

**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:** T. C. Meng

**Artist's Name:** Merdan Abliz

**Division:** (Choose One)  Junior       Middle       Senior

**Topic Name:** Digital Realities

**Project Title:** Too Much XR

**The Underlying Problem:**

Underlying Problem: Due to the fact that people are spending too much time in a digital world, how may we assist them to develop a healthier relationship with their usage of extended reality.

**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:

I have drawn 3 before and after pairs. In the first picture the problem is too much XR for entertainment and it is bad for brain health. The solution shown is making a game that encourages people to educate their brain using special prizes in AR. In the second panel, the problem is people are getting eye strain, bad for physical health. The solution shown is having screen time limiters and decreasing the use of XR. In the third picture, the person is not doing much activity, leading him to becoming fat. The solution shown is making games that require you to go outside in AR for special prizes.

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.

### Section Two:

The melting brain represents a brain that is turning to mush because the brain is addicted to the XR games. The brain solving math problems represents a healthy brain. The bloody eye represents an eye that has had too much time on the XR goggles and is unhealthy. The eye hiking up the mountain represents a healthy eye that is exercising. The couch potato represents a guy that became unfit and lazy because he is doing too much XR. The guy running on the treadmill and running represents the same guy that is healthy and exercising while doing AR.

### 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: Merdan Abliz Visual arts Regional Submission 2023
2. A - EXAMPLE: Cheryl Whitesitt Visual Arts Regional (or State) Submission 2022
3. Be sure to share this with your coach by going to the blue "**Share**" button in the upper right hand corner of this page.
4. Submit this form as a pdf along with your photos, via email attachment to:  
[Submissions@mfnfosp.org](mailto:Submissions@mfnfosp.org)
5. Label your photo/s: First name, Project Title - EXAMPLES: 1.Cheryl-Working Hard  
2.Cheryl-Working Harder
6. Send up to four photos, (to show different angles if needed) via attachment along with this form to: [Submissions@mfnfosp.org](mailto:Submissions@mfnfosp.org)
7. 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.