

# THE PHOTOGRAPHERS' GALLERY

## Open Call: Create an Exhibition Activity

We are looking to commission a young person age between 14 - 24 years old to develop an exhibition activity loosely related to our upcoming exhibition *How To Win At Photography*.

From June 2022, The Photographers' Gallery (TPG) will present the group exhibition *How to Win at Photography*. The exhibition looks at artists and photographers who play with – and sometimes *against* – the camera, document the environments of videogames and question notions of identity, gender and class.

Originated and first exhibited at [Fotomuseum Winterthur](#) in 2021, the exhibition has been developed in collaboration with the Lucerne University of Applied Sciences and Arts and the Centre for the Study of the Networked Image at London South Bank University.

This document outlines a brief for a small-scale, commissioned activity that can engage visitors whilst at the gallery with the exhibition's theme.

### Brief

The Photographers' Gallery aims to commission an early career artist to develop an activity that will engage exhibition visitors with some of the themes in the show, as well as the overarching exhibition theme of **photography** and **play**. The activity could be something that individuals interact with on their own, with friends or family, or with other visitors in a cumulative way. It might be something that includes photographs, words or a combination of these or other elements. An online life for the project would also be desirable, but not essential.

You can find out more about *How To Win At Photography* [here](#) as well as its content in the exhibition catalogue [here](#).

Ideally, the activity should:

- offer opportunities for learning/critical engagement with the exhibition theme
- be playful and engaging for, and relevant to, people aged 8 years and more
- be inexpensive to produce
- can be easily distributed and communicated about – either from the ticket desk or within the exhibition space(s)
- create possibilities for sharing with others – either physically or digitally
- be recyclable/low carbon emitting

Possible formats for the activity:

- Printed leaflet or game (handed/made available to visitors at exhibition entrance)
- Postcards (that could be shared on magnetic boards on 4<sup>th</sup> floor or sent out into the world)

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- Audio guide with things to do/ways to engage both within and beyond the exhibition (downloadable from TPG's website)
- Another type of online resource

**Fee: £500 (for concept, idea development and working through)**

**Production Budget: £1,000**

Submit your ideas [here](#).

**Submission deadline: 10am on Thursday 5 May**

## Background on working with artists and visitor engagement at TPG

TPG regularly works with photographers, artists and other specialists on its exhibition-related public, schools and youth programmes – through talks, tours, workshops and courses, as well as other types of visitor engagement activities.

The 4<sup>th</sup> floor exhibition space has a resource room with a large magnetic board. The board is used for postcards featuring visitor responses to the exhibitions. Requests range from 'Select a photograph from this exhibition and share your thoughts about it' to 'Which project do you feel should win the prize and why?' (during TPG's annual prize exhibition).

TPG is also home to a [camera obscura](#) in its 3<sup>rd</sup> floor studio that visitors are invited to interact with by rotating a turret to change the projected view and to move a screen to bring the image into focus.

When not being used for workshops or other events, the 3<sup>rd</sup> floor studio also presents activities produced in collaboration with a range of individuals in groups. For example, in March 2022, TPG will feature an Augmented Reality work [Insects & Us](#) – featuring an AR landscape with insects and information about the ecological roles they play. Past exhibition-related activities have included a fashion studio, a typewriter with an endless paper reel and a crime scene. These activities are not invigilated and need to be easy to set up and take down for other studio uses.