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# Guidelines

Glitch.art.br 2024 – International Online Exhibition. **5th** Edition.

## glitch.art.br

Glitch.art.br presents the guidelines for its 2024 International Online Exhibition. This edition will take place at **www.glitch.art.br**, in São Paulo, Brazil, beginning in December 2024.

**What is the glitch.art.br International Online Exhibition?**

Glitch.art.br is an online platform designed to promote, exhibit, and provide a dedicated space for interacting with and discussing Glitch Art.

The Glitch.art.br – International Online Exhibition is organized in Brazil, but is intended for a global audience. The exhibition is **free and open to everyone**, as it allows for a wider worldwide audience to access an online program that brings together artworks and texts by current artists and researchers.

The idea was born out of the need to research and promote this important artistic genre that grows every year. The exhibition format was inspired by online new media festivals like GLI.TC/H, Op3nr3po, Year of the Glitch, and The Wrong. The goal is to create a participatory and community-oriented initiative dedicated to showcasing experimental and subversive arts from old and new media that are based on analog and digital technologies, also to wide-ranging creative new media-art practices. The exhibition is particularly interested in featuring artworks that explore the critical, artistic, and free use of technology.

**When and where will the Exhibition be held?**

The exhibition officially happens online at **www.glitch.art.br.** Other virtual spaces, such as free-to-access social networks, will host the participants' audios, images and videos, as well as the exhibition catalog.

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The event begins on **December 1, 2024.** The idea is for new editions to appear, but previous editions may or may not remain available online indefinitely.

**What's the theme of the edition?**

There is no theme. You can submit artworks in three categories: **audio, image and video**, and **papers**.

In terms of artistic production, we will focus on those artworks that clearly represent or dialogue with Glitch Art. These are works that feature glitches, errors, failures, noise, deformations, malfunctions, defects, imperfections, strangeness, randomness, accidents, chaos, (dis)programming, deconstructions, interventions, interference, subjectivities and disruption of appearances, power structures, narratives, orders and functionality of data, files, software, hardware, and other technical devices. This includes ways of creating (un)automated, incorrect, incoherent, collaborative constructions, marginal knowledge production and actions; in short, the possibilities of creating artworks that do not participate or rarely participate in the "recognized" circuit of the current international art market.

**Call for entries and submission**

There are **3 categories: Audio, Image, Video [+ Papers].**

Submissions of artworks and papers will be accepted through an **online form** on **www.glitch.art.br** starting on **August 1, 2024.** The open call for artworks ends on **October 1,** while the open call for papers ends on **November 1.** The exhibition opens on **December 1, 2024.**

Please read and follow the instructions before submission. Participation is voluntary, open for all, and free. **THERE ARE NO FEES FOR ENTRIES AND SUBMISSIONS.** Since this is an independent, artist-run project, **THERE ARE NO PAYMENTS TO PARTICIPATING ARTISTS AND AUTHORS OF PUBLISHED PAPERS.** Submissions are subject to the acceptance criteria of the exhibition organizers. Submitting an entry does not automatically indicate the inclusion of your work.

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**What kind of art can I send you?**

All artists are invited to produce and submit Glitch Art or works that promote dialogues with other art mediums, either conceptually and/or practically. They can include electronic art, digital art, visual art, sound art, multimedia art, new media art, among others, provided they result in other ways of thinking, producing, and exhibiting these works.

**What about the papers for the possible book that will be released at the end of the exhibition?**

In terms of papers, ask yourself. Do I have anything interesting and new to say about this type of art? If so, we are interested in your ideas.

All artists and researchers are invited to reflect on the contemporary context of the experimental and theoretical practice behind Glitch Art. We are looking for the submission of papers resulting from research in the arts, as well as inter- or trans-disciplinary dialogues with other knowledge areas such as design, communication, philosophy, technology, and so forth. The intention is to emphasize explorations on Glitch Art's practices, poetics, and theories in a way that breaks with "traditional" art systems, in order to usher reflective potentials and new references from authors.

**THERE IS NO SUBMISSION FEE AND THERE IS NO PAYMENT TO THE AUTHORS FOR THE PUBLICATION OF THEIR PAPER IN THE BOOK OR FOR ANY POSSIBLE FUTURE SALES.** Submitting an entry does not automatically indicate acceptance into the book. Submissions are subject to the acceptance criteria of the exhibition organizers. If the selection does not result in a sufficient amount of papers for a book, the organizers reserve the right to forgo publishing a book, without prior notice. In this case, selected papers may also be included in the book in a future edition of the exhibition.