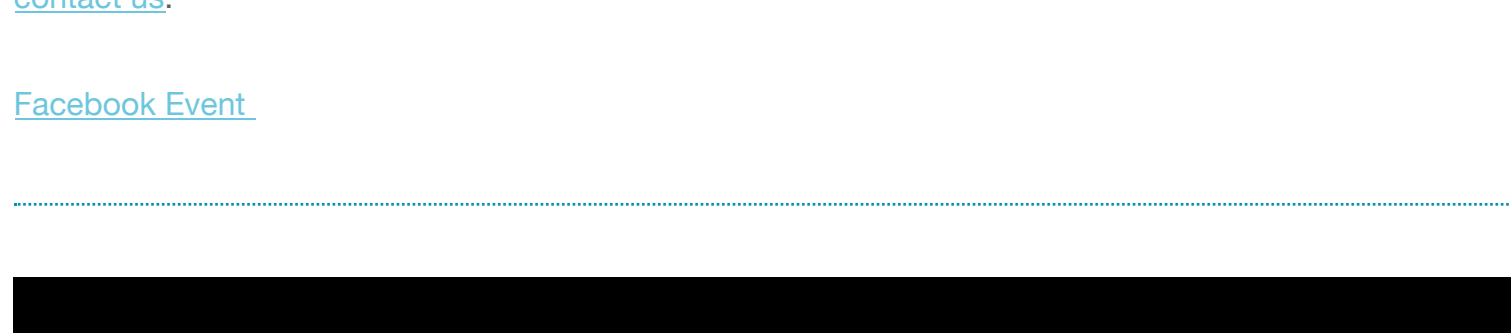
To submit a proposal to Studio XX, [follow this link](#). Deadline for submission: by October 15 2017, at midnight (Montreal time). PLEASE NOTE

Incomplete or late applications will be not be considered.

All applicants will receive a confirmation of receipt.

Selected participants will be notified in December 2017. For questions and further inquiries, please [contact us](#).

[Facebook Event](#)



### ARTISTS IN RESIDENCY 2018 / 2019

Studio XX's residencies offer artists opportunities to experiment and create a new work (e.g. digital art, installation or performance). For a period of six weeks, resident artists have access to a private work station within a shared work area. Residents receive an artist fee, and enjoy free access to Studio XX equipment and workshops. The works produced during the residencies are presented to the public.

**Application deadline: October 15th 2017**

#### PURPOSE

Studio XX offers a supportive environment for artists to exchange, define and explore creative work based on their own process and preoccupations. Artists can use the residency to develop an entirely new project or to expand a previous project.

#### ELIGIBILITY

- artists self-identifying as women, trans, and gender diverse;
- to be engaged in a digital, sound-based, or new media practice;
- works that can be explored or produced with the resources available at Studio XX (equipment, spatial and financial resources).

#### SELECTION CRITERIA

- artistic merit of the project;
- innovative use of media (web art, video or sound art, installation, performance, or post-internet art);
- the residency must represent an important point in the artist's career in media arts;
- Studio XX's mandate for experimentation and creativity must be reflected in the proposal;
- the work selected must demonstrate a relevant and innovative expression of theoretical, political and/or social engagement.

#### TERMS OF RESIDENCY

- residencies are six weeks in length;
- an artist's fee based on C.A.R.C.C./C.A.R.F.A.C.
- access to a private work station within a shared work area\*;
- access to Studio XX's equipment;
- free access to certain workshops;
- diffusion of the project through the Studio's programming and platforms: events, XX Files radio show, on-line Matricules archives, and social media;
- residencies DO NOT include travel costs, accommodation, or per diem;
- non-local artists are responsible for their living arrangements while in Montreal;
- Studio XX can provide letters of support for artists whose project is selected (e.g. for a travel or production grant).

\* The artist has a dedicated workstation, but the work space is in a shared gallery / office.

#### RESIDENCY DATES

Studio XX team meets with each selected artist in order to develop the production schedule of the project.

#### APPLICATION

- applications can be individual or collective;
- applications can be submitted in French or English;
- submissions are reviewed by a Selection Committee.

#### SUBMISSIONS GUIDELINES

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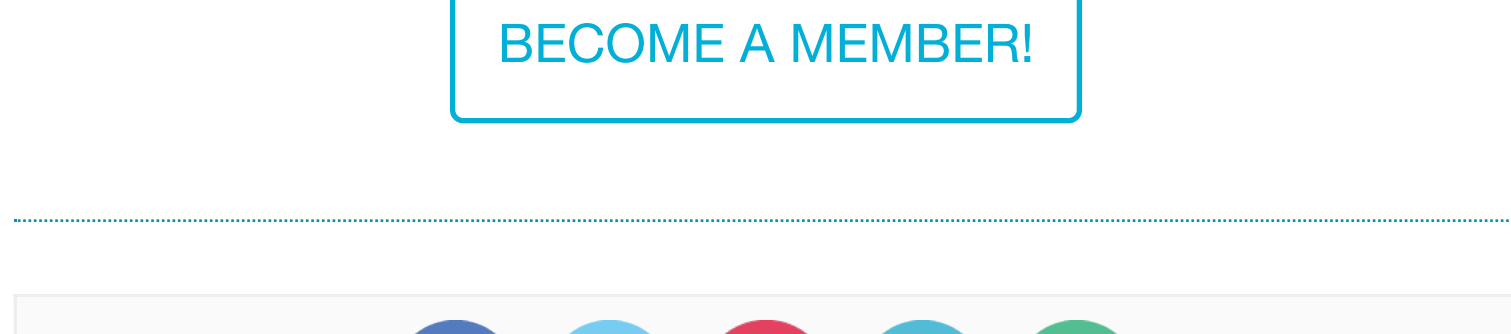
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[Facebook Event](#)

### BECOME A MEMBER!



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Studio XX is a bilingual feminist artist-run centre for technological exploration, creation and critical reflection.



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