

2023 Visual Arts Competition Cover Sheet/Submission Form
Qualifying Problem (QP) Submissions Due Virtually: January 31, 2023
State Submissions Due Virtually: March 28, 2023
State Submissions for onsite Display and final Evaluation: April 1, 2023

Check One: QP Submission State Submission

Coach Name: Karlyn Doyle

Artist's Name: Julia Gauthier

Division: (Choose One) Junior Middle Senior

Topic Name: Digital Realities

Project Title: Unexpected Problem

The Underlying Problem:

Because XR makes citizens in Tokyo, Japan in 2044 less aware of their environment, how might we minimize the risk of harm generated by unaware human dependence on the XR technology so that people can succeed in their daily lives?

Project Focus: Check your focus category. (Choose ONE)

Multiple Solutions to the Underlying Problem

The Action Plan which shows at least 3 of the following: Who, What, Why, When, Where, and How. These might reflect the Assisters, Resisters, and portray a Humane Element

An Overview of the 6-Step Problem Solving Process

Artist's Statement: (300 Total Word Max for the two sections)

Section One: Explain what is needed to show your chosen focus category in action. Tell what solutions are viable, articulate your action plan, or cover the 6-Step process highlights, depending on which category you have chosen. Be sure to elaborate on how and why your artwork relates to the chosen category. Be clear, concise, and futuristic.

Section One:

Unexpected Problem shows how the force-bubbly senses danger and generates force fields to protect the citizens of Tokyo, Japan in 2044. Designed by engineers through a collaboration with Nintendo, the force-bubbly will be beta-tested by Japanese citizens. Citizens living in parts of Tokyo that may not have access to beta-testing or the technology at all may resist the use of the

force-bubbly because they cannot be involved in the development process. The force-bubbly is designed to protect and not harm the user or whatever is attempting to harm them. This device is sensing the danger, not the user - the opposite of the Life Alert device we have in the present time - the user doesn't have the responsibility of paying attention.

Section Two: Highlight the aspects of the artistic work you have created. How was it constructed, and why did you put it together that way? This section will show how the artwork itself relates to the student's critical thinking. Any artistic details that the artist wishes to highlight such as composition, metaphor, symbolism, etc., should be mentioned here. The artist can also elaborate on their creative choices like the *why* behind their chosen medium, subject matter, color palette, etc., and how it adds to the meaning of their artwork.

SectionTwo:

For my artwork I used IbisXpaint to create a design using digital layers because it is the closest thing to the topic of digital realities to create the device in my action plan and could focus on the creation of my design vs. sharpening my pencils every 15 minutes. Design elements I'd like to explain is the dodgeball demonstrates the disaster in this piece. that you aren't going to expect everything. The people in the windows resemble not everyone knowing about how a force-bubbly works because they are inside and protected. Oranges and yellows were chosen to contrast with the force-bubbly being blue to have the device stand out in my artwork. The inspiration for the hexagonal images on the force-bubbly came from movies I enjoy watching. Finally I chose a street corner because it related back to my first idea of someone not paying attention to crosswalks.

Student/Coach Instructions:

1. Once you've completed the above information, in the upper left hand corner of this page, Delete "Copy of" and change the title to: Your First Name Last Name - EXAMPLE: Cheryl Whitesitt Visual Arts Regional (or State) Submission 2022
2. Be sure to share this with your coach by going to the blue "**Share**" button in the upper right hand corner of this page.
3. Submit this form as a pdf along with your photos, via email attachment to:
Submissions@mnfpsp.org
4. Label your photo/s: First name, Project Title - EXAMPLES: 1.Cheryl-Working Hard
2.Cheryl-Working Harder
5. Send up to four photos, (to show different angles if needed) via attachment along with this form to: Submissions@mnfpsp.org
6. If you need help or have questions, please contact your coach. If they are not able to help you, your coach will contact the Director.

